ASA Softball rules will be in effect with the exception of the following ground rules.

Any clarifications will be made by the supervisor on duty.

1. The count begins with a one and one count (3 balls is a walk and 2 strikes is an out). Each team will receive 3 outs per inning.

2. A foul ball on the second strike will be a strikeout.

3. When the ball goes out of play, a runner will be given an extra base. A base is considered made when, in the judgment of the official, the base runner would have reached the base safely... If the ball goes over the fence (i.e. a throw to first base), the batter will automatically receive second base.

4. Infield Fly Rule – Only applies when there are fewer than two outs and there is a force play at third (runners on first and second base, or bases loaded). In these situations, if a fair fly ball is a hit, and in the umpire’s judgment, is catchable by an infielder with ordinary effort, the batter is out regardless of whether the ball is actually caught in flight and runners return to their bases.

5. All games will be limited to six innings or fifty minutes - no innings start at/after forty minutes.

6. Mercy Rule: 20 runs after 3 complete innings; 15 runs after four complete innings; and 10 runs after five complete innings.

7. During the regular season, there will be no extra inning play.

8. There will be no sliding allowed. Sliding results in an out. *Players may run through all bases*

9. All bases that slide away from the spot are still considered to be on the spot. If a runner was safe and the base slides away, the runner cannot be tagged out. If a runner approaches a base that has been moved due to a previous play, that runner does not need to go out of his way to find the base. Runners only need to go into the area where the base would have been. This is a judgment call and cannot be appealed.

10. There are no restrictions concerning field substitution, but once the game has begun the batting order must remain the same.
11. Teams must have at least eight (8) players to start. When a team plays with less than ten (10) players, an out will be recorded with the open batter's turn at bat. *Open batters will be placed at the end of the lineup*  *Players who arrive late must be added to the end of the lineup*

12. Teams will use (10) players in the field. *Teams must provide their own catcher*

13. If a team has more than 10 players to start a game additional batters may be added to the lineup.

14. Visiting team bats first.

15. No bunts are allowed; bunts will result in an out. Players must take a full swing at the ball.

16. Pitching:

1. A legal delivery shall be a ball that is delivered underhand at a slow to moderate speed. The ball must reach a height of at least 6 feet and no more than 12 feet at the top of its arc.

2. Any pitch that fails to reach an arc of six feet, exceeds the 12 foot limit, or is thrown with excessive speed in the opinion of the home plate umpire, will be declared an illegal pitch. This will count as a "ball" unless the batter chooses to swing, in which case the ball is live. Once an illegal pitch is swung at, all action following the swing will be legal (a strike, out, hit, etc.) and the "illegal pitch" will be disregarded.

3. Definition of a strike is: 1) a legally delivered ball passing completely over home plate before touching the ground, 2) the ball must not be lower than the batter's knees nor higher than the batter's back shoulder while passing over any portion of home plate. 3) the ball must land on the strike zone mat, located behind home plate.

4. A ball that slips from a pitcher's hand during his back swing, the ball will be dead and a "no pitch" will be declared. If intentional, a ball will be called.

5. Pitching changes can only be made in between innings.

17. Plays at the Plate: The catcher may not block the plate; the catcher may not get in the path of the runner. Both the runner and the catcher must avoid contact at all costs.

18. Spectator Behavior: All spectator behavior needs to be controlled by the team they are watching. Spectator behavior will affect the sportsmanship score of the team that they are watching, in addition all conduct rules are in affect for spectators.

19. Equipment: Batter must use softball bats. No baseball bats are allowed. The Campus Recreation office will determine other bat legality issues.

20. Throwing the bat will result in an automatic out and possible ejection.