

**Wayne State College  
Intramural Slow Pitch Softball Rules**

**All ASA Slow Pitch softball rules will be used except as modified below.**

**PITCH TO YOUR OWN BATTER-----SLOW PITCH SOFTBALL**

**WSC RULES DO NOT ALLOW ANY PLAYER/PARTICIPANT TO WEAR METAL CLEATS OR SPIKES**

Teams may field 10 players (1 catcher, 1 pitcher, 4 infielders, and 4 outfielders) defensively. Varsity baseball and softball letter winners are ineligible to compete.

Teams must have 9 players to start any game (1 catcher, 1 pitcher, 4 infielders and 3 outfielders) defensively. **The pitcher's position shall always be filled on defense.** Teams may compete with fewer players if *injury* leaves the team with fewer than 9.

Regardless of the reason for having fewer than 10 players, all non-outfield positions will be filled before any outfield position. (e.g. If a team starts with 9 players and 2 are injured during the game, that team will be allowed only one outfielder.) The infield must be filled first, then the outfield. When batting, with 9 players or less because of injury, they will **NEVER** have to take an out because they are already at a disadvantage.

Teams may list up to 15 players in their batting order. Each player listed in the lineup will be required to bat in the order listed, regardless of whether they are currently playing defense. Each player listed in the batting order must play at least one inning defensively at any position. (Exception: injury). **Teams that do not have every player play at least one inning of defense shall forfeit the game.** Players may freely substitute on defense. The scorer shall be notified whenever a player enters the field defensively in order to verify that the player has played defense. Late arriving players shall be added to the batting order in the next available spot and *immediately* incorporated into the line-up. The one inning of defense does apply to late arriving players and substitutes. The number of hitters can increase up to 15 throughout the game but the number of hitters can not decrease unless injury occurs. If a hitter does not hit in his/her assigned spot, it is an automatic **out**. The batting lineup must stay the same or may increase throughout the game, **it can not decrease**. Should a team arrive with more than 15 players, the remaining players in excess of 15 will use normal ASA substitution rules.

**Remember – you must play in at least two regular season games in order to play in the playoffs.**

Men only receive 2 pitches to swing at, while women have the choice of 3 pitches. The pitch must be delivered underhand.

**There is no bunting.** An automatic **out** if a player bunts.

A game shall consist of 7 innings or one hour for both, men and women.  
A 10 run rule will apply to all games after 4 complete innings.

A game that is tied at the end of regulation or one hour, shall go one full extra inning. If still tied the game shall be played off in a sudden death method. A coin flip will determine the first team to bat in a sudden death.

A forfeited game shall be declared by the umpire in favor of the team not at fault in the following cases:

- If a team fails to appear upon the field, or being upon the field, refuses to begin a game for which it is scheduled or within 10 minutes of the scheduled starting time.
- If, after a warning by the umpire, any one of the rules of the game is willfully violated.
- If the order for the removal of a player is not obeyed within one minute.
- The score of a forfeited game shall be 1-0 in favor of the team not at fault.

At the beginning of each half inning, or when a pitcher relieves another, no more than one minute may be used to deliver a maximum of five pitches to the catcher.

The pitcher's rubber will be 46' from home plate.  
The bases are 65' apart from each other.

A base runner is **out** when he/she leaves the bag before there is contact with the ball.

### **Imaginary fence:**

In order for a fly ball to be conserved an out, it must be caught with **one or both feet on or inside of the fence line**. The other foot can not be touching the ground outside the line when catching the ball. It is still an out if you catch the ball inside the park and your momentum carries you outside of the playing field. The fielder must have control of the ball before crossing the line. If he/she is not in control of the ball, the baserunners are awarded an extra base. (Determined by the umpire).

If a throw by the defensive team goes out of play, the runners will advance one base from the previous base touched, or if they are halfway or more to the next base. (e.g. With a runner on second the ball gets hit to the 2<sup>nd</sup> baseman, the 2<sup>nd</sup> baseman throws an errand throw to the 1<sup>st</sup> baseman and it goes out of play, at this time the baserunner is halfway or more towards third base. The baserunner advances home and the hitter goes to second. The run scores because he/she would have probably made it safely to third on the play. It is all determined by the umpires).

### **Water hazard:**

There are no true homeruns. Where you end up on the base paths is up to you.

Ground-Rule Double if the ball goes in the tall grass or water. **It can not be visible by the umpire where they are standing on the field**. Outfielders should leave the ball alone and must raise both hands in the air if the ball is in the hazard. All baserunners will advance two bases from the base they occupied at the time of the hit.

It is **not** a ground-rule double if the ball hits off of the defenders glove or any other part of his/her body into the water hazard. The ball is still live and must be played by the fielder.

Ground-Rule Triple if a player hits the ball over the water hazard and a spectator touches or throws the ball back. All baserunners will advance home from the base they occupied at the time of the hit.

### **Pitching:**

A team must pitch to his/her own batter ten seconds after the third out is completed.

After ten seconds, the pitcher and batter teammates may hit the ball into play regardless if the defensive team is ready or not.

If the ball touches the pitcher, or if the pitcher interferes with the defender reacting to the play, the batter will be called out.

The defensive pitcher will be positioned on the left side of the pitcher's rubber for a right handed batter, and on the right side of the rubber for a left handed batter. The defensive pitcher must have one foot on or inside the line drawn in a 4 foot radius from the rubber at the time of the pitch. The defensive pitcher may move to any position after the ball has been released by the pitcher.

### **Batting:**

The batter shall take his/her position within reasonable limits of an imaginary batter's box.

- The batter shall not step directly across in front of the catcher to the other batter's box while the pitcher is in position, ready to pitch.
- The batter shall not enter the batter's box with an altered/illegal (baseball) bat. The ball is dead, the batter is out, and without warning, is removed from further participation in the game, and baserunners may **not** advance.
- The batter must take his/her position within 20 seconds after the umpire has called "play ball" or the ball is dead and the batter is out.

Each player of the side at bat shall become a batter in the order in which his/her name appears on the scoresheet.

The batter shall not hinder the catcher from fielding or throwing the ball by stepping out of the batter's or intentionally under the catcher while standing within the batter's box.

**All runners must slide at home on any close play. They will be called OUT if they do not.**

These rules are added onto the basic softball rule which everyone is aware of.