Intramural Softball Rules and Regulations

Participation in the Campus Recreation Intramural Sports Program is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Department of Campus Recreation would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs. Campus Recreation does not provide personal health or medical insurance coverage for participants.

Any rule not specifically covered will be governed in accordance with the 2012 Amateur Softball Association of America Slow-Pitch Softball Rule Book.

RULE 1: PLAYER ELIGIBILITY

1. Participation is limited to currently enrolled, fee-paying IUPUI students and faculty/staff members with Recreational Sports Memberships.
2. Participants must present their JAGTAG.
3. Players can compete for only one single gender team and one coed team, regardless of league classification (e.g. - participants cannot play for a men’s recreational team and a men’s competitive team).
4. Rosters are final at the conclusion of Week Two.

RULE 2: TEAM COMPOSITION

1. ROSTER LIMIT: The roster limit per team is unlimited; however, no more than 16 shirts will be awarded to the league champions.
2. TEAM: Each team will consist of 10 players on the field at one time. A minimum of 8 players are required to start the game.
3. CAPTAIN: Each team shall designate a team captain to make all decisions.
4. PARTICIPANTS: Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all intramural policies.

RULE 3: DEFAULTS AND PROTESTS

1. DEFAULTS: If a team notifies the intramural office of their inability to field the required number of participants for their game, no later than 2:00PM on the day of the contest, it will be marked as a default without penalty. If a team has one less than the minimum number of participants required to play signed in at game time or during the grace period, an on-site default will be declared.
2. A default/on-site default is an un-played game that is recorded as a loss. Defaults without notice to the Campus Recreation Staff will force a meeting with the Intramural Coordinator to be allowed back into the Softball League.
3. GRACE PERIOD: Teams will be granted a 10 minute grace period from the original game time if at least one player has signed in at game time. If the minimum number of players required to start are signed in before the grace period has concluded, the game will begin and the opposing team will be awarded 2 runs. The game clock will be set at 45 minutes. If no players are signed in at game time, there is no grace period and the game will be declared a default.
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4. OPTIONAL GRACE PERIOD: After the original grace period has expired, the opposing captain has the option of taking the win or waiting an additional 5 minutes. In the event the captain decides to wait, the decision is irreversible. If the minimum number of players required to start are signed in before the optional grace period has expired, the game will begin and the opposing team will be awarded an additional run (total of 3 runs). The game clock will start at 40 minutes.

5. PROTESTS: If a team wants to submit a protest, the team captain must stop play immediately and notify the games officials and on duty Supervisor. The Intramural Supervisor will document the appeal and forward it to the Intramural Coordinator if they cannot settle the protest on site. Teams cannot protest an official’s judgment.

RULE 4: PLAYING AREA AND EQUIPMENT

1. PLAYING AREA: All games will be played on the softball diamonds west of Carroll Stadium.
2. BATS: Participants must use the bats provided by Campus Recreation. Anyone using another bat will be declared out.
3. SOFTBALLS: Participants must use the softball provided by Campus Recreation.
4. GLOVES: Participants have to wear a glove in the field.
5. SHOES: Each player must wear shoes. Tennis/running shoes and rubber molded cleats are permitted. Spikes, screw-in cleats, cleats with metal or ceramic exposed, and apparel not intended for softball use (i.e. – gymnastic slippers, “vebram” toe shoes, flip-flops, ski and logger boots, dress shoes) will not be permitted.
6. HELMETS: Batting helmets will be provided by Campus Recreation. Helmets are not mandatory but strongly recommended.
7. FACEMASKS: Facemask will be provided to protect the pitchers face from injury by Campus Recreation. Facemasks are not mandatory but strongly recommended.
8. HEADWEAR: Players may wear baseball style caps and knit and stocking caps.
9. JEWELRY: No jewelry may be worn. Jewelry must be removed before the participant will be allowed to participate. Medical alert bracelets are permitted but they must be taped down. Taping of all other jewelry is not permitted. A player is subject to ejection for failure to remove any jewelry following the first warning.
10. SUNGLASSES: Players may not wear sunglasses that are metal or rigid.
11. BLOOD RULE: When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed.
12. The Campus Recreation staff has the right to deem certain equipment unsafe or illegal.

RULE 5: TIMING

1. LENGTH OF GAME: The game will consist of 7 innings or 50 minutes of play, whichever occurs first. The clock will run continuously for the entire game. If an inning has started before the time limit has expired, then the inning will be completed. Teams need not play seven innings if:
   a. The home team scores more runs in six and one half innings.
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b. The home team scores more runs before the third out in the last half of the seventh inning.
c. The mercy rule is applied.
d. In the event of inclimate weather or unforeseen circumstances, the game score will be official after the 4th inning or at the bottom of the 3rd inning if the home team is winning. (Example: rain in the middle of the 6th inning, score reverts to the 5th inning).

2. COIN TOSS: A toss of a coin or paper/rock/scissors will determine which team shall have the first choice. The winning team of the toss shall have the following options:
   a. Visiting Team – Bat first
   b. Home Team – Play defense first

3. EXTRA INNINGS: Regular season games can end in a tie. Extra innings will only be played during the postseason.

4. MERCY RULE: The game shall be over if a team is behind at the conclusion of an inning by:
   a. 20 runs at the conclusion of the 3rd inning
   b. 15 runs at the conclusion of the 4th inning
   c. 10 runs at the conclusion of the 5th inning or later

Note: If the visiting team reaches the run-ahead limit in the top half of the inning, the home team still has the opportunity to reduce the deficit below the limit in the bottom half of the inning. If the home team reaches the run-ahead limit while at bat, the game ends and the home team is declared the winner.

RULE 6: PLAYING THE GAME

1. PITCHING PRELIMINARIES: The pitcher must begin with both feet firmly on the ground and with at least one foot touching the pitching rubber. The pitcher’s pivot foot must stay in contact with the pitching rubber throughout the delivery. The pitcher must not perform any motion to pitch while not touching the pitching rubber. Before the delivery, the pitcher may hold or grip the softball in any manner. The pitcher must use a definite underhand motion in delivering the pitch.

2. LEGAL DELIVERY: After making any motion to pitch, the pitcher must immediately deliver the ball to the batter. The pitcher must perform the delivery in a continuous motion. In delivering the pitch, the pitcher must not stop or reverse the pitching motion. The pitcher may not pitch the ball through the legs or behind the back. The ball must reach a height of at least 6 feet from the ground and cannot exceed a height of 10 feet from the ground.

3. ILLEGAL PITCH: An illegal pitch will be called and signaled if the ball does not reach 6 feet or exceeds 10 feet while the ball is in flight. The batter is allowed to swing at illegal pitches. If the batter does not swing at the pitch, a ball will be awarded.

4. BATTING ORDER:
   a. The official score sheet must list the batting order of each team. The captain must fill out the batting order with the scorekeeper before the start of the game.
   b. Players must bat in the order that they are listed on the score sheet unless a substitute enters the game. The substitute must appear in the batting order in the place of the player that he/she is replacing.
c. Once the first hitter in the batting order has batted twice, the number of batters in the lineup is locked for that team. Therefore, no new batting positions may be added unless an out was assessed for the vacant position when no player was present.
   - For example, a team starts a game with 8 players but expects 1 more player to arrive during the game. When this player’s position in the batting order is at bat and he/she is still not present, the short-handed team will have the option of taking an automatic out or dropping that position from the batting order. If the team decides to take the automatic out, the automatic out will be assessed each time this position is at bat until the player is present. If the team decides to drop that position, they will be unable to add it back to the lineup.

d. The first player who bats in each inning shall be the player whose name follows the last player who has completed a turn at bat in the previous inning. When the 3rd out of an inning occurs before a batter has completed his or her turn at bat, that player will be the leadoff batter in the next inning with a new count.

5. PLAYERS OR SUBSTITUTES: A player or substitute is officially in the game when he or she is entered onto the official score sheet. A substitute may take the place of any player in the batting order of the team. When a substitute is announced, after the substitute enters the game, any play that the substitute makes is legal. Substitutions may be made during any dead ball situation.

6. RE-ENTRY RULES: All players may withdraw and re-enter a game ONCE, but they must re-enter for the person that came in for him/her.

7. BALLS AND STRIKES: The batter will start with a 1 ball and 1 strike count. The batting count will consist of 3 strikes constituting an out and 4 balls constituting a walk.

8. FOUL BALL: If a batter hits 2 foul balls while already having 2 strikes against him/her, the second foul ball will result in an out.

9. STRIKE ZONE: The space over any part of home plate, when a batter assumes a natural batting stance adjacent to home plate, between the batter’s back shoulder and front knee.

10. BATTER’S BOX: The batter’s box is not lined. If, on a batted ball (fair or foul) a batter steps on home plate, the batter will be called out. If the batter stands too far outside of where a normal batter’s box would be, the official may ask the batter to move.

11. INFIELD FLY RULE: An "infield fly" occurs with all of the following conditions:
   a. A fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort.
   b. There are 0 or 1 out in the inning.
   c. There are runners on 1st and 2nd or runners on 1st, 2nd, and 3rd
   d. When all three conditions are met, the umpire will declare an "infield fly" and rule the batter out immediately, whether or not the fly ball is caught. Base runners must tag up if the fly ball is dropped, but are not required to run and may not be forced out at the next base.

12. BASE RUNNING: A base runner can advance or return only by touching the bases in legal order, from first base, to second base, to third base, to home plate. A base runner advances to the next base by touching it before being put out. The player may hold a base until he/she legally touches the next base or until the batter becomes a base runner and forces the player to leave the base.
13. COURTESY RUNNERS:
   a. A courtesy runner may run for any player who is injured during the play and is unable to run the bases safely.
   b. The courtesy runner must be the player who made the last out of the previous inning.
   c. The umpire must be notified before a courtesy runner replaces a teammate. This replacement can occur only during a dead ball and before the first pitch to the next batter.

14. BASE STEALING:
   a. Players are not allowed to steal bases.
   b. Base runners must stay in contact with a base until the ball crosses the plate or the batter hits the ball.
   c. A pitch that does not reach home plate is dead. Base runners must return to their bases.

15. SLIDING: Head first sliding is not permitted.

16. EJECTIONS: A player will be ejected from the game if he/she maliciously runs over a fielder. A substitute may replace the ejected player; if none are available, an automatic out will be assessed each time that position comes up in the batting order.

17. MISCELLANEOUS: All players not currently playing defense, occupying the base coaching position, at bat, or on deck must remain outside the playing area.

Player equipment bags, etc. must remain outside the playing area to avoid interference with a thrown ball. Sun flower seeds and tobacco use are not be permitted.

RULE 7: COED MODIFICATIONS

1. TEAM: Each team will consist of 10 players on the field at one time. A **minimum of 8 players** are required to start the game.
   a. Extra Player Rule: The entire roster may bat in the lineup but **MUST** follow the alternating gender patterns.
   b. If two males are to bat back-to-back, an out must be recorded for the missing female. Only exception to the rule would be if two females were to bat back-to-back. This will not enforce the out.
   c. 10 players in the field – 5 males and 5 females
   d. 9 players in the field – 5 males and 4 females, 4 males and 5 females, or 3 males and 6 females
   e. 8 players in the field – 4 males and 4 females, 5 males and 3 females, or 3 males and 5 females

   ***No more than 5 males can be on the field at one time. 8 Players are required to start.

2. DEFENSE:
   a. No more than 5 players of each gender may play in the field at a time.
   b. The Pitcher and Catcher, 1st and 2nd base, SS and 3rd base, Left Field and Left Center Field, Right Field and Right Center Field combination must include a male and female respectively.
   c. Defensive players can play any position in the field, as long as it adheres to 2b above.
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d. Once the pitcher has received the ball and assumes a stance to pitch the ball all outfielders must remain outside of the infield.
e. No more than 4 players, excluding the pitcher and catcher, may play in the infield while a female batter is at bat.

ALTERNATING LINEUP: The batting order must alternate between male and female batters. If a team is playing with an uneven number of each gender, players will need to bat more than once throughout the batting order to be able to alternate male and female.

a. Example - Batting order for a team with 5 males and 3 females:

   Male 1, Female 1, Male 2, Female 2, Male 3, Female 3, Male 4, Female 1, Male 5, Female 2

WALKED MALE BATTER: A male batter who receives a walk (intentional or none intentional) is automatically awarded second base. With 2 outs, the female batter following the male batter who was walked may choose to bat or be automatically awarded first base.

RULE 8: PLAYOFFS

1. Every team will be entered into the Playoffs
2. Teams will be ranked according to Win-Loss Record
3. Tiebreaker: Whichever team has a higher Runs for/Runs against difference will take the higher seed.