RECREATION SERVICES
TWO PITCH SOFTBALL
RULES Fall 2015

We will follow ASA rules with the following exceptions:

IOWA STATE UNIVERSITY
Recreation Services – Intramural Sports
2123 Beyer Hall,
Nathan Pick 294-4186
ndpick@iastate.edu

INJURY AND HEALTH DISCLAIMER:

Participants should be aware that there is a risk of injury in participation due to the inherent nature of the activity. Individuals are encouraged to have a physical examination and to obtain adequate health and accident insurance prior to participation. Individuals participate in intramural activities at their own risk.

All participants must present a current and valid ISUCard at each game.

Questions: contact Nathan Pick, ndpick@iastate.edu or 515-294-4186

A $20 forfeit fine will be charged to the team captain if that team forfeits its game without proper notification at least 24 hours in advance of the game time. Email ndpick@iastate.edu to avoid the fine or to try and reschedule.

ELIGIBILITY:

ISU students who have paid the current Activity and Service Fee (Recreation included) are eligible to participate in the Intramural Sports Program with their valid ISUCard. All ISU students are assessed the Activity and Service Fee with a few exceptions. Examples of some of the exceptions: APP students, noncredit internships and co-ops, distance education courses, etc. You may check your U-Bill online to see if you have paid the Activity and Service Fee. If you have not been assessed the fee and want to participate, you may pay the fee at the Registrar's Office in Beardshear Hall.

Recreation Pass Holders (Fall 2015 and Annual 2015-16) are eligible to participate in the Intramural Sports Program.

Former intercollegiate baseball players must play in class A - unless they receive an exemption from the sport director. Current intercollegiate baseball players are not eligible. See IM Handbook for more specific eligibility policies.

Frederiksen Court Residents are considered OFF CAMPUS - INDEPENDENT.

All players must present a current and valid ISUCard. You may play on only one men’s/women’s team AND only one coed team (You can play on both a men’s team and a coed team, but only 1 in each category). Report to the officials upon arrival at your game. Sign in on the scorecard. New players may be added at any time in the tournament.

SPORTSMANSHIP RATING:

Teams will be given a sportsmanship rating by the officials for each game. Ratings are A, B, and C. A “C” rating is not satisfactory and the team will receive a letter to encourage better behavior. A second "C" rating could result in the team being dropped from further competition. A “C” rating is subjective and is given by the game officials/supervisors or sport director. There does not need to be any specific penalties of unsportsmanlike behavior to receive a “C” rating. Likewise, unsportsmanlike penalties during the contest do not necessarily
mean a team will receive a “C” rating. Failure to treat officials/supervisors and opponents with respect could lead to a “C” rating.

Teams/individuals may be dropped on the first offense if the conduct is racial or excessively violent in nature. This determination will be made by the Intramural Coordinator.

Awards may be withheld from championship teams or selected individuals if their sportsmanship following the contest is inappropriate. This will be determined by the Intramural Coordinator.

Each team is responsible for the conduct of individual members of the team and spectators. Teams may be liable to forfeit for failure to control the behavior of team members and fans.

Any individual ejected from a game for any reason is automatically suspended from all further IM participation until he/she seeks reinstatement through the Intramural Sports Coordinator.

Co-Rec & 2 Pitch Rules

1. **Each team shall consist of 9 players in the field.** (Co-Rec: 4 men, 4 women, and the 9th player may be male or female). Each team supplies their own pitcher; therefore, only 9 players are required on defense. When your team is at bat, you may have **nine players OR 10 players listed in your batting order**. Co-Rec teams must alternate males and females in the batting order. **It may be possible for the same sex to bat consecutively at the bottom of the order because of missing players or going back to the top of the order.** In all divisions you must have at least 5 players to start a game. For Co-Rec teams both sexes must be represented. **An equal number of each sex or an equal number plus one of either sex, must play at the same time.** Legal combinations are 3 & 2, 3 & 3, 4 & 3, 4 & 4, 5 & 4 or 5 & 5.

2. Each batter will receive 2 pitches to put the ball in play. There will be NO WALKS. Failure to put the ball in play after 2 pitches will result in the batter being called out. Bunting or chopping the ball is illegal. All batted balls must be from pitches of 6’ arc or greater.

3. All games are 40 minutes or seven innings. No new innings start after 40 minutes. A new inning is considered to have started as soon as the last out of the previous inning is made.

4. There is a 15 run rule after 5 innings.

5. Minimum 6’ arc on pitches, and must be underhand. The pitcher must pitch from the pitching rubber. Illegal pitches may not be hit, and it shall be counted as one of the batters two pitches.

6. The batting team’s pitcher may not field any balls. If a batted ball hits the pitcher, it is interference. The ball is dead, the batter is out and all runners return to their bases.

7. A thrown ball that hits the pitcher is just like it had hit the ground unless it is ruled intentional interference. The lead runner is out and other runners return to the base occupied at the time of the interference. The umpire will rule in these cases.

8. Base runners are not allowed to leave their base until the ball crosses the plate, is batted or hits the ground.

9. Appeals may be made while the ball is live or dead. To make a **live ball** appeal simply touch the base in question, or tag the runner committing the violation if he/she is still on the playing field. To make a **dead ball** appeal, wait until the play is over and the umpire has called “Time.” Then any **Infielder**, with or without the ball may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught fly ball.

10. Sliding is **NOT** recommended unless you are wearing sliding pads.

11. If a team fails to appear for a game on time, they shall forfeit their first time at bat. (A team that's late will automatically become the visiting team and bat first in each inning.) The penalty for being late means they will not bat until the top of the second inning.
12. There is a flagpole near the hut. Flags signal:
   GREEN    - Game time
   RED      - 10 minutes after game time (FORFEIT)
   BLACK    - 40 minutes after game time (NO NEW INNINGS)

13. EQUIPMENT:
   A. Teams may use their own "legal" softball bats.
   B. Titanium bats are **ILLEGAL**.
   C. Shoes must be worn. No metal spikes or cleats.

14. In all divisions you must have at least 5 players to start a game. **SEE CO-REC**. Substitutions and re-entry are unlimited, but you must occupy the same place in the batting order whenever you are in the game.

15. **Dead ball territory** is that area **behind the backstop** or the backstop extended. In cases when a thrown ball goes into dead ball territory, each runner shall be awarded two bases on overthrows which go out of play regardless if thrown by an outfielder or infielder. The award shall be from the last base touched at the time the ball left the hand. The direction the runner is going, i.e. diving back in to first base, has no bearing on the award.

A batted ball that is first fielded or touched in dead ball territory remains a dead ball (i.e., no catch). **A batted ball that is a fair ball and then rebounds from a fielder or just rolls into dead ball territory will remain a live ball. A ball caught in live ball territory remains alive even if the fielder then continues into dead ball territory (this includes carrying the ball behind the backstops).**

16. No player may intentionally crash into a fielder attempting a tag. The runner shall be declared out and may be ejected from the game.

17. **BLOOD RULE**

   Anytime during a game, a player who is bleeding, or has an open wound, or has an excessive amount of blood on his/her uniform is prohibited from participating further in the game until they administer treatment. If they take care of the problem in a reasonable length of time, the individual may not have to leave the game. The length of time considered reasonable is left to the umpire's judgment.

   If a base runner needs to leave the game due to any injury (involving blood or otherwise), the last man or woman to make an out will replace the runner. Co-Ed games will have the same sex runner replace the injured runner.

18. **PROTESTS**

   Whenever a matter of protest arises during a game, the captain must notify the umpires of his/her protest **BEFORE THE NEXT LEGAL OR ILLEGAL PITCH.**

   A. The umpire in charge will suspend play.
   B. The protesting captain will state the basis for his/her protest. In turn, the official in charge will explain the basis of the decision.
   C. If the protesting captain wishes to appeal the decision of the official in charge, he/she must request that the FIELD SUPERVISOR review the decision before play resumes.

   An umpire’s judgement is NOT protestable!

19. **TIES DURING TOURNAMENT GAMES**

   If teams are still tied after the first "extra inning", they will start the 2nd extra inning with a runner on 2nd base (the last batter to make an out the previous inning).
**BANNED BATS**

1. Bats must bear **either** the ASA approved 2000 certification mark, **the ASA 2004 certification mark** as shown below, or the new certification mark for 2013 and Beyond for Slow Pitch **and must not be listed on an ASA non approved list.**

![ASA 2000 Certification](image1.png) ![ASA 2004 Certification](image2.png) ![ASA Softball Certification](image3.png)

This website lists all of the shown below is the ASA list of banned bats for this year. These are illegal in Intramural Softball.

**ASA Non Approved Bat List - February 22, 2013**

<table>
<thead>
<tr>
<th>Manufacturer</th>
<th>Model</th>
</tr>
</thead>
<tbody>
<tr>
<td>Anderson</td>
<td>Techzilla Reborn</td>
</tr>
<tr>
<td>Anderson Rocketech</td>
<td>reloaded</td>
</tr>
<tr>
<td>Anderson Nanotech</td>
<td>SP</td>
</tr>
<tr>
<td>Boombah Cannon</td>
<td></td>
</tr>
<tr>
<td>Combat Anaconda</td>
<td>Original</td>
</tr>
<tr>
<td>Combat Avarice</td>
<td>USSSA Light Green</td>
</tr>
<tr>
<td>Combat B1 Da Bomb</td>
<td></td>
</tr>
<tr>
<td>Combat B1 Da Bomb</td>
<td>COMBAT</td>
</tr>
<tr>
<td>Combat Dan Smith</td>
<td>Plaque</td>
</tr>
<tr>
<td>Combat Gear</td>
<td>Afflicted</td>
</tr>
<tr>
<td>Combat Gear</td>
<td>Supremecy</td>
</tr>
<tr>
<td>Combat Gear</td>
<td>Virus</td>
</tr>
<tr>
<td>Combat Uncensored</td>
<td></td>
</tr>
<tr>
<td>Combat VIRSP3</td>
<td>Lady Virus</td>
</tr>
<tr>
<td>Combat Virus</td>
<td></td>
</tr>
<tr>
<td>Combat Virus Enhanced</td>
<td></td>
</tr>
<tr>
<td>Combat Virus Players Series</td>
<td></td>
</tr>
<tr>
<td>Demarini</td>
<td>Dark</td>
</tr>
<tr>
<td>Demarini DXEVO-Yellow Barrel</td>
<td>EVO</td>
</tr>
<tr>
<td>Demarini Geezer DXG2R</td>
<td></td>
</tr>
</tbody>
</table>
Demarini Juggernaut "OTC"
Demarini Juice
Demarini LC Legend
Easton SCN2 Synergy + CNT
Easton Stealth IMX+
Easton Synergy SCN12
Easton Synergy SCN12 BH
Easton Synthesis
Easton SCN10BH Synergy+ Helmer Model
Easton SCX2 Synergy
Easton SCX23 Synergy Plus
Easton SCN4 Stealth Comp CNT+
Easton SCN6 Stealth Comp CNT+
Easton SCX22 Synergy 2
Easton SP125 T100 Stealth 100
Easton SP125SY100
Easton SP125T100 Helmer
Easton Sp125V100 Salvo 100
Easton Sp 125Y100W Synergy 100 Wegman
Louisville Slugger FPC305 Catalyst (-8)
Louisville Slugger SB34 Genesis
Louisville Slugger SB72N TPS Nexus
Louisville Slugger SB105 Catalyst
Louisville Slugger SB304
Louisville Slugger SB305 Warrior XXL Balanced
Louisville Slugger SB404
Louisville Slugger SB405 Warrior XXL End Load
Louisville Slugger SB82N TPS Nexus
Louisville Slugger SB11ZB Balanced
Louisville Slugger SB11ZE Endload
Louisville Omaha Silhouette SB116
Louisville SB73V
Louisville Triton SB92T
Louisville Triton Balanced SBXTB
Louisville Triton EL SBXTE
Mattingly Beast Unleashed

Miken Freak Limited Edition
Miken Freak Plus
Miken Supermax SNX-TMU
Miken Legacy MSU2L
Miken Long Haul Bomber MSLHBU
Miken MS Freak
Miken MSMM Maniac 585
Miken MSTC T22C6
Miken MV-1 Bal MSMU1BU
Miken MV-1 Sup. Max MSMV1MU
Miken MXB
Miken NXT Freak Balanced SNX-TBU
Miken NRG600 Pro-Series 600 Maxload-MSNRGM-6
Miken NRG600 Pro-Series 600 MSNRGM-6
Miken Orange Recoil DFR 180
Miken Orange Recoil DFR 250
Miken Psycho Super Max MSPMU
Miken Ultra
Miken Ultra(Maxload)
Miken Ultra II
Miken Ultra II Legacy
Miken Ultra II Advanced

Mizuno Blur Advanced Series
Mizuno Frenzy 1.20
Mizuno Frenzy 120 RB 500
Mizuno Frenzy 2 Extreme 340210
Mizuno Frenzy 2 Extreme 340198
Mizuno Frenzy 98
Mizuno Original Techfire Orange Crush
Mizuno Wrath-120
Mizuno Wrath 2 120

Nokona Tomahawk

Rawlings Plasma Fusion 120 SBLMPFU
Rawlings Plasma SBLMP 120
Rawlings Rush 120

Rip-It Elite Senior RESR1 (SP Version Only)

Schutt Schutt+
Schutt Red/Silver Schutt Bat

Worth ASY 120(Asylum)
Worth BJ Fulk
Worth EST9
Worth Launch 510
Worth Filthy 120
Worth Legit 454 Green SB4LUS
Worth MAX 120
Worth MAY 120(Mayhem)
Worth Mayhem M7 120(M7120)
Worth Mayhem M75 120
Worth Mayhem M7JH
Worth M7JH
Worth Mayhem Reload(JH120)
Worth Mutant 120
Worth Mutant JH 120
Worth PST 120
Worth PSTOC(PST)
Worth QESTFP
Worth Resmondo Legit
Worth Resmondo Legit 454 SB4RUS
Worth Resmondo Mutant
Worth Resmondo Titan
Worth Titan
Worth Titan 5.4 SBT542
Worth Titan 5.4 SBTUS
Worth Toxic XXX SBTXXX
Worth SBWK(Wicked)
Worth SBWKA
Worth WIC 120(Wicked)
Worth Wicked (Wicked SP Version Only)
Worth Wicked SBWK, SBWKA
Worth WWSC Wicked Composite (SP Version Only)
Worth WWSCA
Worth XEST9X
Worth XGold
Worth XPST4
Worth XRed
Worth XWICKX (Wicked SP Version Only)