



Open Softball Rules

Season League

Games are played Goose Gossage Park
3950 Mark Dabbling Blvd Colorado Springs

Number of Players: 9 vs. 9

MAXIMUM OF 15 PLAYERS ON A ROSTER

1. GOVERNING RULES

- a. Situations not specifically covered or implied by these rules shall be governed by the University of Colorado Colorado Springs Intramural Sports rules.

2. ELIGIBILITY

- a. All Participants must be either students registered at the University of Colorado Colorado Springs or Faculty/Staff/Affiliate with a Recreational Sports Membership.

3. PREGAME

- a. All participants will need to bring their ID card to sign in for their game.
- b. Team managers must fill out jersey numbers of players participating in that night's game. If a player is not currently printed on the score sheet, the player must see a supervisor to gain approval before playing. Players will need their ID to be added.
- c. Team captains will take part in meeting with the officials prior to game time.
- d. Teams must have jerseys with numbers (each player must have their own number). Team jerseys may be checked out at Equipment Issue.

4. GENERAL

- a. All participants **must** bring their current UCCS ID to each game. Participants without proper identification will **not** be allowed to play. No other forms of identification (driver's license, class schedule, etc.) will be accepted. **Every player must sign in at least one time in order to be eligible for the playoffs.**
- b. **Intramural regulations and policies concerning eligibility are in effect.**
- c. **All** injuries must be reported to the supervisor on duty. IM supervisors are trained in first aid and CPR.
- d. Regulations published in the Intramural Sports Captain's Manual will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications. They alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested.

SPECIFIC GAME RULES AND SITUATIONS

1. THE GAME:

- a. Prior to the start of each competition, each team member must be identified on the team roster. If a team member is not on the roster prior to the start of the competition, he/she will not be eligible to participate.
 - i. Nine players make up a full team; seven players must be present to start the game.
 - ii. A team may play with ten players in both the field and the batting order.
- b. **OPEN**
 - i. The team shall be open, meaning any combination of men and woman can comprise a team.
 - ii. There may be all men, all women, or any combination of both genders on a team.
- c. The 3-ball, 2-strike count will be used in all games.
 - i. Each batter will start with a one strike and one ball count.
- d. Each game will consist of six complete innings unless the time limit has been reached or the mercy rule is in effect.
- e. **Weather**
 - i. If for any reason the game must be called before completion, it will be called official if four innings have been completed or if 20 minutes are left on the clock.
- f. **Time Limit**
 - i. A time limit of 60 minutes is set to complete each game. No new inning can begin once the time limit has been reached.
 1. Mercy rule
 - a. A mercy rule of 15 runs is in effect after four full innings of play.

2. PITCHING:

- a. The pitcher must present the ball in front of his/her body.
 - i. The pitcher may hold the ball in any manner before delivery.
- b. The pitcher may only deliver the pitch with a definite underhand motion.
- c. The pitcher must face home plate before and during delivery of the pitch.
- d. The ball must be pitched at a slow speed.
- e. The pitched ball must arc at least 6 feet above the ground but no more than 12 feet after leaving the pitcher's hand and before it passes any part of home plate.
- f. The pitched ball shall not rise higher than twelve feet above the ground.
 - i. The speed and height of the pitched ball are left entirely to the judgment of the umpire. Any doubtful pitch should be ruled as an unfairly delivered pitch.
 - ii. The pitcher must engage the pitching rubber with one or two feet planted firmly on the ground.
 - iii. The pitcher must come to a complete set position prior to beginning his/her wind up.
- g. At least three warm up pitches will be granted between each inning. The umpire will make the final decision as to the number of warm up pitches allowed.

3. BATTING:

- a. A pitch will be consider a strike if the pitch lands on the pad behind home plate. All strike

decision will be made by the home plate umpire.

- b. Only two foul balls are permitted in each at bat. At any time throughout his/her plate appearance, if the batter hits a third foul ball (including dropped foul tips) he/she will be declared out. The ball is determined dead and the runners may not advance.
- c. Bunting and/or chopping the ball downward is prohibited. If this occurs, the batter is declared out, the ball is dead, and runners may not advance.
- d. Throwing of the bat in any manner is prohibited. On the first occurrence, a warning will be issued by the umpire. On the second occurrence, the batter will be declared out. On the third occurrence, the player will be ejected from the game.
- e. No team can score more than ten runs in an inning.
 - i. A three home run, per game, per team cap will be in effect as well. Any homerun after the three home run cap shall be counted as an out.

4. FIELDING AND BASERUNNING:

- a. Ground rules for each field will be explained by the head umpire or field supervisor prior to the start of each game.
- b. The catcher should position himself/herself behind the strike pad standing at safe distance behind home plate as to not get hit with the bat during the follow through of the batter's swing. The umpire reserves the right to ensure safety by asking the catcher to move farther away from home plate.
- c. Baserunners may not attempt to steal a base.
- d. Baserunners may not interfere with defensive players that are involved with making a play on the ball, regardless of whether the defensive player is located in the base line.
- e. Defensive players who are not involved in making a play on the ball may not obstruct baserunners that are legally running from base to base regardless of whether the runner appears to be out of the base line.
- f. Baserunners may not make contact with defensive players with significant force in an attempt to dislodge the ball. If this occurs, the baserunner will be declared out and will be ejected from the game immediately.
- g. Baserunners may slide or try to avoid contact on plays involving defensive players.
- h. Baserunners may not slide head first at any time or will be declared out.
- i. Baserunners will be declared out when struck by a batted, fair ball, unless the ball has passed the first defender (except the pitcher) and no other defender stands to make a play on the ball.
- j. Substitutions
 - i. Unlimited substitution: teams must list all players that will bat and play defense on the score sheet at the beginning of the game. This number may not exceed 10 players. When a sub is made the captain must notify the umpire. A team can play with 7-10 players on defense at a time. Players may go in and come out of the game as many times as they choose, but, teams can only make defensive changes between innings. Pinch hitters and runners are not allowed.