ASA Slow pitch rules will govern play except for the following Rec Sports modifications:

**The Game**
1. 2 teams of 10 players (fielding players MUST wear a glove, including catcher)
2. Minimum to start is 6 players (COED 5:5 ratio at all times. Ex: max of 5 per gender at any time)
3. If a team can field at least 8 players, they must field a catcher.
4. 7 innings or 50 minute time limitation (new innings not started after 45 minutes)
5. Teams will have a 5 minute grace period from game time to get required players there.
6. 3 full innings constitutes a legal game in case of rainout

**RAINOUTS:**
- Rained out games will be rescheduled if time permits
- Game cancellations are made at 3:00 p.m., teams will be notified ASAP.
- During a game rainouts will be determined on the field
- Sundays: Call is made at the field by IM Staff for Sunday rainouts

**Eligibility**
1. Current U of O students, faculty and staff, spouses of students/faculty/staff members
2. Every player should be on the roster by 8:00am the day of your game, or 8:00am Friday if your team plays on Sundays
3. Players must bring a valid UO ID to EVERY game
4. NO ID = NO PLAY, NO EXCEPTIONS!
5. Players can only play on one gender specific and one coed team at the same time
6. Current UO Varsity softball/baseball athletes are not eligible
7. All Varsity Baseball/Softball players must be removed 1 calendar year to be eligible
8. Up to 2 club baseball or softball players may play on one team
9. Varsity Baseball/Softball players are not eligible to participate in their respective or alike intramural sport, activity or event until a period of one year has passed following completion of all activities for the Department of Athletics. After the period has passed, former intercollegiate athletes must participate at the highest level of competition offered in their respective sport.
10. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for trying out for a team.

**Equipment**
1. Each team must supply at least 2 ASA “Blue Dot” or “Gold Dot” sanctioned softballs for each game.
2. Balls will be submitted to umpires during captains meeting prior to game.
3. Only umpires will determine which balls will be in play.
4. Only ASA certified bats with visible stamp are permitted.
5. Proper footwear is mandatory for all players (no bare feet, no sandals).
6. No metal spikes allowed. Players abusing this rule face a one game suspension. Subsequent infractions will result in a suspension for the remainder of the season
7. Eye glasses are NOT permitted unless shatterproof; Contact lenses or protective goggles are highly recommended

**Scoring**
1. Teams can only score a maximum of 10 runs per inning
2. After the 10th run is scored the inning will end regardless of outs
3. If a team is leading by 20+ runs after the 4th inning, or 15+ runs after the 5th inning, the game will be called.
4. All ties stand during regular season.
5. PLAYOFFS: Extra innings will be played until a winner is found.
6. Comeback Rule: During the last inning of play, there shall be no limit to the number of runs scored for any team.
Pitching
1. The pitcher is a member of the defensive team
2. Pitch count begins at one ball and one strike
3. Pitchers must have one foot on the mound at delivery
4. A legal pitch must make an arc higher than the batter’s head with a maximum arc of 12 feet
5. Any pitch failing to meet these requirements is considered dead and counted as a ball
6. Once a ball is ruled illegal by the umpire the pitch is dead and batter may NOT swing.
7. A strike is counted when a legal pitch hits any portion of home plate or the strike mat.

Batting
1. NO bunting or chopping (full swing only)
2. The batter must remain inside the “batter’s box” when hitting
3. Stepping on the plate or outside of the box is an automatic strike
4. If an injured batter cannot run he/she may have a pinch runner of the same gender
   The substitute runner must start from the backstop and may leave upon contact of the ball
5. Hit By Pitch, or any variation thereof, is counted as a ball, not an out, unless said ball is swung on and missed.
6. COED BATTING: Must alternate male/female. No exceptions. (ie. Bottom of the lineup.)

Base Running
1. A base runner may not leave the base until a ball has been hit.
2. If a pitch is not hit it becomes a dead ball when it crosses the plate
3. Head first diving is allowed ONLY when going back to a base. Never allowed when trying to advance to the next base.
4. Feet first sliding is permitted within the base path (except at home plate). NO “hook slides.”
1. Any sliding that intentionally initiates contact will result in the player called out and may result in ejection from the game depending on the circumstances
2. The white portion of first base is for the first baseman ONLY. Runners must touch the orange portion. Failure to do so will result in the runner being called out
3. Once the runner from third to home has passed the COMMITMENT LINE (approx. 45 ft) he/she must continue home. Any time a runner crosses the commitment line it becomes a force play at the plate.
4. The front portion of home plate is for the catcher ONLY. Runners must touch the back portion of the plate. Failure to do so will result in an out.
9. NO SLIDING AT HOME PLATE

Interference
1. No offensive player may commit an act, which, in the umpire’s judgment, impedes or confuses a defensive player attempting to execute a play (verbal, visual or physical). This will result in an out.

Obstruction
1. No defensive player may block the progress of the runner if the defensive player is not in possession of the ball or making a play on a batted ball. ALSO: A catcher may not obstruct the batter’s swinging of the bat. Result: Runner/ batter automatically awarded a base.

Overthrow Rule
1. Overthrow Rule: When the ball is in play and then overthrown (beyond the boundary lines), all runners will be awarded two bases from the position of the runners when the ball left the thrower’s hand.
2. If a player carries a live ball into dead ball territory unintentionally, the runner(s) get one base without liability to be put out. Runner(s) get two bases if a player carries the ball into dead ball territory intentionally to keep the runner(s) from advancing.

Sports Code
1. All participants and spectators are governed by the SPORTS CODE available in the SRC.
2. Only captains may address umpires
3. Team captains are responsible for their sidelines and spectators.
4. Negative consequences for the team may result as a direct reaction to spectators’ behaviors or actions.

**COED RULE MODIFICATIONS**
- Batting lineup must alternate between males and females. There are NO circumstances where two males, or two females, can hit back-to-back.

**ADDITIONAL GROUND RULES**
- Umpires may decide any additional ground rules (i.e. non-movable equipment as “dead ball area”).
- Please keep all players’ gear, especially bicycles, a safe distance from the playing area.
- Cones are considered a fence. Therefore, any ball hit over the ‘fence’ on a fly will be a home run. Any hits passing through the ‘fence’ will be a ground rule double. Any ball that hits a cone and/or bounces on the line will be a homerun. No ball is played beyond this fence unless touched/advanced by a defensive player.
*It is often difficult to tell whether a ball clears the cones on the fly. The umpire’s judgement is final.

**APPEALS**
- An appeal play is a play on which an umpire may not make a decision until requested by a captain, coach, or player.
- The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field.
- At the conclusion of a game, an appeal may be made until the umpire leaves the field of play.
- There are three types of appeal plays:
  a. Missing a base
  b. Leaving a base on a caught fly ball before the ball is first touched
  c. Batting out of order

**NO alcoholic beverages permitted on University property**

**PROTESTS**
- Protests based solely on a decision involving the accuracy of judgement on the part of an umpire will not be considered.
- Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident. (i.e. you cannot protest a rule misinterpretation after the game is over)
- A protest time-out must be called, and a protest requested to the officials must be made by the captain of the team.
- Protests involving player eligibility will be considered.

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