



Loma Linda University
Drayson Center
Intramural
Co-Rec Softball

CO-REC SOFTBALL RULES

Teams will consist of ten (10) players. Four (4) outfield, four (4) infield, a pitcher and a catcher (5 women and 5 men). The women may play any position.

1. To help speed up the game, each batter coming up to the plate will automatically start with a 1 and 1 count, (one ball and one strike). The batter will still be called out on the second foul ball on the third strike.
2. To avoid a forfeit, teams may have seven (7) players to start a game. Three (3) of the seven (7) players must be women. Maximum of five (5) men on the field at all times. However, if any team has five (5) women, they must all play. The minimum of three (3) women rule was put in to prevent forfeits, not to allow an extra male player. If a women is injured during the game and there is no other women to substitute for her, the game can continue with one women short in the playing field. No man may substitute in her place.
3. Unlimited free substitution of players on the field. The batting order must alternate men and women starting at the top of the order. Everyone on the team is encouraged to play at least 2 innings. All players on the bench can be included in the batting order.
4. When a woman is at bat, infielders must be on or behind the infield baselines before the ball is hit. All male outfielders must be behind the 150 foot arc in the outfield before the ball is hit. Only a female will be allowed to play inside the 150 foot arc in the "Rover" position. As soon as the ball is hit, all fielders may move accordingly to play defense.
The ball used will be a regulation slow-pitch "12" inch ball.
5. Any fly ball caught in foul territory must be within the playing area as defined by the out-of-play line, (dead ball territory), at the time of the catch. Ball caught in "dead ball territory" is not an out.
On all softball fields, the track is considered "out-of-play". If a player steps on the track when fielding a fly ball, the play will be ruled "dead".
6. Base stealing is not permitted. Leading off is permitted after the ball leaves the pitchers hand. Runners leading off the base too soon will be called out. A base runner leading off can be forced out by the catcher throwing the ball to the baseman tagging the base before the runner returns. If an overthrow occurs, the runners may advance at their own risk.
7. A pitched ball that hits in front of home plate will be called a "dead ball". The count will be a "ball" on the batter. If the batter swings at or hits the ball, the batter will be called "out", (safety rule). Base runners cannot advance.
8. It is highly suggested that fielders never block a base path and that runners do not try to run over a fielder. Runners must try and avoid contact with the player with the ball at all times. Running over a player with the ball is an automatic out. A collision will be judged by the

umpire as to who caused it, and who will be "put out" or "safe". No blocking of any base without possession of the ball will be allowed.

Sliding is permitted as long as it is done with "safety" in mind and it is done to avoid a "tag" and not to "take-out" another player.

All rules will be interpreted on the "**side of safety**" and the umpire will make the final judgement calls.

9. Any base that is dislodged from its proper position, succeeding baserunners are not compelled to follow a base unreasonably out of position (umpire judgement). To help eliminate collisions at home plate and add to the rules of safety, the home plate and/or the extended SMAF mat can be tagged by the runner to score a run.
10. **Equipment:** All players must wear proper footwear; steel spikes are **not** permitted. Only official slow pitch softballs supplied by the Drayson Center will be used during the games. Only official softball aluminum bats allowed. No wooden baseball bats can be used.
11. All pitched balls must stay within the minimum arc of 6 feet and the maximum arc of 12 feet. Any ball hitting the home plate or the extended rubber mat will be a strike (S C M A F rules). Three strikes on a batter will be an out. Catchers are not allowed to catch the pitched ball until after it has hit the ground.
12. The batter must take a full swing when contacting the ball. **NO BUNTING.**
13. Players who need courtesy runners because of a previous injury, must be indicated on the line-up score sheet at the beginning of the game. They must bat and get to first base on their own. One (1) man and one (1) women courtesy runners will be allowed per inning.
14. No interference will be called if a fielder from another game inadvertently interrupts a play. Communicate with each other! Ball going through a soccer goal or hitting a soccer player will be ruled a "ground rule double".
15. On over throws, (ball out of play), runners are allowed two bases from the time of the pitch. Runners going to first base are allowed only second base. Any over throw, that remains in the field of play, is considered a "live ball" and runners may advance. The running track is considered "out-of-play".
16. Infield fly rule is enforced. With less than two outs, and runners on first and second base, or first, second and third base; *the batter of an infield fly is automatically out.* If no runners are on base or one runner on first base; *the ball is live and must be played.*
17. Any hit or thrown ball, in the field of play, which the play of is affected by objects such as; soccer goals, spectators, etc., a "**grounds-rule-double**" will be enforced.
18. **Game limits are either seven innings of play or within the time limit of 60 minutes.** No new inning will be started, within the judgement of the umpire, that a full inning of play cannot be completed within the time frame of **60 minutes**. If the game is not finished with in the **60 minute** time, the score will revert back to the last full inning of play. Because of the evening game schedules, if a game starts late for any unforeseen reason that is beyond human control, the game must still end at the scheduled time. The **Drayson Center cannot guarantee a full game each week.** No make-up games will be played. Every effort will be made with all parties involved to start the games on time. Only "Championship Games" will play a full 7 innings. The 10 run rule will be taken off in the last inning of play.

19. **Forfeit Rule:** A team will forfeit the game and lose the forfeit fee if there are any players playing in the game who are not properly registered.
If a team is not ready to play with the minimum number of players after the 10-minute forfeit period, then that team will receive a forfeit. At anytime during the 10-minute forfeit period the team shows up, the game will be allowed to play, but time will be taken off the game clock. The late team will be penalized by starting the game with a 4 run deficit.

21. When 10 runs are scored in one inning by the team that is leading in the score, the “sportsmanship rule” will come into play and the inning will end. This rule applies to the team that is ahead in runs only. If a team is behind, they may continue to score runs until they **tie** the score or 3 outs occur, whichever ever comes first.
Only in the play-offs/championship games, the 10 run rule will be removed in the last inning.

22. If a man at bat is walked on 3 straight pitches, the man walked will automatically walk to 2nd base. Base runners will advance accordinally. The woman following his at bat will have a choice to either bat or have a free walk to 1st base.

23. All rules will be interpreted on the “**side of safety**” and the umpires will make the final judgement calls.

Revised 6/2008

DISCIPLINE RULE

If a discipline problem occurs during a game and the player is asked to leave the game because of unsportsmanship-like conduct, an automatic one (1) game suspension will follow and contact will need to be made with the Intramural Manager before play can resume.