

-Arkansas State University-
INTRAMURAL SPORTS
TEAM EVENT
9-ON-9 SOFTBALL RULES
SPRING 2008

RULE 1. SPORTING INFORMATION, PLAYERS, AND EQUIPMENT

1. **Registration:** Registration for this team event will open on Monday, 2/16 & close on Tuesday, 3/3. Rosters can be turned in at the Intramural office (HPESS 136) or at the captain/players meetings at the times, dates, & location mentioned below. Rosters turned in after the closed date will not be added to the playing rotation. They will however, be placed on the waiting list. What does this mean? If a team drops out then we will plug in the first team on the waiting list.
2. **Rosters & limitations:** The minimum amount of players that you need to turn in a roster is seven (7). The maximum amount of players that you can have on your roster is sixteen (16). For a player to be added onto your roster the captain must provide the following: Participants proper first & last name (no nick names) & Participants valid ASU ID. Rosters **WILL NOT** be accepted if they do not have the minimum amount of people or have the information mentioned above. **Faculty/Staff will not be allowed to participate in our A leagues.** Teams will not be added to the playing rotation until the captain reads the waiver & signs it. **PLEASE BE AWARE** that if the captain or alternate captain decides to take a player off of the roster that player that was taken off **CAN NOT** be added back on & **CAN NOT** play for another team in that sport. In short, chose your players wisely when making your final rosters. You have up to the last day of your last game of pool play to add players or change your roster. Once the tournament begins **ALL** rosters are frozen & **NO** changes will be made.
3. **Schedules:** Pool play schedules will be out Friday, March 6. You can only print off a copy of your playing schedule from one place & that is from the Intramural webpage at <http://union.astate.edu/intramurals>. From here you will be able to view scores, team records, point differential, sportsmanship grades, & rankings. Schedules will also be posted on the intramural board in the HPESS.
4. **Captain/Players meeting:** There will be only one captains/players meetings that team representatives must attend. Again this meeting is **MANDATORY!** The meeting will be held Monday, March 2 & Wednesday at 6:00 PM in the Mockingbird room of the Student Union. Teams that **DO NOT** send representatives will be subjected to the following: a) will begin the season 0-1, b) will be forced to use one (1) or their two (2) defaults, c) will have ten (10) points count against their point differential.
5. **Pool & tournament play:** Pool play will begin on Sunday, March 8 – Tuesday, March 31. Tournament play will begin on Monday, April 6 & end on Thursday, April 9. Player requirements for tournament play are as followed: 1) A player has to be in good – fair standing 2) players have to meet the player eligibility requirements found in the intramural hand book & 3) they had to have played in at least one game during pool play. Team requirements for the tournament are as follows: 1) less than two forfeits & 2) regular season sportsmanship average of or above a 2.0 or a “C”. Your record during pool play will determine where you place in the brackets.
6. **Cancelled & rescheduled games:** Any games that are or cancelled and/or rescheduled can be found out from the following locations: 1) by going to the front page of the intramural webpage at <http://union.astate.edu/intramurals> or 2) calling the intramural weather line at 972-3109 (after 2:00 PM).
7. **Defaults:** We here at the Intramural Sports Department understands that there will be scheduling conflicts with play time versus work, social events, class time, study time, i.e. During **ANY** team sport that we offer we allow one team two defaults during pool play only. A default is where you know that you will not be able to make your game & you do not want to reschedule. To be considered for a default your team must make its best efforts to notify the Intramural Coordinator (Not supervisor’s or official’s but the Coordinator) at least 24 hours **BEFORE** the scheduled event time. You are given the loss but there is no charge. You would however take on the point differential of ten (10) points against your point differential & take a 2.0 towards your teams sportsmanship average. If a default is used after the maximum (2) the team will be charged the regular forfeit fee of \$20.
8. **Forfeits:** A forfeit is when a team does not show up, does not have enough players to meet the minimum to start a game, or does not make it to there start time. When any of the above happens a team is given a forfeit. A team is given a loss, will obtain a point differential of ten (10) points against their overall score, obtain a 2.0 grade towards their teams sportsmanship average, **AND** is charged a fee of \$20 per forfeit. The maximum amount of forfeits a team can get to make it to the tournament is two (2). If a team exceeds the maximum amount of forfeits they are taken out of the league. **IF** a team forfeit’s out the season then they will be automatically suspended from registering for all events. If they forfeit another season during that same semester then they will be suspended for that semester. This includes using the team

name & suspending **EVERYONE** on the roster. Fees must be paid prior to those participants or team playing **ANY** future intramural events.

9. **ASU ID's:** Each participant must present a current, validated ASU student or faculty/staff ID card in order to be eligible to participate. Failure to produce a valid ASU ID will result in that participant not playing that evening. **NO EXCUSES WILL BE TOLERATED!**
10. Players **CAN BE** added to the roster on the field of play or can be added in the Intramural office.
11. **Number of players:** The game shall be played between two teams of nine (9) players each. Each team must have a minimum of seven (7) players in order to begin a game. Due to injury, a team may continue a game with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team. For safety reasons, a game shall not be continued with fewer than 7 players. The maximum amount of players a team can have on their roster is 16.
12. Each team must have one of its players occupy the catcher's position at all times.
13. Each Men's and Women's team may bat a maximum of 10 players by using an extra player (EP). An (EP) is optional, but if one is used, it must be made known prior to the start of the game and be listed on the team's line-up in the regular batting order. If an EP is used, he/she must be used for the entire game. The EP must remain in the same position in the batting order for the entire game. All 10 players listed in the batting order must bat and any 9 may play defense. Defensive positions may be changed, but the batting order must remain the same.
14. All substitutes must notify the Home Plate Umpire upon entering the game. Any starting player may re-enter the game once (the player must bat in the same position in the line-up at which he/she started the game). Any substitute (a player who did not start) who is then substituted for is out of the game and cannot re-enter under any circumstances.
15. **Balls:** Men shall use a regulation ASA approved 12-inch softball, and women shall use a regulation ASA approved 11-inch softball. For Co-Rec play, the 12-inch softball shall be pitched to male batters and the 11-inch softball pitched to female batters. Warm up & game balls will be provided!
16. **Jerseys:** Each team must wear **numbered** shirts of one distinguishable color. We **STRONGLY** encourage teams to provide their own shirts or jerseys. If your team can not provide some we will have some on site for you to use. Having shirts or jerseys with numbers on the front or back is the only way that official's & staff members will identify players. Numbers must be clearly legible on the back or front of each jersey. No taped-on numbers or numbers written in via markers will be allowed. Any team not dressed in like-colored shirts may wear the colored jerseys provided by Intramural Sports. If both teams are wearing the same colored jerseys then the home team must wear a different color.
17. **Bats:** All bats must be official softball bats. Any bats not approved for play by ASA will not be permitted. Bats will be provided if teams can not provide one.
18. **Gloves: GLOVES WILL NOT BE PROVIDED!**
19. Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe and tennis shoes are the only permissible footwear. Sandals, street shoes or metal spikes are not allowed. No player will be allowed to participate in bare feet. Cleats with any metal showing will not be allowed. Screw-in cleats will be allowed if the screw is part of the cleat and if the shoe meets all other specifications.
20. No jewelry or any other item deemed dangerous by the official may be worn. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.
21. Players may wear soft, pliable pads or braces on the leg, knee, or ankle. Braces made of any hard material must be covered with at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a hard cast or splint be permitted to play.
22. Due to injury, a team may continue a game with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team.
23. **Shoes:** Regulation rubber-soled cleats, plastic cleats, detachable rubber cleats that screw into the shoe, and tennis shoes are the only permissible footwear. Players may not play barefoot. No combat boots or hiking boots may be worn. No steel cleats or shoes with steel detachable cleats that screw onto the shoes may be worn.

RULE 2. INTRAMURAL COMPLEX FIELD POLICY

1. **ALL** games will be played Sunday – Thursday from 5:00 PM – 10:00 PM on the Intramural Sports Complex. The Intramural Sports Complex is located between the train tracks off of Caraway Road. Times, days, & location will vary during post play.
2. There are **NO** pets allowed in the complex!
3. This is a tobacco & alcohol free campus. Same rules apply for the Intramural Sports Complex.

4. If the games are cancelled due to bad weather or poor field conditions then the complex will be closed.
5. The Intramural Sports staff & Coordinator reserve the right to refuse **ANYONE** access to the complex. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at anytime we have the right to take that privilege away!
6. If you would like to reserve the fields for practice please feel free to contact the Coordinator of Recreation & Intramural Sports at 972-3109.
7. Team spectators must watch the game from the fan-side area of the field and are not permitted in the players/coaches area. If their names **DOES NOT** appear on the roster then it would be in the team's best interest to have them leave. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.

RULE 3. CONDUCT OF PLAYERS & COACHES

1. For a coach to be recognized on a teams roster they must register with the team & turn in a valid ASU ID with the team. Other wise they are not allowed in the player's area.
2. Any player or coach who acts in a manner not showing good sportsmanship shall be penalized with an unsportsmanlike conduct penalty and possible ejection from the game. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to the following:
 - a) Disrespectfully addressing an official or IM staff member.
 - b) Questioning the official's judgment or decisions.
 - c) Showing disgust with official's decisions.
 - d) Using profane or insulting language or gestures toward an official or opponent.
 - e) Baiting or taunting players of the opposing team.
 - f) Disrupting the game so that it may not be continued in an orderly fashion.
3. Captain's, and/or coaches are responsible for the action of their team members.
4. **ANYONE** who is asked to leave or is ejected from a game **MUST** leave the **ENTIRE** complex before play is resumed. If they refuse to leave UPD will be called to physically remove them from the complex. **ANYONE** who is ejected from a game will be suspended from playing **ANY & ALL** intramural events until they make an appointment with the Coordinator of Recreation & Intramural Sports. They **WILL NOT** be reinstated to play until they talk with him first the next business day! It is important to note that this meeting **WILL NOT** take place on the field of play but the **NEXT BUSINESS DAY!**
5. If a player or coach is ejected from the game & then they must leave the **ENTIRE** complex.

RULE 4. GAME FORMAT

1. A game will consist of seven innings or 50 minutes, whichever comes first. No new inning will begin once the 50-minute time limit has expired; however, any inning which has been started prior to the time limit expiring will be completed.
2. **Game time is forfeit time.** A team must have the minimum number of players to start a game (7). **During pool play only**, if there are an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and game clocks will be adjusted accordingly. If a team chooses to wait, it must wait for at least 10 minutes. **During tournament play**, if there are an insufficient number of players, the team that has the minimum amount of players at game time will be declared that winner.
3. The team that is listed first on the league sheet will be the home team & will be on the field first. If both teams are wearing the same colors then the home team must change!
4. **Extra Innings:** In the event that the score remains tied after 7 complete innings or 50 minutes, a series of extra innings will be played until the tie is broken. The offensive team shall begin its turn at bat with the player who completed the last at-bat in the previous inning placed as a runner on second base.
5. **Run Rule:** If any team is ahead by 20 runs after 2 innings, (2 ½ if the home team is ahead), 15 runs after 3 complete innings (3 1/2 if the home team is ahead), 12 runs after 4 innings (4 1/2 if the home team is ahead), or 10 runs after 5 innings (5 1/2 if the home team is ahead), then the game will be considered complete. The run rule will apply to all championship games.
6. **Called Games:** In the event of inclement weather, the following will constitute a complete game:
 - A. The time limit has elapsed or 2 innings have been completed.
 - B. The time limit has elapsed and the game is called during an incomplete inning in which the home team has not tied the score or taken the lead, at which time the score will revert to what it was at the end of the last complete inning.

If the game is called due to weather before the time limit or inning limit has elapsed (2 innings), then the game will be replayed from the beginning. If it becomes necessary to stop play due to inclement weather, the final decision will be made by the Intramural Supervisor on duty.

RULE 5. RULES OF PLAY

1. The pitcher shall keep one foot in contact with the pitcher's plate until the ball is released. A step may be taken, but it must be forward and the pivot foot must be in contact with some part of the pitcher's plate until the ball is released. No "windmill" motions or "between-the-legs" pitches will be allowed. All A.S.A. rules in regard to pitching apply.
2. Teams will be given no more than three warm up pitches between innings. These pitches may be reduced in number or denied at the discretion of the Umpire (in the event the game is running late or pending inclement weather).
3. The pitch must be thrown at a moderate speed and must arc at least 6 feet and no more than 12 feet from the ground. This is an Umpire's judgment call. A pitch that does not meet these specifications will be considered an illegal pitch. Any pitch that hits any (including the black) of home plate is an automatic ball.
4. The strike zone is defined as a legally pitched ball that crosses the plate between the back shoulder and front knee of the batter (if the batter is standing parallel with home plate). A batter moving up or back in the batter's box will not alter the location of the strike zone as it remains directly over home plate.
5. Each batter will assume a 1 ball/ 1 strike count at the start of every at bat. The batter will walk when the count has a total of four balls. The batter will strike out after three strikes. On a batter's third strike, he/she will be allowed to have one foul ball.
6. Bunting, stealing, and leading off bases are not permitted. Sliding IS legal but not recommended.
7. The Umpire may allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be designated the courtesy runner. This rule is to be used if there is any blood present on a player or his/her uniform.
8. The infield fly rule will be in effect. An infield fly is a fair fly ball (not a line drive) which can be caught by any infielder with ordinary effort when first and second bases or first, second, and third bases are occupied and there are less than 2 outs.
9. A dead ball appeal may be made on a non-judgment call. No appeals will be considered on an Umpire's judgment. To appeal a play, a team's pitcher must have the ball during a dead ball period and must stand within an 8 foot radius of the pitcher's plate. He/she must then tell the Home Plate Umpire what he/she is appealing. The Umpire(s) will then render a decision.
10. The batting team is responsible for keeping the scorebook each half inning. The batting team is also responsible for retrieving all balls hit out of the playing area (up the hill, over the fence, etc.)
11. Teams are responsible for cleaning up their bench area (during and after the game). Failure to clean up litter will result in a game forfeit and the forfeit fee.
10. An out of play line will be drawn parallel to the foul lines. A ball breaking the plane of the out of play line may be caught for an out if the fielder makes the catch while at least one foot is in play and not touching the out of play line.
13. Out of play lines will be drawn on all fields in right field and on Field #1 in left and left-center to mark out of play areas. A ball hit into these areas if untouched by a defensive player will result in a dead ball ground rule double. If a ball which is touched by a defensive player first and then rolls into the out of play area will result in a two-base award from the time of touch and a dead ball.