

SOFTBALL Rules & Regulations

The University of Akron Student Recreation & Wellness Services Intramural Sports

Participation in any and all activities within this facility and/or sponsored by The University of Akron is voluntary. All participants understand and agree that use of this facility and/or participation in an activity sponsored by the university is at their own risk and that the university is not responsible for any incidents, injuries or loss of property that may occur.

All team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and/or other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of Officials assigned to the game as well as the Site Supervisor.

Current National Intramural-Recreational Sports Association rules shall apply, with the following clarifications and modifications in effect:

GENERAL INFORMATION:

- All students, faculty or staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Participants Handbook. All participants must present a valid, physical copy, University of Akron ZipCard. **NO ID, NO PLAY!**
- All games will be played at Lee Jackson Field.
- Following three (3) weeks of regular season play, teams will advance to a single elimination playoff bracket, provided their sportsmanship rating maintains a minimum average of 9.
- **All leagues consist of only Co-Rec Teams.** Each team will consist of a maximum of ten (10) players in the field; a minimum of seven (7) is required to avoid a forfeit. Batting orders can have up to eleven (11) players.
 - A minimum of three (3) of either gender is required to be in the field at any time.
 - If only three (3) of one gender is present when the game begins that team may only play with seven (7) in the field, even if there is more than four (4) of the opposite gender.
 - The following ratios will be acceptable:
 - Ten – 6:4 or 5:5
 - Nine – 5:4
 - Eight – 4:4
 - Seven – 3:4
- Each team shall designate to the Officials a player as the captain. This person is the only player who may communicate with the Officials.

EQUIPMENT:

- Intramural Sports will provide all required equipment.
- Athletic shoes must be worn. Cleats are allowed provided they have no metal.
- Players may wear a headband made of soft pliable material. Ball caps will be allowed.
- **All jewelry must be removed, and can NOT be taped over.**
 - Only Medical Alert bracelets and/or necklaces will be permitted, and must be taped to the body, leaving vital information visible.

GAME FORMAT:

- All games will be seven (7) innings in length or 45 minutes, whichever comes first.
 - If an inning is **in progress** after 45 minutes, and the home team is losing, the inning must be completed.
- No new innings will begin after the 45 minutes have expired.
- There will be three (3) outs per team per inning.

- **MERCY RULE:** All games must play at least four (4) innings, provided the fourth inning is started before the time limit. The game will be over if, after the inning, a team is ahead by:
 - 20 runs after four (4) innings.
 - 15 runs after five (5) innings.
 - 10 runs after six (6) innings.

THE GAME:

- Teams are limited to a maximum of 10 runs per inning.
 - If a team reaches the 10 run limit, the opposing team will take its turn to bat.
- Home runs will be administered with the “plus one” rule.
 - Each team is permitted eight (8) over-the-fence home runs per game.
 - When Team A hits its 8th home run, each additional home run will count as an **OUT** until Team B also reaches their 8th home run.
 - Once both teams have reached eight (8) home runs, each will be given one (1) additional home run.
 - The “plus one” rule will continue, with one (1) additional home run each, as teams progressively equal their number of home runs.
- A hit ball that passes beyond the fence, after hitting in fair ground, without being controlled by a player, will result in a ground rule double.
 - A hit ball that bounces directly off a fielder and over the fence will be ruled a home run but not count against a team’s home run count total.
- In order to get a runner out, the ball must be thrown to the forced base.
- If a fly ball is caught in the air (without hitting any type of obstruction) the batter is automatically out, whether fair or foul.
- Any overthrown ball resulting in the ball being out-of-play will award one (1) base to the runner(s), from the point when the ball crossed the out-of-play boundary.
- A double base will be used at 1st base; the runner uses the outside base and the fielder uses the inside base. When making an out at 1st base, the defender must tag the inside base, or the runner will be called safe.
- **Runners may not lead off the base.** Any runner leading off before the ball crosses home plate will be called out.
- **Stealing bases or sliding** are NOT permitted.

BATTING:

- Each batter will begin each at-bat with a count of one (1) ball and one (1) strike.
- All foul balls will count towards a batter’s strike count.
- If the third strike is fouled off, the batter is out. If the foul is caught, the ball remains alive and the runners may try to advance.
- **No bunting allowed;** automatic out.
- **An infield fly** means that the batter is out and all force plays are removed regardless of whether the ball is caught. The rule exists to prevent the defense from achieving a double play or triple play by failing to catch a ball that an infielder could catch with ordinary effort.

PITCHING:

- Prior to pitching, the pitcher shall come to a full and complete stop with both feet firmly on the ground and with one or both feet in contact with the pitching rubber. The ball must be held in the pitching hand or with both hands in front of the body.
- In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher’s rubber until the ball leaves the pitcher’s hand.
- A legal delivery shall be a ball that is delivered underhand and a slow to moderate speed. The ball must reach a height or at least six (6) feet and no more than twelve (12) feet at the top of its arc.

- Any pitch that fails to reach an arc of six (6) feet, exceeds the twelve (12) foot limit, or is thrown with excessive speed in the opinion of the home plate umpire, will be declared an illegal pitch. This will count as a “ball” unless the batter chooses to swing, in which case the ball is live. Once an illegal pitch is swung at, all action following the swing will be legal (a strike, out, hit, etc.) and the “illegal pitch” will be disregarded.

AWARDS:

- The winning team will receive Intramural Sports Champion T-shirts.

Updated 8/15/18