



SWOSU Intramurals

Co-ed Softball Rules

***See the 'SWOSU Intramural – General Rules' document before proceeding.**

Officials and scorekeepers will be provided

Section 1: Roster

1. Must have a minimum of 4 females and 4 males on the team. Max players will be 14.
2. You must start/finish a game with a minimum of 8 roster players (4 female/4 males).
3. Teams must play 2 females in **both infield and outfield**.
4. Teams can have all 14 players in the dugout but can only play 10 in the field at a time.
5. They can rotate their field players between innings, but not during the inning.
6. Everyone must remain behind the fence or in the dugout except for the next person at bat.

Section 2: The Game

1. **Equipment:** All balls and bats will be provided by the Wellness Center. **No other ball or bat may be used during games.** Individuals are responsible for their own softball glove, batting helmet, face mask, and/or catchers gear, if they choose. **No metal cleats** are allowed. A player caught wearing metal cleats will be ejected for the remainder of the season. (No excuse for that risk.) All equipment not being used must be in the dugout.
2. **Home Team/Visiting Team:** Home team will be determined by a pregame coin toss. Visiting team will bat first.
3. **Time Limit:** Games will be 7 innings, but a new inning will not start after 45 minutes, unless the game is tied. Then as a tie breaker, an extra inning will be played. In the extra inning, the last person from each team who was out will start on 2nd base.
4. **Run rule:**
 - a. Winning by 12 after 3 innings
 - b. Winning by 10 after 4 innings
 - c. Winning by 8 after 5 innings

5. **Batting Order:** Batting order must be submitted prior to the start of each game. **It must have equal number of male/female hitters (minimum 8, maximum 14) and it must alternate male/female or female/male.**
6. **Batting:** All batters start 1 ball and 0 strikes. Batter must have both feet in the batter box. If you are hit by a pitch, it is called a Ball. If you have 2 strikes and foul the ball, the foul ball will be considered strike 3 and you are out. If you have a foul tip and the catcher catches the ball, no matter where it is, you are out. After contact, if the ball first strikes the plate and stays on the plate, the ball is fair. If the ball first strikes the plate, then rolls into fair territory, and is touched or dead in the fair territory, then it's fair. If the ball first strikes the plate and rolls foul, and is touched or dead in foul territory, then it's foul.
7. **Halo (SAFETY) Rule:** If the Pitchers net is NOT available, there will be a protected space of 6ft diameter circle around the pitcher (3ft each side of the pitcher's mound/plate) and 8ft tall. If a ball is hit in/through this area, either in the air or on the ground, that will be an automatic out. (Judgement call by Official.) If the Pitchers net IS available, and the ball is hit in/touches the Pitchers net, that will be an automatic out.
8. **Bunting:** The batter is out if he/she bunts or chops the ball downward.
9. **Base Stealing and Lead Off:** Base stealing is not allowed. Runners can leave their bases when a pitched ball has reached home plate or is hit. If the batter does not hit the pitch, base runners must immediately return to their bases because the ball is dead until hit.
10. **Sliding:** Sliding is allowed but not recommended. (Reminder no metal cleats).
11. **Pitcher:** Five warm-ups will be granted in the first inning. Thereafter, only one warm-up will be granted between innings. The pitch delivered with an underhand motion at a moderate speed with a minimum height of 6 ft, max 10ft. One foot must be in contact with the pitcher's plate during the delivery and release. If a step is taken, it must be towards home plate. A leap pitch is illegal.
12. **Homeruns:** 2 out of the park home runs are permitted per team, per inning. Any more than 2 will be considered an automatic out for each. Every batter who hits an out of part home run will retrieve the ball themselves in a timely manner. (No limit on in the park home runs.)
13. **Strike Zone:** The strike zone is no higher than the batter's shoulders and no lower than his/her knees during natural batting stance and over the plate. If the pitch touches the plate or the 'extended plate', it is counted as a strike.
14. **Foul Tip:** Direct from the bat to the catcher's glove is an out. The batter is automatically out if he/she foul tips the 3rd strike.

15. **Walks:** If a male is walked, the next batter, a female, has the choice of walking or hitting. If the female walks too, the male walks to 2nd base. If only the male walks, he is awarded first base only. If you plan to intentionally walk a batter, notify the umpire and then award the batter the base.
16. **Interference (Offense):** Interference is an act (physical or verbal) by a member of the team at bat who illegally impedes, hinders, or confuses any fielder; or when a runner creates malicious contact with any fielder, with or without the ball, in or out of the baseline.
17. **Obstruction (Defense):** Obstruction is the act of the defensive team member that hinders or impedes a batter's attempt to make contact with a pitched ball, or that impedes the progress of a runner or batter; runner who is legally running bases, unless the fielder is in possession of the ball, or is making the initial play on a batted ball. The act may be intentional or unintentional, physical or verbal.
18. **Infield Fly Rule:** When runners occupy only 1st AND 2nd base, OR the bases are fully loaded, the batter will receive an automatic out for hitting a fly ball that does not exit the infield. Line drives do not count towards the infield fly rule. Runners can tag on the play if the ball is caught. If the ball is dropped, then the runners can advance.
19. **Outfield:** Players in the outfield must stay behind the outfield line. If they cross the line after the pitcher is on the mound, before the pitch, the play is dead and the batter can advance to first base.

Section 3: Tie breaker

1. Head-to-head
2. Total Points Scored
3. Total Points Against (Allowed)

*If a team wins a game by 'Forfeit', they will be given the average score from all of their other games for the purpose of determining 'Total Points Scored'. The team that forfeits will receive 0 points.

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