

# SOFTBALL ALL-NIGHTER RULES

**All participants must have & show their valid KENT STATE UNIVERSITY ID before the start of every game. Anyone without an ID will not be allowed to participate. No exceptions.**

All games will be officiated based on the *Amateur Softball Association of America (ASA) Rules*; which will be in effect unless otherwise noted in this supplement. Click on the above link for ASA information.

## THE GAME

- A regulation game is five (5) innings, unless the home team is winning going into the bottom half of the fifth inning. **There will be no new innings after 50 minutes.**
- A Ten (10) Run Rule will be in effect during all games. A game will be called by the 10-Run Rule after four complete innings. If the home team is winning by 10 runs after the top of the 4<sup>th</sup> inning is completed, the game will be ended at that point.
- Four full innings needs to be completed for a game to be called final. Only the top of the 4<sup>th</sup> inning needs completed if the home team is winning. This may be the case for inclement weather.
- In cases of inclement weather, the Intramural office will decide on the field conditions 1/2 hour before the scheduled start of play. Once play begins for the day, the Coordinator or Assistant Director of Intramural Sports will decide when games are to be canceled. Teams should not immediately leave the area, but should remain close by in case the games can be continued.
- Every effort will be made to reschedule all games cancelled due to inclement weather; however, if games cannot be made up then a teams' record for qualification for post season play will only reflect completed games. Refunds will not be given for shortened seasons due to inclement weather.
- **In the event of a tie after 5 innings, teams will begin each inning with a runner on 2<sup>nd</sup> base. The runner will be the last batter from the previous inning. If the pool play game is still a tie after 7 innings or the time limit has been reached, the game will end in a tie.**
- The Softball All-Nighter Tournament is a ONE (1) pitch tournament. The batter will start with a count of 3 balls and 2 strikes. A batter will receive one free foul ball, if the batter fouls a second time he/she will be declared out.
- Teams will keep their own score. The lineup should be reviewed with the umpire and opponent prior to the start of the game and the score should be verified every half inning.

## PLAYERS

- A team shall consist of 10 fielders, but may start the game with 8 players.
- A team may bat up to 11 players (*co-rec up to 12*), and must finish the game with at least 8 players.
  - *Outs will not be taken at the end of the line-up if a team starts short-handed.*
- Players may be added up to the tenth batter at any time during the game. However, an extra hitter (EH) may not be added once the game has started.
- If a team does not have a substitute for a player who leaves the game for any reason, an automatic out must be taken in that players batting slot.
- If a team drops below 8 players for any reason the game will be declared a forfeit.

## GRACE PERIOD

- There will be **NO** grace period after the first games of the night start; a five (5) minute grace period will be granted for the first games of the night only. The team that is on time (on the field and signed in on the score sheet by the starting time) will be awarded the decision of home or away, and they will receive 2 runs. **NOTE:** All games will be scheduled every forty-five (45) minutes time to keep the tournament progressing in a timely manner.
- Teams will be allowed a maximum five (5) minute grace period. The team that is on time (on the field and signed in on the score sheet by the starting time) will be awarded the decision of home or away, and they will receive 2 runs.

- If both teams are late, but within the grace period, the game will be played as normal with only the clock being started at the normal starting time.
  - NOTE: Both teams must still be signed in and on the field no later than five (5) minutes after the original starting time.
- If both teams are not signed in with the minimum number of players required to start the game after the five-minute grace period, the game will be called and scored a double-forfeit.
- Forfeited games will be scored 7-0.

## EQUIPMENT

- Each team manager or captain must check out equipment for his/her team. The equipment is to be checked out from the equipment room at Allerton Fields. A current FLASHCARD ID is required to check out equipment. NO OTHER FORMS OF IDENTIFICATION WILL BE ACCEPTED.
- Metal spikes are NOT PERMITTED to be worn at any time. If spiked shoes are worn, they must be one-pieced molded rubber or plastic.
- Sandals, dress shoes and boots are not permitted.
- Metal knee braces of any kind must be covered.
- Only ASA approved bats are permitted in intramural play and must have the ASA stamp embossed on the bat. For a ruling on the legality of a bat, please see the Coordinator or Assistant Director of Intramural Sports.
- All bats must be free from any visible deformities. Any bat that is altered, has a visible deformity, or found to be non-approved may be removed from the game by the umpire or Intramural Supervisor.
- All bats suspected of being altered or non-approved by the umpire or Intramural Supervisor may be removed from play immediately. Play may continue without the bat. The bat may not be used until approved by the umpire or supervisor.
- Bats that do not have clear markings as to the model and bat specifications will not be permitted to be used.
- No baseball bats are permitted at any time!
- Titanium bats are not permitted in intramural play.
- For each participant's safety, the following pieces of jewelry will not be permitted to be worn during games:
  - Hoop earrings
  - Rings
  - Watches
  - Eyebrow rings, etc.
- However, participants may wear the following pieces of jewelry: stud earrings and necklaces (which must remain tucked inside the shirt).

## SCOREKEEPING & LINE UPS

- Players who arrive late to the game must check in with the scorekeeper at the end of the half inning. He/she will not be permitted to play until after checking in.
- The team manager will be responsible for making sure that all his/her players check in (valid KSU Flash Card) with the scorekeeper.
- The team manager should have the teams' lineup cards submitted to the umpire five (5) minutes prior to game time.
- Teams are responsible for the accuracy of the score. It is suggested that the captains verify the score regularly.
- Any scoring discrepancies must be brought to the umpires' attention prior to the first legal pitch of the next half inning or the score will stand as it is.

## PLAYING RULES

### 1. Pitching

- The pitcher shall take a position with one or both feet firmly on the ground and in contact with the pitcher's rubber.
- This position must be maintained at least one second and not more than ten seconds before taking one hand off the ball.
- The pitcher's arm must come to rest holding the ball in front of the body, with a pivot foot in contact with the pitcher's plate.

- The ball must be delivered toward home plate on the first forward swing of the pitching arm past the hip.
- The pivot foot must remain in contact with the pitcher's plate until the pitched ball is released.
- There is no restriction on the position or movement of the free foot except that if a step is taken, it must be toward home plate.
- The ball must be delivered underhand at moderate speed.
- The ball must be delivered with a perceptible arc of at least 6 feet from the ground but no more than 12 feet at its highest point from the ground. Speed and height are left solely to the judgment of the umpire.
  - EFFECT -- (1. A - H) Any infraction of (1. A - H) is an illegal pitch. The umpire shall call a ball on the batter and base runners do not advance.
  - EXCEPTION: If a batter swings at any illegal pitch after the umpire has called the pitch illegal, it shall be a live ball and there shall be no penalty for such an illegal pitch. The ball shall remain in play if hit by the batter. If an illegal pitch is called during an appeal play, the appeal is canceled.
- No pitch shall be declared when:
  - The pitcher pitches during suspension of play.
  - The pitcher attempts a quick return of the ball before the batter has taken his/her position or is off balance as a result of the previous pitch.
  - The runner is out for leaving the base too soon.
  - The pitcher pitches before the base runner has returned to his/her base after a foul ball has been declared and the ball is dead.
  - The ball slips from the pitcher's hand during his/her wind-up or during the back swing.
  - EFFECT -- (I 1-5) The ball is dead and all subsequent action on that pitch is canceled.

## 2. Batting

- A strike zone mat will be used behind home plate, if the pitch touches any portion of the mat with the proper speed and height, it will be called a strike.
- The batter should be declared out if he/she chops, bunts, or bunts downward at the ball.
- Infield Fly Rule: Batter should be called out immediately when he/she hits an infield fly (a ball which in the umpire's judgment, can be easily caught by a fielder on or near the infield area) with runners on first and second or first, second, and third with less than two outs.
- The batter will start with a count of 1 ball and 1 strike.
- After a batter has two strikes, he/she will receive one (1) free foul ball on the first foul ball. The second foul ball is strike three and the batter is out.
- Runners may tag-up and advance at own risk after the ball is caught on a fly-ball out; otherwise, the ball becomes dead and the runners may not advance.

## 3. Base Running

- **STEALING:** Under no circumstances is a runner permitted to steal a base.
- The base-runner may not leave the base that he/she is occupying until the ball has been hit legally by the batter, or the batter is awarded a base on balls.
- A runner may not run outside the three (3) foot line to avoid a tag or to run to interference with a fielder. **EXCEPTION:** A runner may run outside the three (3) foot line to avoid interfering with a fielder who is attempting to play the ball.
- A runner must slide or avoid contact at any base. The runner may not attempt to knock the ball from a fielder to prevent being called out. Any runner who initiates the contact will be **AUTOMATICALLY EJECTED.**
- No fielder may intentionally block a base to prevent the runner from reaching the base. The penalty is an automatic one additional base awarded to the runner.

## 4. Overthrows

- An overthrow into the gap along the sideline fences or an overthrow over the fence is considered out of play and the runner is awarded two bases from the time of the release.

## 5. Appeal Play

- Appeal plays will be dead ball situations.
- During an appeal, runners may not advance.

- Any infielder may make an appeal.
- The tag on the player or the base in question is not necessary to make an appeal, a request to the umpire to rule on the situation must be made.

#### 6. Substitutions

- Re-entry Rule: A starting player may re-enter the game one time.
- The starting player may return to the line-up, but must take his/her original position in the batting order.
- If a non-starting player is substituted for a second time, he/she may not return to the game after the second substitution.

#### INJURIES

- There are no pinch runners unless a player is injured while running the bases. The pinch runner must be the person who made the last out. If it is the first inning, the pinch runner will be the person who made the last out or if there are no outs it will be the last person in the line up.
- If the injured player returns to the field or bats again, the player must also run and cannot use a pinch runner.
- If the injured player cannot return to the game to bat or field, a substitute must enter the game.

#### CO-REC RULES

- Teams can consist of the following combinations:
  1. 4 women and 4 men
  2. 4 women and 5 men
  3. 5 women and 4 men
  4. 5 women and 5 men
  5. 5 women and 6 men (The EH must be a male, must field 5 females)
  6. 6 women and 5 men (The EH may be either a male or female)
  7. 6 women and 6 men (There must be one male and one female EH)
- Batting orders must alternate men and women. In the case of combination #'s 2, 3, 5 or 6 an automatic out would have to be taken at the end of the batting order where members of the same sex would bat back to back.
- A maximum number of three males can play in the infield at the same time.
- Male outfielders may not enter the infield (where the dirt meets the grass) to make a play if the number of males would go over the 3 male limit in the infield.
- If a male batter receives a walk and a female batter is next to bat, the female has the option of taking first base with no liability to be put out or to become a batter.
- Unlimited substitution will be allowed. All players may re-enter a game more than once. A player entering a game must play a complete inning (one batting/fielding cycle) before leaving the game.
- All other rules apply.

#### MISCELLANEOUS RULES

- Teams at bat must remain in the dugout during their at-bat except for the batter, base-runners, first and third base coaches and the on-deck batter.
- Teams are responsible for retrieving all balls that are hit over the outfield fence.
- Alcohol & tobacco products are not permitted during Intramural events.
- The ALLERTON SPORTS COMPLEX is a "SMOKE-FREE" Facility, no smoking except in the parking lot.
- Base Coaches may not have fielder's gloves in the coaches box

#### EJECTION

- In the case of an ejection, the player not only must leave the premises but also needs to meet with the Coordinator or Assistant Director of Intramural Sports, before she/he may participate in the next activity.

THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY.