



## Softball Rules

**This is supposed to be a fun league, always remember this.**

**Rules, Schedules and Team Contacts are posted on the following website:**

**[http://web.jhu.edu/recreation/intramurals/gro\\_sports/](http://web.jhu.edu/recreation/intramurals/gro_sports/)**

1. Ten (10) players constitute a full team. However, a team may not play with less than eight players. Each team must have at least two (2) females in the line-up. If a team cannot field two females, they are to incorporate one into their line-up and take an out each time that spot comes up to bat
2. Games will be starting at 5:30, 6:30 and 7:00 pm. Games will be 75 minutes or 7 innings whichever comes first. There will be a 10-minute grace period prior to each game for teams to field enough players before the game is considered a forfeit. It is the responsibility of the 5:30 pm game to finish on time so that the teams playing in the late game are given a fair chance to finish their game. Captains need to make sure that the last inning of play not beginning after 6:50, 7:50, and 8:20 pm; this will allow 10 minutes for the final inning. If any inclement weather occurs then the Assistant Director of Intramurals and Sport Clubs will make the decision on whether the games will be cancelled by 4:00 pm, if this decision is made prior to any game being played then info will be posted on the Intramural Office phone (410.516.3849) just after 4:00 pm, do not call the Assistant Director. If a game is being played, then that decision will be made by the teams.
3. The team listed as the HOME Team for the 5:30 and 6:30 pm games are responsible for checking out/picking up the equipment bags after 3:00 pm at O'Connor Recreation Center Equipment Room, and the team listed as the HOME Team for the 6:30 and 7:00 pm game are responsible for checking in/returning the equipment bags to the O'Connor Recreation Center Equipment Room. The Rec Center closes at 10:00 pm during the summer hours; therefore, the bags are to be returned after the final games that night. It is the responsibility of the HOME Team captain of the early game to notify the HOME Team captains of the later game if their game has been cancelled so that they can pick up the equipment bags.
4. Score-sheets will also be placed with the equipment. The HOME Team is also responsible for making sure the scorebook reaches the field. The scores must be recorded in this book for the games to count.
5. If a game is not played at its regularly scheduled time, there is a one-week grace period in order to make up the game. The team captain's must notify the Assistant Director of Intramurals as to the time of the game in order to make proper scheduling arrangements for the field.
6. If a team cannot field a complete roster, they must notify their opponent and the Assistant Director of Intramurals (410.516.4419) by 12 noon the day of the competition. If the team that cannot field enough players does not show or cannot come up with enough to play after the noon cut-off, the game will be considered a FORFEIT. There will be a 10-minute grace period prior to each game for teams to field enough players before the game is considered a forfeit.
7. Since it is a self officiated league, there are going to be certain responsibilities for those on the field to make judgment calls. These calls should be kept as honest as possible, even if it costs your team the game. The base coaches will be responsible for calling outs at first and third, as well as foul balls hit down the line. The pitcher will be responsible for making calls at second and home. This is supposed to be a fun league – BE HONEST!!
8. No shoes with metal or plastic spikes (baseball or track shoes) may be worn. Molded rubber spikes only.

9. Regular slow pitch restricted flight softballs will be used throughout the course of league play. Recreational Sports will supply a certain amount of balls for the season; however, as being hit into the creek ruins them, it will be the responsibility of the teams to purchase new balls to be used.

10. Slow pitch softball is the name of the game.

a. Prior to pitching, the pitcher shall come to a full stop facing the batter, with both feet squarely on the ground. The ball should be held in both hands in front of the body.

b. In the act of delivering the ball to the batter, the pitcher may not take more than one step, which must be forward and towards the batter. The pitcher's ball release can be either palm up or palm down.

c. The pitcher shall not, at any point during the game be allowed to use any foreign substances upon the ball, the pitching hand, or finger, nor shall any other player apply a foreign substance to the ball.

d. We are not playing fast pitch or high arc! The pitcher must lay the ball in between the shoulders and knees at a slow speed with a minimum of a 6 ft. arc but no higher than 10 ft. Our objective is to promote a hitter's game!

11. A regulation game shall consist of 90 minutes or 7 innings whichever ever comes first. There will be a 15 run rule in effect after four and a half innings. If either team is behind by 15 runs after their 5th at bat, the game is over.

12. The run per inning rule has been adopted. A team may not score more than 10 runs per inning unless they are down 10 runs or more or it is the final inning of the game.

13. Batters are only allowed five swing and misses in an at bat. Foul balls are not counted towards those five swings.

14. No bunting is allowed. No chopping down of the ball is allowed. The batter will be declared automatically out.

15. The batter can be called automatically out for throwing his/her bat. (No Warning)

16. If a team is caught batting out of order, side out will be declared and no runs will be counted for that half inning. The player following the batter who made the last batted out in the regular order will lead off the next inning.

17. There is no stealing or leading. A batter cannot leave the base until the ball is put into play by the batter.

18. A base runner is automatically entitled to advance one base from the time of release on an over-throw that goes out of play. If the ball does not go out of play, the runner advances at his/her own risk.

19. A ball that is hit into or rolls into the wooded area is declared dead and the runner will be allowed to advance two bases from the base that the runner is running to. (i.e. runner has already touched second when the ball goes into the wooded area the runner will be give third and home.)

20. Any player running into the catcher or any other fielder will be declared out and immediately ejected from the game. (No Warning).

21. Infield fly rule is in effect. RULE: Bases loaded or runners on first and second with less than two outs, and a fair fly ball which can be caught with ordinary effort by an infielder.

22. In the spirit of good sportsmanship the outfielders may not stand any closer than 30 feet (10 yards) from the furthest/deepest playing infielder during any hitters at bat.

23. The game of softball is a contact sport and injuries (mostly minor) do occur. Players should participate with this understanding. Also, participation in the intramural program is completely voluntary. Johns

Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status and accident insurance to cover any injury, which may occur.

24. Automobiles are not permitted to be driven to the field. There is a community mandate regarding automobiles down on the field. If in fact teams have been seen driving to the field and parking illegally, the game will be forfeited immediately (No Warning). Also parking is not allowed along Tudor Arms this is a residential area to where as the people living in the area needs the parking.

25. Alcohol is not to be brought to the playing fields. This is not a beer league!! The league is subject to immediate cancellation if such instances should occur.

26. If any incimate weather occurs then the Assistant Director of Intramurals will make the decision on whether the games will be cancelled by 4 pm, if this decision is made prior to any game being played then info will be posted on the Intramural Office phone (410.516.3849) just after 4 pm, do not call the Assistant Director. If while a game is being played, then that decision will be made by the teams at that time.