

ANGELO STATE UNIVERSITY
Department of University Recreation

Softball Rules

The Game

1. The current Amateur Softball Association Rules will govern play except where modified herein.
2. Captains or managers must meet with the umpires before the game to cover ground rules and determine home team. Each team may be responsible for keeping the official score sheet when batting.
3. Games will be played under a "Drop Dead Time Limit" of 50 minutes or 7 innings. During the regular season, a game may end in a tie. If the game is tied during play-offs, complete innings will be played until the tie is broken. Any inning started before the expiration of the "Time Limit" will be completed for play-offs only.
4. If a team has a 20 run advantage after three innings, 15 run advantage after four innings, or 10 run advantage after five innings, the game will end.
5. Three completed innings will be considered a completed game if it is interrupted by rain or any other cause. If the game is stopped before three completed innings, the game will be replayed only during the play-offs.

Players

1. The game shall be played between two teams of no more than 11 players each. Ten players will play in the field with an option of an "Extra Hitter." The EH may be placed anywhere in the line-up; however, he/she will not play the field. The umpire must be notified of the use of the EH before the game begins. Once the team starts with an EH, the game must be completed with an EH.
2. A team must have eight players present and ready to play by scheduled game time and must continue to have eight players during the game or a forfeit shall be declared. Teams with less than 10 players (11 when an EH is used) will be charged with an out when the missing players reach their batting position in the line-up. Players arriving late may be added to the line-up at anytime.

3. The captain or team manager is the only person who may speak for the team in all dealings with the umpire.

Equipment

1. Masks will be furnished and is recommended that all catchers wear them for their protection.
2. All players must wear shoes. Spikes that cut or may be chipped to develop a cutting edge are prohibited.
3. Bats and softballs will be provided. Individuals are responsible for providing all other equipment; however, it must meet the specifications provided by ASA.
4. Whenever a play is being made on the batter-runner, the defense must use the white portion of the bag and the batter-runner the colored portion. Following the play on the batter-runner, either player may use the white or colored portion.

Pitching Regulations

1. At the beginning of the game or when a pitcher relieves another, not more than one minute may be used to deliver not more than five pitches to the catcher or another teammate. Between innings, not more than one minute may be used to deliver not more than three pitches to the catcher or another teammate.
2. The ball must be delivered with a perceptible arc and reach a height of at least six feet from the ground, while not exceeding a maximum height of ten feet from the ground.
3. When a pitched ball, in the umpire's judgment, is prevented from entering the strike zone by any actions of the batter other than hitting the ball, the ball is declared dead and a strike will be called on the batter.

Fenced Regulations

1. A team is allowed to hit only six homeruns, over the fence, during each game. The first batter hitting a homerun in excess of six is ruled out, and all other players hitting a homerun are ruled out and disqualified from the game. NOTE: Any ball touched by a defensive player, which goes over the fence in fair territory, shall not be included in the total of over-the-fence homeruns.

2. Any player hitting a homerun, over the fence, need only touch first base. It is the responsibility of the homerun hitter to retrieve or have someone retrieve the ball.

Co-Rec. Regulations

1. The game shall be played between two teams of no more than 12 players each placed in alternating positions on the official score sheet. Ten players will play in the field with an option of "Extra Hitters" (two EHs must be used in co-rec. to maintain an alternating batting order). The EHs may be placed anywhere in the line-up; however, they will not play the field. The umpire must be notified of the use of the EHs before the game begins. Once the team starts with the EHs, the game must be completed with the EHs.
2. A team must have eight players present and ready to play by scheduled game time and must continue to have eight players during the game or a forfeit shall be declared (must consist of four males and four females). Teams with less than 10 players (12 when EHs are used) will be charged with an out when the missing players reach their batting position in the line-up. Players arriving late may be added to the line-up at anytime.
3. Males and females may play any position while in the field.
4. Any walk to a male results in the male automatically advancing to second base. At the time of the walk, if there are less than two outs, the next female batter must bat. If there are two outs, the next female batter has the option to bat or walk unless the next batter is an automatic out. The player having the option to walk need only go to first base.
5. Each batter will begin with a no ball and no strike count.