

Softball Rules

Activity Format: Event will consist of a one-day single game elimination tournament followed by a championship game day.

Policy Information: For additional information please review the Intramural Sports Handbook online at:

www.butler.edu/intramurals

Equipment

Balls: Game softballs will be provided by the Intramural Sports staff.

Bats: Butler IMs will provide bats at the game site. Personal bats may be used if they are on the American Softball Association approved bat list found here:
www.teamusa.org/usa-softball/play-asa/certified-asa-equipment

Gloves: Gloves WILL NOT be provided by Butler IMs at the game site. Participants must bring their own gloves as desired. Every player in the field must wear a glove. Gloves may not be shared.

Game Regulations

Players: Open league with a maximum of ten (10) people on the field at once. The game can be started with a minimum of five (5) players. There are no gender restrictions.

Game Length: A regulation game is seven innings. Games must be called under time limit rule, 50 minutes of playing time. When the time limit expires, play continues until the end of the full inning. A start of an inning consists of at least one live pitch.

Extra Innings: During playoffs, if a game is tied at the end of the seventh inning or after the 50 minute time limit, the International Tie Breaker rule will be placed into effect until we have a winning team. Regular season games will end in a tie if the game has completed 5 innings or reached the 50 minute time-limit.

International Tie Breaker: In the start of each half inning, the last batter in the previous inning will be placed on 2nd base to start. Each batter will have one pitch. If the pitch is a ball, the player walks. If the pitch is a strike or foul ball, the batter is called out. The inning will be played with three outs.

Officials: The intramural staff will assign officials for each scheduled game. All softball games conducted by Butler Intramurals must be played under the supervision of the field supervisor employed by the Department. No game may be played without being scheduled through the Intramural Office. An intramural official will keep the score.



Official Game: In the event of inclement weather, if a game has reached half way, it is over and the score is official. If the game has not yet reached halfway or four completed innings (bottom of the 4th if the home team is winning), it is considered a cancelled game during the regular season and will not be counted toward playoff qualification. If the game is during playoffs the game will be rescheduled and resume where the game was delayed. Scores, runners and outs will be counted, however the batting order may only be changed if necessary.

Playing Area: All games will be played at the IM fields unless specified otherwise.

Mercy Rule: If a team is ahead by 15 runs after 5 innings or 10 runs after 6 innings of play, the game is complete. If the home team is ahead by the allotted runs heading into the bottom of the 5th or 6th innings before the third out in the bottom of the inning, the game is complete.

Sport Specific Rules

Out of Play: Before starting play the umpires and team captains should review the areas of the field, foul territory and those areas that are out of play. The out of play area shall be defined by an imaginary line extending infinitely from the backstop parallel with the first and third baselines. Any ball crossing into the out-of-play area is immediately considered a dead ball.

Ground Rule Doubles: Any ball that goes into the parking lot in fair play will be ground rule double.

Overthrows: An overthrow that passes out of play is a dead ball. Runners are awarded two bases from their position at the throw.

Lead Off: The base runner may not leave the base until the pitched ball has reached or passed home plate. If the batter does not hit the pitch, base runners must return to their bases immediately because the ball is dead until hit.

Base Runner Off Base: When the base runner fails to keep contact with the base to which he/she is entitled until a legally pitched ball has reached home plate, the ball is dead. No pitch is declared and the base runner is out.

Base Stealing: Under no condition is a runner permitted to steal a base.

Bunting: No bunting allowed. The batter is out when he/she bunts or chops the ball downward.

Batters Count: Each batter will start with a count of 1 ball and 1 strike (1-1).

Batting: In intramural softball, the entire team is allowed to have a spot in the batting order, however, only 10 are allowed to play in the field at one time.

Pinch-Hitting and Pinch-Running: There are no pinch-hitters or pinch-running in intramural softball.

Pitcher's Position: The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with, but not off the side of the pitcher's plate. They must come to a complete stop facing the batter, with the shoulders in line with 1st and 3rd bases and with the ball held in one or both hands in front of the body. This position must be maintained at least one second and not more than ten seconds before starting the delivery. They must then deliver the ball toward home plate on the first forward swing of the pitching arm past the hip. There shall be no stop or reversal of the forward motion.

Legal Pitch: A legal pitch is delivered with an underhand motion at a moderate speed with a perceptible arc of at least six feet from the ground. The pitched ball must not reach a height of more than 12 feet at its highest point above the ground. One foot must be in contact with the pitcher's plate during the delivery.

Illegal Pitch: A ball is called on the batter, there is no advance of the runners. The ball is dead.
Exception: If the batter swings at the pitch, it shall be called a strike. If the ball is hit, it is in play.

Batter Hit by Pitched Ball: If the pitch is outside the strike zone, a ball is called. The batter is not awarded a base unless the call is the fourth ball.

Sliding: Under no circumstances is sliding acceptable. In intramural softball, sliding will always result in out.

Strike Zone: The strike zone is that space over any part of home plate which is between the batter's highest shoulder and his/her knees when the batter assumes his/her natural batting stance.

Infield Fly: An infield fly is a fair hit ball, other than a line drive that is caught or in the opinion of the umpire could be easily handled by an infielder. The batter is out immediately when hitting an infield fly with base runners on first and second, or on first, second and third with less than two outs.

Leaving the Base: The base runner may leave the base as soon as the pitched ball is hit or passes home plate. The runner must return to that base immediately after each pitch not hit by the batter.

Blocked Ball: A blocked ball is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game, or which touches any object which is not part of the official equipment or official play area.

When a Third Strike is Called: The batter is out when a third strike is called including a second uncaught foul ball that is hit after two strikes.

Covid-19 Policies:

Masks- Masks or gaiters are required to be worn at all times during the event. Failure to wear a mask will result in dismissal from the competition and potentially the league.

Social distancing- If it is not your turn to bat you must stand at the six foot mark outlined on the field to allow for safe distance during game play. While in the field you must maintain 6ft distance from your teammates (max of 5 people in the infield)

Bats & Softballs- All softballs and bats will be provided by IM Staff, personal softballs are not allowed but bats are welcomed but can only be used by that individual unless cleaned after another individual uses it.

Gloves: All players must have their own personal glove. Gloves are not allowed to be shared.

Sanitation- Each player will be required to sanitize their hands at check in, prior to the games start. The IM Staff will sanitize softballs before and after each half inning and after each individual's use.

Health Screens- All participants must show the IM Staff their health screen showing that they are cleared to be on campus at check-in.