

SALISBURY UNIVERSITY INTRAMURAL SOFTBALL RULES

Each player must present a current Salisbury University Gull card before each contest to be eligible to participate. No Exceptions!

All intramural participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in intramural sports.

Game time is forfeit time.

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must remain in the designated area. Only players and coaches (maximum of two) are permitted in the playing area. The officiating will be done by umpires who are in absolute control of the game. The umpires shall have the power to make decisions on any matters or questions not specifically covered in the rules. The winner of a coin toss between both team captains prior to the game has the choice of being the home or visiting team. Line-ups must be completed and issued to the umpire at the time of the coin flip.

All rules not mentioned in this packet will be governed by the ASA slow pitch softball rules.

1. Team Requirements

Each team may have up to 11 players and as few as 8 in order to start a game. A team must have at least 8 players on the field to continue playing, if a team only has 8 players and a player is ejected or injured and unable to continue, then the team must take a default. **If a team starts a game with 8 or 9 players, they may add up to 10 players anytime during the game. Each additional player must be added to the bottom of the line-up.**

2. Equipment

2.1 A regulation softball, bases, & bats will be provided by the intramural program

2.2 Athletic shoes must be worn by all participants. Rubber cleats on shoes will be allowed. Screw-in cleats will be allowed as long as the screw is part of the cleat. Metal cleats of any kind, open heel and/or toe shoes are prohibited.

2.3 All jewelry and rubber bands are prohibited and will result in an automatic out at the time of infraction.

2.4 A regulation softball bat (must say official softball on the bat) with handle tape, rubber or leather, is the only legal bat allowed (**no baseball bats**). If a metal bat is used, it must have a metal knob. As a result of numerous accidents and a recent death involving the newest technology in softball bats, the Intramural Sports Program has decided to follow the recommendations of the Amateur Softball Association and ban bats with a BPF rating beyond what is listed on the bat.

If caught using an illegal bat: Player will be ejected - the minimum length of suspension is that game plus one more.

2.5 Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed. A player may not remove a knee brace and continue to play.

3. Substitutions

3.1 Free substitution is allowed provided such player occupies the same position in the batting order.

3.2 Any base runner may be replaced by a courtesy runner who made the last batted out. Any player who is injured while in the field will require normal substitution procedures (sec 3.1).

3.3 An automatic out will be awarded if a player who is listed in the batting order is unable to bat (assuming a substitute is not available). An automatic out will also be awarded at the time of player's at bat if that player has been ejected from the game. No substitute will be permitted to take an ejected batter's place.

4. Length of the Game

4.1 A regulation game consists of a maximum of six innings. No innings will be started after 50 minutes of playing time has elapsed. If an inning is started, it must be completed. Innings are considered started once the third out of the previous inning is made. Completed games which end in a tie during the regular season will stand. There will be no warm-up time given to either team because of the time limit. Teams should warm up in the designated areas off the field before their game.

4.2 If a ten run difference occurs during a contest after four innings, or 3 1/2 with the home team winning, the game will be stopped and considered a complete game.

4.3 A game is considered official after four innings. (Example: rain in the middle of the 5th inning, score reverts to end of the 4th inning.)

4.4 No time limit will be in effect during championship games.

5. Sportsmanship

5.1 At the umpire's discretion, a player may be called out or ejected from the game for swinging or throwing the bat in a dangerous manner. All runners must return to their original bases.

5.2 If at any time a team has 2 players and/or coaches and/or spectators ejected from the game, the offending team will immediately forfeit the game.

5.3 The offensive team is responsible for retrieving all foul balls.

5.4 Teams must leave the playing area and remove all trash and equipment immediately following their game.

6. Running

6.1 No stealing is allowed. Runners may leave the base when the pitch is hit. If the runner is off the base before the pitch reaches the plate, the runner is out and no pitch is declared by the umpire.

6.2 The base distance is 65 feet.

6.3 When the ball is thrown out of play, all runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner. The base to which the runner is running has no effect on the award.

6.4 Any runner who deliberately runs into a fielder (waiting to make a tag or a force out) will be called out immediately and each runner will return to the last base occupied at the time of the collision. If the runner's act is flagrant, he/she will be ejected. Other runners involved in the play may be called out at the umpire's discretion.

6.5 Any runner who is not in contact with a base and is in fair territory when struck by a batted ball, and the ball had not passed a defensive player other than the pitcher, will be called out. An immediate dead ball should be called, the runner is out and the batter is awarded first base.

6.6 A runner may choose either to slide into a base or simply avoid contact. Please always be aware that sliding into a base may cause injury. Intramural Sports does not require players to slide, however, if a runner chooses not to slide, they must still avoid contact and may be tagged out. Collisions may result in immediate ejections. A runner who leaves the base path will be called "out".

6.7 In the case of a possible double play, the base runner must slide directly into the base (rather than the fielder) or get out of the way of the thrown ball or both he/she and the batter-base runner may be called out.

6.8 A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event of an obstruction, the umpire shall award the obstructed runner and each other runner affected by the obstruction the bases they would have, in his/her opinion, reached had there been no obstruction.

6.9 Fake tags by any fielder are illegal. Penalty for a fake tag is ejection from the game.

7. Batting

7.1 **The batter starts with a count of one ball and one strike.**

7.2 Chopping and bunting are not allowed. The batter must take a full swing. Penalty: batter is called out and base runners must return to their original bases.

7.3 The batter has 10 seconds to enter the batter's box. If the batter does not enter the box, the umpire shall call a strike on the batter.

7.4 Once the batter has 2 strikes, he/she is declared out if he/she hits a foul ball. Runners may still tag if a ball is caught in foul territory.

7.5 An extra hitter (EH) may be used. He/she is an eleventh hitter in the lineup. This person can not be added once the game has started. If an EH is used, the position cannot be terminated during the game. An EH may substitute in the field, however, they must maintain the same position in the batting order.

8. Pitching

8.1 Preliminary to pitching, the pitcher shall come to a full and complete stop with both feet firmly on the ground, and with one or both feet in contact with the pitching rubber. The ball must be held in the pitching hand or both hands in front of the body. This position must be maintained at least one second but not more than 10 seconds before starting the delivery. The pitcher has 20 seconds to pitch the ball and this time starts when the previous pitch ends.

8.2 In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the hand.

8.3 A legal delivery shall be a ball that is delivered to the batter underhand. The pitch shall be what is commonly known as a slow pitch.

8.4 The ball must be pitched with a minimum arc of at least 6 feet from the ground. There is no limit on the maximum height of the pitch. Penalty: Illegal pitch. The batter has the option to swing at an illegal pitch.

9. Infield Fly Rule

9.1 An infield fly is a fair fly (not including a line drive) which can be caught by an infielder with ordinary effort provided there are runners on first and second, or first, second and third with less than 2 outs. The umpire will declare the infield fly rule and the batter is immediately out. Base runners cannot be forced out and may advance at their own risk.

10. Appeal Play

10.1 An appeal play is a play in which an umpire cannot make a decision until requested by a coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. The defensive team has left the field when the pitcher and all the infielders have left fair territory.

10.2 There are 3 types of appeal plays:

- a. missing a base
- b. leaving a base on a caught fly ball before the ball is first touched
- c. batting out of order

10.3 Once a dead ball has been called, any infielder (including the pitcher and catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon. The plate umpire should acknowledge the appeal, and the administering umpire should make a decision on the play. Base runners cannot leave their bases during the appeal.

11. Rule Clarification

11.1 A ball slips from the pitcher's hand during the back swing, is dead and no pitch is declared. All subsequent action on that pitch is canceled.

11.2 Any runner who is physically assisted by a coach or anyone except another base runner is to be declared out. The ball is dead and runners must return to the last base they touched.

11.3 A missed base must be appealed. An umpire cannot call a player out unless the offended team appeals.

12. Co-Rec Slow-Pitch Softball

12.1 Teams are composed of any of the following combinations (excluding the EH): 5M and 5W, 4 M and 5W or 4M and 4W.

12.2 Batting

12.21 Men and women may bat in any order in the line-up. Men and women courtesy runners must replace men and women respectively.

12.22 Every player in the field bats every inning. (You must play the field that inning in order to bat). The last batter ends the inning. (No dead balls on last batter)

Each female receives 3 pitches, each male receives 2 pitches. There are no balls and strikes.

Each team pitches to their own team.

Each team should notify the other team as well as the umpire of the last batter every inning.

12.3 Fielding

12.31 Men and women may take the field in any position, the infield or the outfield.

13. Game Cancellations - due to weather

13.1 A game may be cancelled at any point due to inclement weather.

13.2

The intramural staff will make a decision on inclement weather no earlier than 4:00PM of the night in question. Team managers should call (410) 548-3266 AFTER 4:00 to find out game status. Rained out/cancelled may or may not be rescheduled. Games ended in progress for any reason will be decided with the following policy: Four innings is a completed game (3 ½ if the home team is ahead). If the suspension is called before it is a completed game both teams will be credited with a WIN. If the suspension occurs in the top of the 5th inning, the score reverts back to the end of the 4th inning. If the suspension occurs in the bottom of the 5th inning and the home team is behind or tied- the score reverts back to the 4th inning. If the suspension occurs in the bottom of the 5th inning and the home team is ahead the game is over regardless of the rain, etc...the home team wins. If reverting to the previous inning results in the score being tied, BOTH teams will receive a WIN.

14. Eligibility

This tournament is for current Salisbury University students, faculty and staff. You may only play on one Co-Rec and men's or women's team. Participation in one game declares your team for the remainder of this year. Current varsity softball and baseball players are not eligible to play IM softball. Former varsity baseball players may participate but they must play in the Highly Skilled league.

15. Protests

There will be no protests allowed.

THE CAMPUS RECREATION STAFF RESERVES THE RIGHT TO STOP ANY GAME WHENEVER THEY BELIEVE THAT SUCH A STOPPAGE IS IN THE BEST INTEREST OF SAFETY OR THE DEPARTMENT'S GOALS.

THERE IS NO ALCOHOL ALLOWED INSIDE THE INTRAMURAL COMPLEX. ANYONE FOUND IN POSSESSION OF ALCOHOL WILL BE SUSPENDED FROM INTRAMURALS AND CAMPUS POLICE WILL BE NOTIFIED.

QUESTIONS: INTRAMURAL OFFICE, (410) 548-3266, MAGGS GYM, ROOM 146B OR e-mail: wdgorrow@salisbury.edu