

UTAH INTRAMURAL SPORTS- SOFTBALL RULES

2002 - 2003

ASA softball rules with IM modifications and the IM General Rules will apply.

ID Cards are REQUIRED: each participant prior to the start of the contest must present a valid ID Card to the IM Official/Supervisor. Late arrivals must first present their ID to the IM Supervisor for approval to participate.

ROSTER: Players must sign the team roster before they play in the first game. Rosters will be available on the field from the attendants or umpires. A player must play in at least 2 regular season games to be eligible for the playoffs.

DOGS AND CHILDREN: According to state and university regulations, dogs must be kept on a leash. Children should always be accompanied by an adult and supervised.

ALCOHOLIC BEVERAGES: Alcoholic beverages are not allowed on University property. Please advise your players. Violation of this rule results in immediate forfeiture. Severe infractions may warrant expulsion from the league.

COED TEAMS: consist of 10 players (6 men and 4 women minimum). A team may start a game with 8 players.

Coed teams playing with 8 or 9: An automatic out will be given at the end of the line-up. This rule will also be in effect for a coed team that starts a game with 10 players and must finish playing with 9 because of injury, fatigue, etc. A player substituted from the game CANNOT re-enter the game.

EXCEPTION TO AUTOMATIC OUT: If both teams have 7 males and 3 females and decide in conference with the umpire not to use automatic out.

Coed teams MUST ALTERNATE male/female in the batting order. **There will be separate line-ups for men and women.**

Coed Extra Hitters (EH) Rule: teams may have 1 male and 1 female extra hitter (EH) for a total of 12 players. This is optional, but if the EH option is used it must be made known PRIOR to the start of the game and listed on the score card in the regular batting order. If an EH is used, all 12 must bat and any 10 of these players may play defensively (6 male, 4 female). Defensive positions may be changed, but the batting order must remain the same.

Coed field positioning:

- 2 women and 2 men in the outfield - including short fielder
- 2 women and 2 men in the infield - any position
- 1 woman and 1 man in the pitcher/catcher combination

SUBSTITUTIONS: There is free substitution. A player must remain in the line-up for at least six outs (one full inning). Substitution is gender for gender unless there are more than 4 females in the line-up. If this happens, 4 of the female positions must remain female.

THE GAME: A game consists of **FIVE** innings **AND**, after 50 minutes of play, if the game is not completed, the inning, which is in progress, shall be the final inning. Each batter will start their count at 1 and 1 (1 ball, 1 strike). Choice of batting or fielding first shall be decided by a coin toss. **The "Infield Fly Rule" is in effect.**

GROUND RULES: North Field: If the ball rolls over the hill it is a ground rule triple.
South Field: The batter can take as many bases as possible including a home run.

12-RUN RULE: (Optional) Any team ahead by 10 or more runs after the 4th inning (3½ for the home team) shall be declared the winner and the game will be complete.

FORFEITS: Forfeit Time is 10 minutes after the scheduled game time!

EQUIPMENT: Teams must supply their own gloves. A game ball and a catcher's mask will be provided. A limited supply of softball bats is available from the IM supervisors. Catchers are encouraged to wear the protective masks, which are provided for their protection.

SHOES: Metal or Replaceable cleats/spikes are ILLEGAL. Molded rubber shoes are legal.

BATS: Baseball bats, Titanium bats and Double/Triple walled bats are ILLEGAL. A bat must be marked "Official Softball" to be legal.

PITCHING: A ball must be delivered underhand at a moderate speed from below the hip, and with a perceptible arc that reaches a height of at least 6 feet from the ground but not exceeding 12 feet. The speed of the pitch is left entirely to the judgment of the umpire. The ball may be released with the palm either on the top or on the bottom of the ball.

INTENTIONAL WALKING: Whenever a male is walked (intentionally or unintentionally), he automatically advances to 2nd base and the next batter, a female, has the option of hitting or automatically taking first base.

STRIKE ZONE: A pitch that hits the home plate-extension AND meets the 6 to 12 foot height requirement will be called a strike. Pitchers are limited to 3 warm-up pitches at the start of the game and before each inning. The pivot foot must remain in contact with the pitching plate until the pitched ball leaves the hand. If a pitch is not hit, the catcher must return the ball immediately to the pitcher.

BATTING: The batter must have a portion of his/her foot touching the ground within the batter's box area. The umpire will determine the batter's box, based on IM guidelines. The batter shall not step on or across the plate. If this occurs, the batter is out and the ball is dead.

BUNTING: Bunting or chopping down on the ball will result in an automatic out.

FOUL BALLS: After the first strike, if a foul is hit, the batter will have the opportunity of additional pitches. The next foul ball, the batter is out. A batter is called out on a foul ball that is hit with a two-strike count.

BASE RUNNING: A base runner may slide past a base after making contact with it, and not be liable to be put out. However, he/she shall be liable to a put out if he/she merely over-runs the base (except first base).

BASE AREA: If, during a play, the base has been moved from its original spot, the runner need only touch the original base area. The original base area will be a judgment call made by the umpire closest to the base.

BASE SLIDING: must be performed with discretion. If undue contact occurs, the base runner may be ejected. The advancing base runner may not collide with the person covering the base. Upright collisions may result in an automatic out, and possible ejection. A player may slide feet first only.

STEALING A BASE: Under **NO** condition is a runner permitted to steal a base. If a player attempts to steal a base, he/she is automatically out. If a base runner leaves the base after a batter swings and misses the pitch, the base runner will not be called out. Batter and base runners may not advance when the catcher does not hold a third strike. Batter is out and the ball is dead.

OVERTHROWS: The base runner is entitled to two bases if the ball goes out of play. Bases are awarded according to the position of runners at the time the ball is thrown.

50' LINE: When a women is at bat, the outfield cannot cross the 50' line. This designated line is 50' beyond the edge of the infield. The edge of the infield is defined as where the infield dirt meets the outfield grass.

FIELDING: A team may throw the ball around the infield in the first inning only. Infield practice will not be permitted between outs or innings for the remainder of the game. An offensive player may not impede, hinder or confuse a defensive player while attempting to execute a play. A defensive fielder may not remain in the base path without the ball in an attempt to impede the progress of a runner.

COVERING A BASE: a player covering a base must keep half of the base available to the advancing runner.

ELIGIBILITY: This tournament is for current university males and females that are undergraduate or graduate students, faculty or staff.

Current Varsity Softball & Baseball players are not eligible to play IM Softball. Former varsity letter winners may not participate in the same or "like" IM sport until one full year after receiving the letter. Anyone who has been declared a professional in a sport may not compete in the same or "like" intramural sport until one full year from the date of their last contest. *See IM General Rules for details.*

UMPIRING: There is normally one umpire in charge of your game. When there are two umpires on the field: The plate umpire has the final authority on ALL calls. The plate umpire shall be the official scorer. The plate umpire will decide on the boundaries for the field to determine if a ball is in play.

APPEALS: There will be no official appeals in intramural softball. The umpire has been instructed to make calls on all appeal situations as he/she sees the play once the ball becomes dead.

PROTESTS: If a team manager believes an official is in error, the manager should request that the IM Supervisor be consulted IMMEDIATELY BEFORE PLAY CONTINUES. Questions that arise on the field of play concerning rules and interpretations, officiating procedures, etc. will be decided immediately by the Intramural Supervisor on duty at the play area. The decisions of the supervisor will be final. Only those protests involving questions of player eligibility will be considered by the Intramural Office. These must be submitted in writing to HPER East 214 within 24 hours following the contest in question.

WEATHER / RAINOUTS: The Intramural Staff will make a decision on rainouts no earlier than 2:00 PM of the day in question. **Team managers should call 581-3797 after 2:00 PM to find out game status. Rained out/cancelled games will NOT be rescheduled. These games will be recorded as WINS FOR BOTH TEAMS involved.**