



SOFTBALL RULES - CITY 6 ALL RULES NIRSA UNLESS NOTED EXTRAMURAL CLASSIC

- I. All activity rules are written and revised by the CITY 6 Committee. The committee reserves the right to make adjustments and/or changes based on host site requirements or safety needs.
- II. **ELIGIBILITY** is the responsibility of each team captain and representative Intramural Director. **Full time Undergraduates Only.**

Females can play in the women's and co-rec leagues. Men can play in men's and co-rec leagues. A female cannot play in the men's league, and a male cannot play in the women's league.

III. **GAME RULES :**

Players - Each team shall field and bat ten (10) players. Minimum to play is 8.

Co-Rec - Male/Female ratio for co-rec teams must always be 50% male, 50% female. **If a coed team has 9 players, only 8 are permitted in the field (4 men, 4 women). Teams must alternate male/female in batting line-up (up to team who bats first)**

No designated hitter.

Offensive team (batting) supplies the pitcher; thus defense has 10 fielders.

Defense must supply catcher at all times.

Pitching:

Batters receive 2 pitches to hit ball into play.

Pitcher must pitch to at least 2 batters consecutively.

Pitchers are treated as foule territory, if hit by batted ball, it is called a strike. If the second pitch the batter is out & base

Runners must return to original base.

Pitcher must begin pitch from designated spot (rubber) or marker.

No warm-up pitches for new pitchers who enter during an inning.

Starting Play

Coin toss determines home team.

Length of Game

TIME LIMIT IS ONE (1) HOUR FOR CITY 6 TOURNAMENTS.

FORFEIT TIME IS 10 MINUTES.

GAMES START ON TIME; If preceding game goes full hour, teams have 10 minutes as break before next game, then 1 hour to complete; if not ready to play in 10 minutes, game is forfeit.

Games will be 7 innings or extra innings if tied.

4 innings are needed for official game.

Mercy Rule will be in effect for a 15+ run differential, following 5 innings of play.

Umpires

Umpires at first and third base will be provided. .

Base Runners

NO SLIDING OR DIVING PERMITTED. This may includes tripping, falling etc.

The base runner is automatically out, if ruled as an unfair advantage by the Umpire.
NO LEADS; **base runners may not leave base until (bat/ball) contact is made by the batter.**

ON APPEAL, the base runner may be called out for leaving the base early on a batted ball legally put into play.

Intentional Walks

If the defensive team wishes to walk a batter, the captain shall inform umpires and the batter takes first base.

Co-Rec - if a team intentionally walks a batter the next batter has OPTION of first base or batting.

Plays at Home Plate

All plays at homeplate are force plays (no tag required). Once the runner has gone 1/2 way down 3rd base line, he/she is committed to home and cannot return to third.

The catcher cannot block the plate, catcher Interference may be called.

Substitutions

Unlimited subs are allowed, however- the sub must play a full inning in the field before batting - **no pinch hitters.**

Foul Balls/Overthrows -Ground rules: *This is a Temple specific rule when hosting; if different host please see umps for ruling prior to play.*

A defensive player may catch any foul ball that is on the turf. Anything on the blacktop is a dead ball/out of play. Any hit ball touching an obstacle in foul territory is a dead ball. A ball hit foul over the external perimeter fence is an automatic out.

Overthrows (on release) that remain on the turf area, base runners advance at their own discretion. Any ball going onto or across the blacktop, base runners get-base they are going to plus one (i.e. base where play is being made, plus one).

A hit ball that is fair yet advances onto the blacktop is a ground rule double, unless it is completely past outfielders and onto next field blacktop. Umpires discretion.

- Also**
- Batter is out if he/she throws bat.
 - Teams may use a steady designated pitcher who does not bat.
 - No bunts are permitted.
 - Teams must stay behind baseline fence.
 - The scorekeeper is the official scorer.
 - Softballs provided by host school.
 - Teams will pass a clipboard back and forth to keep score and monitor line-up.
 - Equipment- catchers equipment & batting helmets available & suggested but not required.
 - Safety base to be used at 1st.
 - Runners can advance through any bag on force plays.

SPECTATOR RULE:

Team bench areas will be designated; this area for official team members only (those whose name appear on approved City 6 roster); All others must sit/stand in designated spectator areas.

Updated 8/07