Softball Rules

Each participant is responsible for presenting a current Photo ID at game time. NO EXCEPTIONS

Amateur Softball Association (ASA) Rules will be used except where adapted here.

Rules Changes for Softball Season:

10 Minute Forfeit Rule: Your team has 10 minutes after their scheduled game time show up with the required number of players to start. For each minute late the opposing team will receive a point. Example team A shows up 5 minutes late team B will receive 5 points at the start of the game. Team B also has the option not to take any points.

The Game, Field, Players, and Equipment

Eligibility

It is the responsibility of each team to know the existing intramural rules. IGNORANCE OF ANY INTRAMURAL RULE IS NOT AN EXCUSE!! The Department of Campus Recreation does not assume responsibility for the investigation of the eligibility of all participants. The Department of Campus Recreation will, however, investigate any case as required.

- Men are not permitted to compete in the Women’s Division.
- One (1) woman is allowed to appear on the roster of a Men’s team.
- It is the responsibility of all participants to know their own eligibility status at all times.

All current members of the Fitness & Wellness Center are eligible to participate. This includes faculty/staff, students, Alumni, semester off, and EELI students. If you have access to the Fitness & Wellness Center you are welcome to play Intramural Sports.

All participants must have a valid state/government issued PICTURE ID to play and know their identification number. Student ID with picture is recommended but we will also accept the following: Driver’s License, State ID Card, Military ID and Passport.

Exceptions:
Any individuals who have been declared ineligible to participate through disciplinary sanctions by the Director or Assistant Director of Campus Recreation

False Name:
An individual may not participate under an assumed name or use false identification. Violation of this rule will result in suspension from further participation for the individual and/or team.

Compete on Two Teams:
A player may participate on only one team in any given activity during a season. Note: The only exception to this rule is that a player may play on a team in the men's or women's division and play on a Co-Rec team. If an individual plays for more than one team in that division, all teams involved will receive a forfeit in games in which that player was involved and the player shall be suspended for a period of 1 week.

Greek “A-Team” Rules
1. All participants appearing on the Greek “A” team roster must be the on the official chapter roster with the office of Greek Life.

Softball Rules Amended July 23, 2013
2. Alumni are not allowed to participate on Greek “A” teams.

**Playoff Eligibility:**
Team members must have participated in at least one (1) game during the regular season to be eligible for participation in the playoffs. Teams must earn at least a 7.0 Sportsmanship Rating average to participate in the playoffs.

- The Intramural Staff reserves the right to declare an individual ineligible for competition if his/her participation is considered unsportsmanlike or dangerous

**Professional and Olympic Athletes:**
An individual who has participated as a professional/Olympic athlete in a sport is not eligible for intramural competition in that sport or similar sport.

**Current and Former Intercolligate Athletes:**
Any person who participated with a varsity team in the current or last school year (i.e. practiced, red shirted, and/or played) is ineligible to participate in that intramural sport (or related activity). Ineligibility will be determined by the Assistant Director based on rosters, media guides, and participant reports which will be looked into and ruled upon. All protests on ineligibility rulings may be taken to the Director of Campus Recreation.

**Ringer Rule**
The ringer rule allows former varsity athletes and current sport club members the opportunity to participate in Intramurals in their sport (or related activity). Individuals are considered ringers in a particular sport for the following reasons:

1. They are a current sport club member in that sport.
2. They have competed on a College or University Varsity team at any level in that sport but are currently eligible for that Intramural sport.

Teams in open or competitive divisions may have two ringers on their roster. Teams in recreational divisions may not have ringers.

Any matter that cannot be resolved through these eligibility rules shall be brought to the Assistant Director of Campus Recreation for a decision.

**Time Regulations**

Team(s) not present on their assigned field at their scheduled time shall receive a 10 minute grace period, and the opposing team may take 1 run for every minute your team is late.

Team(s) that show up but are not ready for play at the scheduled time will be penalized by the starting of the game clock towards the 50 minute time limit (this does not apply during a delay due to rain or previous game running over it is allotted time).

Each game is scheduled for seven (7) innings or 50 minutes, whichever occurs first. No new inning will be started after 50 minutes have expired, but an inning started before then will be completed if necessary.

**Tie games will be decided by extra innings during the playoffs only!**

**Extra Innings during Playoffs Only:**

1. The last batter to be called out in the previous half-inning will be put on 2nd base to begin each half-inning.
   a. This will allow for runs to be scored and speed up the game.

Games called for inclement weather will be considered complete after 3 full innings have been played and will not be rescheduled. The Intramural Supervisor will make this decision.

**Equipment**

No jewelry (i.e. earrings, watches, necklaces, bracelets, etc.) is allowed. Medical bracelets and/or necklaces are allowed, as long as they are secured to the body.

Bats, balls, and a catcher’s mask (if preferred) will be provided. No other equipment will be provided. Participants must use balls provided by Campus Recreation.

Softball Rules Amended July 23, 2013
Outside bats are allowed for use* provided they meet standards put forth by the ASA. Any player caught using a bat banned by the ASA will be ruled out and ejected from the game. That player will also be suspended for a minimum of 1 future game.

All players must wear shoes. No metal or screw-in cleats are allowed (unless the screw is part of the cleat and not the shoe). If illegal cleats are discovered when a player injures another player by stepping on or sliding into that participant, the person with the illegal cleats will be ejected from the game. If illegal cleats are discovered while the player is at bat or before a pitch is thrown to the next batter, the player with illegal cleats will be declared out and all base runners must return to the bases they previously occupied. If illegal cleats are discovered while the player is on base, he/she will be called out. The player with illegal cleats will only be allowed to continue playing after he/she changes shoes.

Sports Officials

The game shall be played under the supervision of two (2) to three (3) officials. Each team shall designate to the Plate Umpire the team captain(s). If more than one player is designated, a speaking captain must be selected to make all decisions.

Team representatives, including players, substitutes, replaced players, coaches, trainers, and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of the officials assigned to the game. The official’s decisions are final. Official’s judgment cannot be protested.

Any rules interpretation protest must be made to the umpire at the time of the incident during the game. The Intramural Supervisor must be notified immediately. If this is not done, the protest will not be considered.

Player Requirements

A team must start and finish with at least eight (8) players

A Game shall be played with 10 players

Official Game = 8-10 players present
Forfeit = 7 players or less present

Co Recreational Player Requirements:

1. Ten (10) players of which five (5) must be male and five (5) must be female.
2. Nine (9) players which you can have either: five (5) males and four (4) females, or five (5) females and four (4) males.
3. Eight (8) players of which four (4) must be male and four (4) must be female.

Count:

All batters will start their at-bat with a 1 ball – 1 strike count. This is to encourage batters to swing at more pitches and to ensure that the games move along at a good pace.

Courtesy Runner:

Courtesy runners may be used to replace an injured participant. The injured participant must be able to reach first base and then be replaced after the pitcher has the ball and the play is declared dead. The courtesy runner must be either the last person who received an out or a player who is not in the game.

Player Substitutions

Substitutes entering the game must take the field position and batting order position of the player they are replacing (they can switch positions between innings). Substitutes entering the game between innings must be reported to the Plate Umpire so that the batting order can be updated.

Co-Recreational Play: Substitutes must be male for male and female for female.

Mercy Rule

Softball Rules Amended July 23, 2013
The game will be called at the completion of the 3rd inning if one team is ahead by 15 or more runs. The game will be called after 2 ½ innings if the home team is leading by 15 or more runs.

The game will be called at the completion of the 5th inning if one team is ahead by 10 or more runs. The game will be called after 4 ½ innings if the home team is leading by 10 or more runs.

**Appeal Plays**

**Live Ball** – If the ball has not been called dead, a fielder may go directly to a base or base runner, apply a tag and wait for the umpire’s call.

**Dead Ball** – Once the ball has been returned to the infield and time has been called, players with or without the ball, may make a verbal appeal. The Plate Umpire should acknowledge the appeal, and the administering umpire should make a decision on the play. Base runners cannot leave their base during this period, as the ball remains dead until the next pitch.

**Batting Order** – Except for a wrong batter at bat, batting out of order is an appeal play which may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when one (1) legal or illegal pitch has been made to the following batter or when the pitcher and all infielders have clearly vacated their normal fielding positions and left fair territory on their way to the bench or dugout.

1. If the error is discovered while the incorrect batter is at bat, the correct batter may take his place and legally assume any pitches pitched. Any runs scored or bases run while the incorrect batter was at bat shall be legal. **NOTE:** The offensive team may correct a wrong batter at the plate with no penalty.

2. If the error is discovered after the incorrect batter has completed his/her turn at bat and before a legal pitch has been made to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions on their way to the bench or dugout area, the player who should have batted is out.

3. Any advance or score made because of a ball batted by the improper batter or because of the improper batter’s advance to first base as a result of obstruction, an error, or a base hit shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

4. No runner shall be removed from the base he/she is occupying except the batter-runner who has been taken off the base by the umpire as in #2 above to bat in his proper place.

**Pitching**

The pitcher shall take a position with both feet firmly on the ground and with one (1) or both feet in contact with the pitcher’s plate. The pitcher’s pivot foot must remain in contact with the pitcher’s plate throughout the delivery.

The pitcher must come to a full and complete stop with the ball in front of the body. The front of the body must face the batter. The position must be maintained at least one (1) second before starting the delivery.

The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.

**Legal Delivery**

- The pitcher must not make any motion to pitch without immediately delivering the ball.
- The windup must be a continuous motion.
- The pitcher must not use a windup in which there is a stop or reversal of the pitching motion.
- The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip with an underhanded motion.
- The pivot foot must remain in contact with the pitcher’s plate until the pitched ball leaves the hand. If a step is taken, it can be forward, backward, or to the side, provided the pivot foot is in contact with the pitcher’s plate and the step is simultaneous with the release of the ball.
- The pitcher must not pitch the ball behind his/her back or through his/her legs.
- The pitch shall be released 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 the height of at least six (6) feet from the ground, while not exceeding a maximum height of twelve (12) feet from the ground.

Softball Rules Amended July 23, 2013
• He/she does not continue to wind up after he/she releases the ball.
• The pitcher has ten (10) seconds to release the next pitch after receiving the ball, or after the umpire indicates “play ball”.

**Quick Pitch** – The pitcher shall not attempt a quick return of the ball before the batter has taken his/her position or when the batter is off balance as a result of a pitch.

**Warm-up** – At the beginning of each half inning or when a pitcher relieves another, not more than one minute may be used to deliver not more than three (3) warm-up pitches. **NOTE:** A pitcher returning to pitch in the same half inning will not receive warm-up pitches.

**No-Pitch** – No pitch shall be declared when:

- The pitcher pitches during the suspension of play.
- A runner is called out for leaving the base before the pitched ball reaches home plate or is batted.
- The pitcher pitches before a runner has retouched his/her base after a foul ball has been declared and the ball is dead.
- The ball slips from the pitcher’s hand during his/her windup or during the back swing.
- No player, manager or coach shall call time, employ any other word or phrase, or commit any act while the ball is alive and in play for the obvious purpose of trying to make the pitcher commit an illegal pitch.

**NOTE:** In all of the above, the ball is dead, and all subsequent action of the pitch is cancelled.

**Ball is Dead**

The ball is dead and **NOT** in play:

- When the ball is pitched illegally.
- When “no pitch” is declared.
- When a pitched ball touches any part of the batter’s person or clothing whether the ball is swung at or not. The hand is not considered part of the bat.
- When a fair ball strikes a base runner or umpire before touching an infielder, including the pitcher, or before passing an infielder, other than the pitcher. The batter/runner gets first base and the base runner is out.
- When a batter/runner interferes with a catcher. The batter/runner is out.
- When a member of the offensive team intentionally interferes with a live ball.
- When the ball is outside of the established limits of the playing area. The ball is considered outside the playing area when it touches the ground, person on the ground or object outside the playing area.
- When a batter bunts or chops the ball.
- When any part of the batter’s person is hit with his/her own batted ball when he/she is in the batter’s box.
- When in the judgment of the umpire, the coach touches or physically assists the runner to return or leave a base; or when the coach near third base runs in the direction of home plate in an attempt to draw the throw to home and away from a fielder attempting to make a play.
- When a base runner fails to keep contact with the base to which he/she is entitled until a legally pitched ball has reached home plate. The runner is called out and “no pitch” is declared.
- When the catcher interferes with the batter’s attempt to hit a pitch. **Exception:** the ball remains alive and the play stands if the batter reaches first safely and all other runners advance at least one base.
- When a play is being made on an obstructed runner or if the batter/runner is obstructed before he/she reaches first.
- When a fielder carries a live ball into dead ball territory. The batter/runner may not advance on a dead ball unless awarded a base(s) by rule.

**Exception:** Catch and Carry Rule – to allow for a little more playing area since the dead ball areas are so close, a player is allowed to catch the ball while completely in playable area then, taking **NO MORE THAN TWO (2) STEPS**, stop and throw the ball back into play. This is in effect only if the fielder clearly has possession (both feet last leaving playable area) before he/she goes out of play.

The ball is alive and **IN** Play:

- When a base runner is called out for passing a preceding runner.
- When no play is being made on an obstructed runner. The ball shall remain live until the play is over or a play is being made on an obstructed runner.
- When a base is dislodged while base runners are progressing around the bases. In this instance, the base runner should go to the original spot of the base, not to the dislodged base.
- When a base runner runs more than three (3) feet from a direct line between that base and the next one in regular or reverse order to avoid being touched by the ball in the hand of the fielder. The base runner is out, but the play continues.

Softball Rules Amended July 23, 2013
• If the batter drops the bat and the ball rolls against the bat in fair territory and in the judgment of the umpire, there was no intention to interfere with the course of the ball. The batter/runner is not out and the ball is alive.
• When a thrown ball strikes an umpire.

In all of the above situations, the ball remains alive until the umpire(s) call “time”, which should be done when the ball is held by a player in the infield areas and in the judgment of the umpire, all play has ceased.

**The Batter**

The batter is out when:
- A third strike is called.
- They foul their third strike (i.e. the count has at least 2 strikes and they make any contact with the ball which creates a foul-tip or puts the ball in foul territory)
- The batter bunts, half swings or chops the ball downward so that the ball bounces high into the air.
- The ball is tipped more than 6 ft. into the air and caught.
- After making contact with the ball they, in the opinion of the plate umpire, throw the bat in a dangerous or reckless manner

**The Base Runner**

The base runner is out when:
- He/she physically passes a preceding runner before that runner has been put out.
- He/she legally overrun first, attempts to run to second base, and is legally touched by the ball in the hand of the fielder while off base.
- He/she fails to touch home plate and returns to the dugout making no attempt to return to base. The fielder then holds the ball in his/her hand while touching home pate and appeals to the umpire for a decision.
- He/she intentionally interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the base runner is put out, the immediate succeeding runner shall also be called out.
- He/she is struck with a fair batted ball in fair territory while off base and before it passes out of the infield or touched by an infielder.
- He/she makes contact with the catcher in an attempt to “run over the catcher or break up the play”.
- Anyone, other than the base runner, physically assists a base runner while the ball is in play.
- After being declared out or after scoring, he/she interferes with a defensive player’s opportunity to make a play on another runner. The runner closest to home plate at the time of this interference shall also be called out.
- He/she fails to keep contact with the base to which he/she is entitled until a legally pitched ball has been contact by the bat.

The base runner is NOT out when:
- He/she runs behind or in front of the fielder and outside the three (3) foot baseline in order to avoid interfering with a fielder attempting to field a ball in the base path.
- He/she does not run in a direct line to the base, providing the fielder in the direct line does not have the ball in his/her possession.
- More than one fielder attempts to field a batted ball and the base runner comes in contact with the fielder unintentionally, and in the judgment of the umpire, the contacted fielder was not entitled to field the ball.
- He/she is touched with a ball not securely held by a fielder.
- He/she is hit by a batted ball while touching his/her base or a fielder has already touched it, unless he/she intentionally interferes with a ball or a fielder making the play.
- He/she is hit with a fair batted ball that has passed an infielder, excluding the pitcher, and in the judgment of the umpire, no other fielder has a chance to make an out.

**General Definitions**

**Fair Ball** – A fair ball is a batted ball that:
- Settles on fair territory between home and first base, or between home and third base.
- Is on or over fair territory, including part of first base and third base, when bounding toward the outfield or touches first, second, or third base.
- First falls on fair territory beyond first or third base.
- While on or over fair territory, touches the person of any umpire or player, judged by the position of the ball, not the player.
- While over fair territory, passes out of the playing field beyond the outfield fence.

Softball Rules Amended July 23, 2013
Illegally Batted Ball – An illegally batted ball occurs when:
- A batter’s foot is completely out of the batter’s box on the ground when he/she hits a ball fair or foul.
- Any part of the batter’s foot is touching home plate when he/she hits the ball.
- The batter hits the ball with an illegal bat.

Infield Fly – An infield fly is a fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort when first and second bases, or first second and third bases are occupied before there are two (2) outs. The pitcher, catcher and any outfielder who positions him/herself in the infield at the start of play shall be considered infielders for the purpose of this rule.

The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless who makes the play. When it seems apparent that a batted ball will be an infield fly, the umpire shall immediately declare, “Infield fly – the batter is out,” for the benefits of the runners. If the ball is near a foul line, the umpire shall declare, “Infield Fly. The batter is out if fair.”

The ball is alive and runners may advance at the risk of the ball being caught. The runner can tag up and advance once the batted ball is touched (prior to catching), the same as on any fly ball. If a declared infield fly becomes a foul ball, it will be treated the same as any foul.

Interference – Interference is the act of an offensive player which impedes, hinders, or confuses a defensive player while attempting to execute a play. Effect: When runners are called out for interference, the batter/runner is awarded first base, the ball is dead and the runner is out. Each other runner must return to the last base legally touched at the time of the interference.

Aiding a runner – The runner is out when anyone physically assists him/her while the ball is in play. If this assistance occurs prior to a caught batted fly ball, regardless of whether the ball is fair or foul, a delayed dead ball call will be made, after which he/she will be declared out.

By Base Coach:
- When the coach near third base runs in the direction of home plate or near the baseline while a fielder is attempting to make a play on a batted or thrown ball and thereby draws a throw to home plate, the runner closest to home shall be declared out.
- When one of more members of the offensive team stand or collect around a base to which a runner is advancing, thereby confusing the fielders and adding to the difficulty of making the play, the runner shall be declared out. 
  NOTE: Members of a team include batboy or any other person authorized to sit on team’s bench.
- When a coach intentionally interferes with a thrown ball while in the coach’s box or interferes with the defensive team’s opportunity to make a play on a runner, the runner closest to home plate at the time of the interference shall be declared out.

Overall effect of above items: The ball is dead and the runner is out. Each other runner must return to the last base legally touched at the time of the interference.

By Runner:
- When he/she interferes with a fielder attempting to field a batted ball or interferes with a thrown ball, he/she will be declared out. If this interference, in the judgment of the umpire, is an obvious attempt to prevent a double play and occurs before the runner is put out, the immediate succeeding runner shall also be called out. Note: If a ball ricochets off one defensive player and another player has the opportunity to make an out, the runner will be ruled out if he/she interferes with the second fielder.
- When he/she is struck with a fair untouched batted ball while not in contact with a base and before it passes an infielder, excluding the pitcher.
- When he/she intentionally kicks a ball which an infielder has missed.
- When, after being declared out or after scoring, a runner interferes with a defensive player’s opportunity to make a play on another runner, the runner closest to home plate at the time of the interferences shall be declared out.
- When a defensive player has the ball or is about to receive the ball and the runner remains on his/her feet and deliberately, with great force, crashes into the defensive player. Note: If the act is determined to be flagrant, the offender shall be ejected.

By Batter – The batter shall not hinder the catcher from catching or throwing the ball by stepping out of the batter’s box or intentionally hinder the catcher while standing within the batter’s box. Effect: The ball is dead, the batter is out and each runner must return to the last base that, in the judgment of the umpire, was touched at the time of the interference.

By Bench Personnel – Bench personnel may not interfere with a defensive player’s opportunity to make an out:
- If it involves a runner, the runner closest to home plate at the time of the interference shall be declared out.
- If it is with the defensive fielder fielding a fly ball, the batter is out.

Obstruction – When any obstruction occurs (including a rundown), the umpire will signal a delayed dead ball. The ball will remain alive. Obstruction is the act of:

Softball Rules Amended July 23, 2013
- A defensive player or team member who hinders or prevents a batter from striking at or hitting a pitched ball.
- A fielder, who is not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, and impedes the progress of a runner or batter/runner who is legally running bases.
  1. If the obstructed runner is put out prior to reaching the base he/she would have reached had there not been obstruction, a dead ball is called and the obstructed runner and each other runner affected by the obstruction will always be awarded the base or bases he/she would have reached, in the umpire’s judgment, had there not been obstruction.
  2. If the obstructed runner is put out after passing the base or bases he/she would have reached had there not been obstruction, the obstructed runner will be called out. The ball remains alive.
  3. When a runner, while advancing or returning to a base, is obstructed by a fielder who neither has the ball nor is attempting to field a batted or thrown ball, or a fielder who fakes a tag without the ball, the obstructed runner and each other runner affected by the obstruction, will always be awarded the base or bases he/she would have reached, in the umpire’s judgment, had there been no obstruction. If the umpire feels there is justification, a defensive player making a fake tag could be ejected.
- When the catcher obstructs, hinders, or prevents the batter from striking or hitting a pitched ball.
  1. If the batter hits the ball and reaches first base safely, and if all other runners have advanced at least one base on the batted ball, catcher obstruction is cancelled. All action as a result of the batted ball stands. No option is given.
  2. If the batter does not reach first base safely, obstruction is enforced by awarding the batter first base and advancing all other runners only if forced.

**Dead Ball Area:** Area outside the dotted lines or fences parallel to the baselines. Area behind the outfield fences. When the ball enters this area, it automatically becomes dead with the following enforcements:

- **On fair batted balls that have not been touched by a fielder:** Each runner/batter will advance 2 bases from the base they occupied when the ball was hit.
- **On balls caused to enter dead ball territory by a defensive fielder:** Each runner/batter will receive 1 base from the last base they touched.

**Exception:** Catch and Carry Rule – to allow for a little more playing area since the dead ball areas are so close, a player is allowed to catch the ball while completely in playable area then, taking NO MORE THAN THREE(3) STEPS, stop and throw the ball back into play. This is in effect only if the fielder clearly has possession (both feet last leaving playable area) before he/she goes out of play.

**Exception:** Fair batted balls that land in fair territory beyond the white outfield fences will be ruled automatic homeruns.

**Miscellaneous**

Each team is limited to 5 automatic home runs per game. Each home run in excess of this limit will be considered and out.

Each team will furnish a ball runner who will retrieve his/her team’s home runs and foul balls.

**All teams must play 4 players in the infield at all times, not including the pitcher or catcher!**

**Co-Recreational Softball Rules**

**Player Requirements**

A team must consist of one of the following:

4. Ten (10) players of which five (5) must be male and five (5) must be female.
5. Nine (9) players which you can have either: five (5) males and four (4) females, or five (5) females and four (4) males.
6. Eight (8) players of which four (4) must be male and four (4) must be female.

**Batting Order**

Team batting orders must alternate men and women in CoRec play.

If a male batter is walked, the next female batter may choose to take a free walk. The female has the right to bat if she chooses.

Softball Rules Amended July 23, 2013
Exception: If a team has nine players, then they must list a “ghost” batter at the end of the batting order. When the “ghost” batter comes around in the batting order, an out will be recorded. This will not occur at the beginning of an inning (i.e. no team will start with an out before their team has a chance to receive the first pitch).

Fielding Positions

Once positions are established when a team takes the field at the beginning of an inning, teams must continue to play the same-sex player at that position for the entire inning (i.e., if a female starts out at shortstop, a female must play shortstop throughout that inning; a team may not change fielding positions in response to certain batters.

Fielding positions must be in the following proportion: outfielders = 2 males/2 females, infielders = 2 males/2 females, pitcher/catcher = 1 male/1 female.