
SOFTBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN **GRAY**.

THE GAME WILL BE PLAYED ACCORDING TO THE AMATEUR SOFTBALL ASSOCIATION SLOW PITCH SOFTBALL RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

OPEN, IFC FRATERNITY, AND WOMEN'S TEAMS

STARTING THE GAME

1. **START TIME:** Teams are to be at the field and signed in before the official game time. If any team is not at the field and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid Towson University OneCard to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **IM SPORTS PASS:** All participants must have purchased a valid Intramural Sports Pass in order to be eligible to participate.
4. **SCORING:** The Intramural Officials working the game will keep the official score, and confirm the score at the conclusion of each half inning.
5. **TEAMS:** Ten (10) players constitute a team; a game may be started with no less than seven (7) players per team. A team will forfeit if they do not have seven (7) players at any point in the game. *Clarification: a team will not receive an out for an unfilled eighth, ninth, or tenth spot in the lineup.*
6. **CLUB TEAM MEMBERS:** No more than three (3) members listed on the active club baseball or softball teams' roster are eligible for participation in the game per team. No more than three (3) members listed on the active club baseball or softball teams' roster may be listed on the same intramural team's roster.
7. **EXTRA HITTERS:** Teams are permitted (but not required) to have extra hitters in the lineup. An extra hitter is considered a spot in the lineup, but the player(s) does not play in the field. An extra hitter may switch positions with a field player. The only stipulation is that the batting order may not change. A substitute may enter the game into an extra hitter's position. That

player is now considered an extra hitter. The extra hitter may bat anywhere in the line-up. A team may use up to four (4) extra hitters, but the total number of places in a lineup may not change once the game begins unless due to injury or ejection.

8. **GAME TIME:** No new inning may be started after the Intramural Sports Supervisor has made the announcement that the fifty (50) minute time limit has expired. According to ASA rules, a new inning has started immediately when the third out of the previous inning has been called.
9. **GAME EQUIPMENT:** Team's must use the ball provided by Towson University Intramural Sports. Teams may use their own bats, provided they are legal slow pitch softball bats, containing an ASA certification stamp. All catchers are required to wear the mask provided by Intramural Sports. Players must wear a softball or baseball glove while playing in the field.
10. **JEWELRY/ACCESSORIES:** No jewelry or accessories may be worn. Any batter wearing jewelry or accessories will be called out. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. *Clarification: Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.*
11. **GROUND RULES:** Special ground rules may be implemented by the Intramural Sports Supervisor if special conditions exist that would warrant an alteration of ground rules already in place.

PLAYING THE GAME

12. **INNINGS:** Seven (7) innings will constitute a game. Four (4) completed innings are necessary for an official game that is ended early due to inclement weather.
13. **TIE GAMES:** All games ending in a tie score during the regular season will be recorded as a tie in the win/loss record. During the playoffs, extra innings as described in the ASA rules shall be used to determine a winner.
14. **SUBSTITUTES:** All starters and substitutes will be permitted unlimited re-entries, provided they return to the same spot in the batting order.
15. **BATTING:** Batters must use an approved softball bat. Bunting and chop-swings are prohibited. Batters may not leave the batter's box to swing at a ball. The result will be a dead ball out, and all runners will have to return to their previous base.
16. **BATTER'S COUNT:** Batters will begin each at-bat with a one (1) ball, one (1) strike count. All legal pitches that the umpire calls a strike, missed swings, and foul balls will be counted as a strike. All pitches that are illegal or are not called a strike will be counted as a ball. Each batter may receive one courtesy foul ball when there is a 2-strike count, but a second foul ball after the second strike will be considered a strike-out.
17. **BASE RUNNING:** Stealing and leading off are prohibited. Sliding is permitted, but not required. A base runner is NEVER required to slide. However, a player who initiates

malicious contact will be called out and ejected from the game. Courtesy runners are not permitted. Batters/runners may not advance to first base on a dropped third strike.

18. PITCHING: The pitcher must have at least one (1) foot on the pitching rubber from the time the pitching motion begins until the ball is released.
19. PITCH ARC: Pitches must have a perceptible arc of between six (6) and twelve (12) feet at the ball's highest point. If not, the umpire will call "illegal pitch" while the ball is in flight. If the batter takes the pitch, it will be called a ball, regardless of where the pitch lands. However, the batter may swing at the pitch. If so, the result of the swing (miss, foul ball, or ball in play) will override the "illegal pitch" call and a ball in play will be considered a live ball.
20. STRIKE ZONE: Any pitch within the legal pitch arc range that crosses the plate between the batter's front shoulder and back knee is a strike. Any pitch which strikes the plate will be considered a ball. Any pitch which hits the strike pad will be considered a strike.
21. BALLS OUT OF PLAY: The umpire will call time-out anytime a ball crosses the out of play line. If a batted ball travels out of play in the air, it will be considered a foul ball. If a batted ball lands in fair territory, and then travels out of play, it will be considered a ground rule double. If a live ball is thrown out of play, contacting another obstruction (ex. fences, bleachers, bystander) runners shall advance one (1) base from where they are at the point the ball is thrown. If a defensive player carries a live ball out of play, runners shall advance one base from the time the defensive player crosses the out of play line.
22. APPEAL PLAYS: An appeal for leaving a base early or missing a base may be made by the defense after the ball is declared dead by the umpire and before the next legal pitch. The appeal must be announced to the umpire, and then a defensive player in possession of the ball must touch the base in question. The umpire's decision on an appeal is not subject to protest.
23. RUN LIMIT RULE: No team may score more than six (6) runs in an inning. Once the sixth run crosses the plate, that team's inning will end, regardless of the number of outs recorded. There will be no run limit in the last inning.
24. MERCY RULE: Games shall end if one team is ahead by fifteen (15) runs after the fourth inning or ten (10) runs after the fifth inning, providing the team behind has had its turn to bat that inning.

SPORTSMANSHIP

25. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
26. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game (for sportsmanship related issues), that game will be ended and that

team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.

27. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
28. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products on Burdick Field. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
29. INTRAMURAL SPORTS POLICIES: Team captains are responsible for making sure that all members of their team are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

CO-ED TEAMS

All of the above rules apply with the following exceptions:

30. TEAMS: Five (5) males and five (5) females constitute a team. A team may start a game with as few as seven (7) players. The following male/female ratios must be maintained: 5M:5F, 5M:4F, 4M:5F, 4M:4F, 4M:3F, 3M:4F.
31. SUBSTITUTIONS: Males must substitute for males, and females must substitute for females.