Colorado School of Mines ~ Intramural Sports

Softball Rules

I. Eligibility
All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.

II. Game, Players, and Equipment
1. All divisions will play slow-pitch softball (ASA Slow Pitch Rules).
2. A game shall consist of 7 innings, or 50 minutes, whichever comes first. The time limit begins with the first pitch of the game. No new inning shall be started after the time limit has expired; however if an inning is in progress that inning must be completed.
3. A substitute may enter the game as long as the umpire is notified at the time the substitute enters.
4. A team may only score a maximum of 10 runs per inning.
5. A team leading by 15 runs at the end of the 5th or 6th inning shall be declared the winner.
6. Team shall consists of ten (10) players. Teams may start and continue a game with a minimum of eight (8) players. Twenty (20) players MAX on roster. Teams may bat 12 and play 10 in the field.
7. MAX two club players and one ex-varsity player on roster.
8. Metal cleats are NOT allowed.
9. Balls, bats, and bases will be provided.
10. The distance between bases shall be 60 feet. The distance from home plate to the pitcher’s stripe shall be 45 feet.
11. All bats MUST be marked with the official ASA Certified Stamp by the manufacturer and approved by the umpire to ensure safety for all players.

III. Pitching
1. The pitch shall be released underhand, at a moderate speed. The speed is left entirely up to the judgment of the umpire. The ball must be delivered with perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet.
2. At the beginning of each inning, or when a pitcher relieves another, not more than one minute may be used to deliver no more than 3 warm up pitches.

IV. Batting
1. The order delivered to the umpire must be followed throughout the game, unless a player is replaced by a substitute who must take the place of the removed player in the batting order.
2. There will be NO bunting or chopping at the ball. The batter must attempt a complete swing and the ball must travel past the pitcher. It will be the umpire’s discretions, whether or not they felt the batter took a complete swing.

V. Running
1. A runner may not leave base until the ball is put into play. NO lead-offs or stealing.
2. Runners are always awarded 2 bases on overthrows which go out of play or become blocked as a result of hitting loose equipment belonging to the defensive team that does not belong on the field. The 2 bases are awarded from the last base touched at the time the ball left the hand of the fielder.

VI. Co-Rec Modifications
1. There must be 5 men and 5 women on each team. If there are less men or women, one out will be charged when that spot in the order is due up.
2. If there are more than 5 men or 5 women only 10 will play the field but everyone may bat.
3. Players must bat in alternating order by gender (man-woman-man-woman etc.).

VII. Sportsmanship
1. All players are expected to play with good sportsmanship and uphold the spirit of Intramural Sports.
2. HAVE FUN!!