



# Dallas Baptist University

## RecLife Co-ed Softball Rules

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### **THE BASICS**

1. Teams will consist of ten players on the field (six guys and four girls). All Players must be a DBU student, faculty, or staff if not your team will be forced to forfeit the game, or season.
2. Teams must have a minimum of seven players to compete (five guys and two girls).
3. Less than seven players will result in a forfeit.
4. All players in the field must be placed in the batting order. The batting order must alternate guy/girl starting at the beginning of the lineup to the end as long as possible.
5. Teams will be required to have one girl playing catcher or pitcher, one girl playing in the infield, one girl playing in the outfield and then one girl with the option of playing any position on the field.
6. Only official softball NSA and ISA bats will be allowed.
7. No shoes with metal cleats or metal tipped cleats can be worn.
8. RecLife will provide each team with a batting lineup card that must be turned in at least 5 minutes prior to the start of the game.
9. Teams will not be allowed to warm up anywhere inside the outfield fence.
10. Batting teams are asked to assist in the retrieval of foul balls and home runs.
11. Local lightning will stop play immediately. Players and officials should seek protection quickly.

### **PLAYING THE GAME**

1. All games are scheduled for 50 minutes (maximum 9 innings). No inning will start after the time limit has expired. In the event of a tie game after 9 innings or after time has expired, the game will continue until the tie is broken.
2. There will be a 7 run rule during the first 3 innings of play. If a team scores 7 runs in an individual inning then that inning will be over and the opposing team will come up to bat.

3. Teams that are losing by 15 or more runs after their “at bat” will be declared the loser and the game will be called. This rule will be invoked only after 3 innings of play.
4. A pitch must have an arc of at least 3 feet and no more than 10 feet. Pitches outside these limits will be called balls by the umpire.
5. Each batter will begin with 1 ball and 1 strike.
6. Any ball hit back up the middle in the air within the pitching circle and no higher than 2 feet above the pitchers head will be an automatic out and runners will return to base they occupied prior to the at bat.
7. If a batter has two strikes then they will be allowed to hit one foul ball before being called out. The second foul ball with two strikes will be an out.
8. Bunting is not allowed. Batters must make swinging contact with the ball. Batters who attempt to bunt will be warned by the umpires. Any batter who bunts will be called out.
9. On a play in which the base runner will run through the base in an attempt to beat out a throw then the runner must touch the orange half of first base while the fielder must touch the white half. If either player touches the wrong part of the base then the result of the play may change based on the original call.
10. Fielders may not block the bases. All tags must be made in a fashion that allows runners access to the base.
11. Runners deliberately interfering with fielders making a tag will be called out. Fielders blocking the base or tagging violently will result in runners being called safe. Violent or deliberately dangerous play will result in player(s) ejection from the game.
12. On all overthrows that end up out of play, the base runner can only advance one base past the base that he/she is approaching.
13. The infield fly rule will be invoked. Once the ball hits the ground with runners on first and second then each runner may advance at their own risk.
14. Only two homeruns are allowed per team per game. An individual player will not be allowed to hit more than one homerun per game. Any additional homerun will result in an out with all base runners returning to their original base.
15. One Pitch Rule: In the final five minutes of a game, if both teams are within 5 runs of each other, then the one pitch rule will be put into effect. A batter will get one pitch that will either be a ball (walk), strike (out), or it will be hit.

**\*Call the RecLife Office with any questions at ext. 5620.\***

**\*Visit [www.dbu.edu/reclife](http://www.dbu.edu/reclife) for more information and updated standings and stats\***