

Intramural Softball Rules

Co-Rec

Participation Warning

There are inherent risks of mental and physical injury in Intramural Softball; therefore you may be mentally and/or physically injured by participating. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of softball as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

The following rules will govern play in Intramural Softball. Rules not covered below are governed by **(National Intramural-Recreation Sports Association)**.

Intramural Policies

1. **Eligibility:** All students and their spouses are eligible to participate in softball. An individual is considered eligible if registered for at least one credit. If a spouse participates, they must purchase a spouse card from the Cashier's Office in the Student Center before participating.
2. **Bleeding:** During any softball game, if an intramural employee detects a participant who is bleeding, has an open wound, or has an excessive amount of blood on their clothing, the game shall be stopped. The participant must receive medical attention. In order for the participant to continue to play, they must have the bleeding stopped, the wound covered, and clothing changed. Jerseys or clothing that has blood on it is not allowed to play in.
3. **Jewelry:** No jewelry may be worn while participating in games. The following is considered jewelry: watches, bracelets, earrings, rings, nose rings, necklaces, chains, and headgear (barrettes, plastic clips, etc.). Note: Headbands or bandannas may be worn if they are no wider than 2 inches and made of non-abrasive cloth. Athletic tape may be used to cover certain jewelry for specific reasons, however Campus Rec does **NOT** provide tape.
4. **Sportsmanship:** Unsportsmanlike conduct will NOT be tolerated. **Any person may be ejected from a game and playing area at any time without warning for unsportsmanlike conduct by a Campus Rec employee.**
 - a. Each time a player, manager, and/or spectator is ejected from a **league** game; the player will be ineligible for their next game in that league. (i.e. if player is ejected in a men's game, they will miss their next men's game).
 - b. If a player is ejected during a **tournament** game, that player will miss their next scheduled game, no matter what league it is in, and even if the team they were ejected from losses.
5. **Identification Requirements:** All participants must present their USU ID to an intramural supervisor and/or a scorekeeper each game of play. **If they do not have their USU ID, they will not play, no other**

form of ID will be accepted.

6. ***Players may not play on more than one team.***
7. ***Intercollegiate and Sport Club Eligibility:*** Teams cannot have more than two (2) current or previous year USU softball varsity or baseball club members.
8. ***If poor weather conditions*** or any unsafe conditions occur, the intramural staff and/or officials have the right to postpone or cancel games. Canceled games may or may not be re-scheduled. All tournament games will be re-scheduled. ***Exception: If five (5) complete innings have been played the team ahead will be awarded the win.***
9. ***Awards and Refunds:*** All awards and refunds must be picked up in the intramural office before the last day of the 2nd summer semester.
10. ***Protest:*** Any team has the right to file a protest. Any protest must be filed by the team captain and within 24 hours of the intramural contest. A \$10.00 protest fee must be paid to the HPER Service Desk at time of filing the protest. If ruling is overturned, the team will receive their \$10.00 back, but if the ruling stands, they will not receive a refund.

Sportsmanship Rating System

The sportsmanship rating system is intended to be an objective scale by which teams' attitudes and behaviors can be assessed. Behavior before, during, and after an intramural contest is included in each rating. Each team manager is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3 average to qualify for the tournament. Teams must also maintain a 3 average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Managers inquiring about their team's sportsmanship rating should do so the business day following the contest by contacting the Intramural Director, email the Intramural Staff at intrmurals@usu.edu, or call 435-797-1504

The sportsmanship rating system is based on the following criteria, but not limited to:

4 = Excellent Conduct and Sportsmanship

- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

3 = Good Conduct and Sportsmanship

- Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty.
- Teams receive one unsportsmanlike conduct penalty will receive no higher than a 3 rating.

2 = Average Conduct and Sportsmanship

- Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanlike conduct penalty.
- Manager exhibits minor control over team/spectators, but is in control of him/herself.
- Teams receiving multiple unsportsmanlike conduct penalties will receive no higher than a 2 rating.
- Team is unable to produce a team at the time of the game, resulting in a forfeit.

1 = Below Average Conduct and Sportsmanship

- Team constantly complains to the officials and/or opposing team from the field/court/sidelines.
- Team manager exhibits little or no control over team/spectators or him/herself.
- Teams that have a player ejected will receive no higher than a 1 rating.

0 = Poor Conduct and Sportsmanship

- Team is completely uncooperative; manager has no control over team/spectators/self.
- Teams play with ineligible participants or withhold any information requested.
- Damage or destruction of any campus recreation facility/equipment.
- Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive an 0 rating.
- Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

***Teams receiving a 0 rating during tournament will not be allowed to advance.**

***Teams receiving a 1 rating during tournament must have their manager meet with the Intramural Director before their next scheduled contest.**

***Teams that do not maintain a 3 average during Tournament play will be required to meet with the Intramural Director before their next scheduled contest.**

Further information on intramural participation policies can be found in the USU Intramural Sports Handbook.

Shoes/Cleats and Other Clothing

Cleats and shoes that are judged unsafe (liable to cause injury to self or to another player), by supervisors or umpires will not be allowed. ***No flip-flops, sandals, bare feet, or metal cleats are allowed!*** All players must wear shoes with closed toes and heels. All cleats must be made of rubber. Use of illegal cleats may result in ejection from the game.

Equipment

The intramural program will furnish the game ball. Players are recommended to wear a mouthpiece. Teams must furnish their own gloves, bats, and practice balls.

Game Rules

1. **A team shall consist of ten or more players;** however a team may begin a game and continue to play with seven players. Teams with less than 10 players, must take an automatic out in their batting order for each

missing player.

- a. Automatic out(s) may be placed any where in the batting order.
2. Games will consist of **seven (7) innings or 50 minutes** whichever comes first. Game clock will begin at the scheduled time. No new inning will start after the 10 minute mark of the game. Final decisions on starting an inning rest with the umpires and scorekeeper. If a game is tied after seven innings or the 50 minutes has expired, one additional inning will be played for the tiebreaker. At the beginning of the top and bottom of the additional inning, the person who was out last in the previous inning will start on 2nd base. *If the game is tied after the additional inning, it will be considered a tie game, except for tournament games.*
3. **Batting:** the count starts at 1 ball and 1 strike for each batter. If the batter has 2 strikes then they get 2 foul balls; on the 2nd foul ball the batter is called out. It doesn't matter how the batter gets the 2nd strike, they still get 2 foul balls.
4. All **Lineups** must be completed and delivered to the scorekeeper by the manager or team representative at least **10 minutes prior** to the scheduled game time. Additions/changes to the lineup beyond 10 players or in place of an automatic out after game time has begun must be substitutions. The first team to get their lineup to the supervisor will be the home team. (Exception of Playoffs)
5. **Run Rule:** A team leading by 20 or more runs after three or more innings, or 15 or more runs after four or more innings, or a team leading by 10 or more runs after five or more innings of play is declared the winner of the game.
6. **Home Runs:** No limit on home runs.
7. **Strike Zone:** Consists of home plate, as well as the turf that extends out to the batter's box and back to the end of the batter's box or plate extension. This is indicated on the field.
 - a. **Pitching:** The pitch shall be released at a moderate speed, the pitcher's hands must be below the hip and the ball delivered with a perceptible arc that reaches a height of at least 5' from the ground, while not exceeding a maximum height of 15' from the ground. Pitchers must pitch the ball with an underhand approach, with the hand being **consistently** behind or in front of the ball. No quick pitches are allowed. A quick pitch is one made by the pitcher with the obvious attempt to catch the batter or base runner off balance.
 - b. The pitcher needs to be behind or on the mound to begin his pitch. The umpire has the right to call an illegal pitch in the event of a pitcher being too close to the batter or too far off the mound.
8. **Infield Fly:** The umpire shall immediately call the batter out when the batter hits a fly ball within the infield. After the catch, the ball remains alive and in play, with runners in jeopardy until time is called or the ball is in the pitcher's hands. An infield fly occurs when runners are forced to advance; on 1st and 2nd, or on 1st, 2nd, and 3rd bases with less than 2 outs. If a declared infield fly falls to the ground in fair territory and is untouched and bounces in foul territory before passing first or third bases, it is a foul ball.
9. **Over-Throw:** When the throw goes out of the field of play, the base-runners advance one base. In the event of the opposing team's dug out touching or interfering with the defensive play, the overthrow rule will be in effect and the play will be dead.
10. **Appealing:** Appeals can be made in a dead ball situation. The pitcher must have the ball and be in the pitcher's circle. He/she can then appeal the previous call. Defensive teams will only have one appeal per game.

11. **Sliding:** When a defensive player clearly has the ball and is waiting for the runner and the runner deliberately crashes into the defensive player, the runner is declared out. If a play on the base is likely to occur at any base besides first, the runner is required to slide. The umpire reserves the right to calling the runner out in the event of the runner not following this rule. The offender shall be ejected, the ball is dead and all other runners must return to the last base touched at the time of the collision. ***This does not mean that players can block the bases or home plate without the ball nor does it mean a runner can deliberately crash into the defensive player.***

Team Regulations

1. **Substitutions:** There will be free substitutions. The only restriction is you must bat in the batting order given to the scorekeeper at the beginning of the game. Substitutions in the batting order are final. Once a batter is subbed out, they cannot return to the line-up. They can however continue to play in the field. You cannot alternate a batters spot in the batting line-up. Example: B1 bats in the first at bat, B2 in the second, then back to B1 in the third. A substitution is required in order to change batters.
2. **Courtesy Runners** may be used if a player is injured during the game. The last player of the same gender to make the last out must be the courtesy runner. The batter must get to at most first base, but once they have reached first base and time is called, a courtesy runner may step in for them. Courtesy runners cannot be used to replace runners with prior injuries; these players should not and are not recommended to play. Courtesy runners are also used for the bleeding policy.
3. **Batting:** You may bat as many players as you like up to the roster limit as long as the lineup alternates gender. If two batters of the same gender bat back to back, an automatic out will be placed in place of the missing batter of the other gender. You cannot make changes in the lineup once the game has started outside of legal substitutions. If a player leaves in the batting order, then an automatic out will be put in that spot if the team cannot provide a sub for that player. Bats must be ASA approved, or be on the NSA approved bat list. A questionable bat can be banned by the supervisor or umpires.
4. **Batting out of order:** If a batter bats out of order, as soon as violation is caught, the batter will be out. If violation is caught while batter is batting, the real batter must bat and will still be held at what had been called for illegal batter. Example, if batter in position number four (B4) bats illegally for batter in position number two (B2), and has one strike when violation is caught, B2 must bat with one strike already against them.
6. **Forfeits:** Teams are expected to be ready to play at the scheduled time. However, teams with less than 7 players will be given a five-minute leeway. **Every 2 minutes the team does not have enough players, the other team will be awarded a run.** After this time a forfeit will be assessed to teams with less than 7 players. Teams must have at least 3 females to play.
7. **Teams** consist of at least **five (5) female and five (5) male**. A maximum of 10 or minimum of 7 players will play in the field each inning. If a team only has seven, eight or nine players, there can be any number of male to female ratio as long as no more than five men are playing at a time. However, the automatic out rule will apply. Teams who have more than 10 players can have the additional players bat as long as it follows the every other batter gender rules. If two players of the same gender bat back to back there will be an automatic out placed in place of the missing batter.

Automatic Out Rule: Lineups must consist of male and female alternating with automatic outs in the proper order. If there are more males than females or females than males, anytime two batters of any sex bat in order, there will be an automatic out replacing where a female or male should have been batting. Even numbers of males and females are required in the active line-up to avoid automatic outs. *Example: If the lineup consists of five men and three women, the automatic out must be in a females spot in the batting order.* **Note:** Automatic outs are always given if less than 10 batters are in the lineup.

8. **Males Base-on-Balls:** Team batting orders must alternate **male and female** at all times. When a male batter receives a base-on-balls or is intentionally walked, he will be awarded second base with the next female batter having the option to walk or to bat.
9. **Defense:** Defensive positioning shall include two males and two females in the outfield, two males and two females in the infield, and one male and one female in the pitcher-catcher positions.
10. **Extra Players:** If the Extra Player(s) option is used, you must have an equal number of each gender. The batting order must have an even number of hitters, which consists of males and females. Any 10 players consisting of five (5) males and five (5) females may take a defensive position throughout the game. The automatic out rule will be in effect if the number of players drops below the number you started the game with listed in the batting order and are not subbed out. You cannot sub out a player without subbing a batter in that spot. If this occurs, an automatic out will fill the spot in the batting order.
- 11: **Stealing/Leading Off:** No stealing will be allowed. A runner must have one foot on the base when the ball is pitched.