

## Softball Rules

One of the calculated risks that players must accept is that the coach, players or the officials may make mistakes during the course of the game. We are all human beings and subject to human mistake. Once the officials are on the field, the players will be served themselves and the game by giving them full support.

It will be the policy that all protests will be acted upon immediately before the next pitch. **Judgment calls will not be disputed!!!** Protests may only occur over rule interpretations and can be made only by the team captain to the game officials. If the manager is not satisfied with the umpire-in-chief's decision, he/she may then protest form.

**Players:** Max players will be 15.

**Bunting:** The batter is out if he bunts or chops the ball downward.

**Base stealing and Lead off:** Base stealing is not allowed. Runners can leave their bases when a pitched ball has reached or crossed home plate, or is hit. If the batter does not hit the pitch, base-runners must immediately return to their bases because the ball is dead until hit.

**Pitcher:** 5 warm-ups will be granted in the first inning. Thereafter, only 1 warm-up will be granted between innings. The pitch delivered with an underhand motion at a moderate speed with a 3-12 foot arc. 1 foot must be in contact with the pitcher's plate during the delivery and if a step is taken, then it must be towards the plate.

**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, or if the ball is hit, it is in play.

**Quick Return Pitch:** A ball is called. The ball is dead. Exception: If the batter swings at the pitch, it shall be called a strike, or if the ball is hit, it is in play.

**Strike Zone:** The strike zone is no higher than the batter's shoulders and no lower than his knees during natural batting stance.

**Foul Tip:** Direct from the bat to the catcher's glove is an out. The batter is automatically out if he foul tips the 3<sup>rd</sup> strike.

**Intentional Walk:** Notify the umpire, and then award 1<sup>st</sup> base.

**Pitch Count:** Pitch count starts as 1 and 1. Strike 3 looking or fouled off is an out. Ball 4 is a walk and the ball is dead.

**Time Limit and Run Rule:** Games are 50 minutes or 7 innings whichever come 1<sup>st</sup>. Run rule is 12 after 3, 10 after 4, and 8 after 5.

**No Metal Cleats!!!**

**Infield Fly Rule:** When runners occupy 1<sup>st</sup> and 2<sup>nd</sup> with less than 2 outs or the bases are loaded with less than 2 out the batter will be automatically out for hitting a fly ball that does not exit the infield.

**No Warm Up After Inning 1!!!**

**Everyone behind the fence or in the dugout except the next person up to bat!!!**

**All equipment not being used must be in the dugout!!!**

**We are not responsible for injuries!!! Play at your own risk!!!**

**Players in the outfield must stay behind the outfield line. (Play is dead, advance one base)**

**Report to the game 10 minutes early.**

**Must have SWOSU ID to play.**

**We reserve the right to ban any player, spectator, or coach who expresses unsportsmanlike conduct in the opinion of the Intramural Director.**