
UTC Campus
Recreation

INTRAMURALS
INTRAMURAL SPORTS
SOFTBALL RULES
Spring 2017

All games will be governed by the 2016-2017 National Intramural Recreation Sports Association (NIRSA) Rules Book with the following UTC Intramural Sports modifications:

Section 1: PLAYERS AND EQUIPMENT

1. Each participant must present a current, valid UTC student or faculty/staff ID card and be a member of the Aquatic Recreation Center in order to be eligible to participate.
2. Each Men's, Women's, and Co-Rec team shall consist of 10 players (5 men and 5 women for Co-Rec play). Each team must have a minimum of 8 players (4 men and 4 women for Co-Rec play) in order to begin a game. Any team that begins a game with less than 10 players may add players to the bottom of its line-up (to a limit of 10), but may only do so at the top of an inning.
3. There will be no penalty for teams that field less than 10 players. However, should a team drop to fewer than 8 players, regardless of the reason, that team will forfeit the remainder of the game.
4. Each team must have one of its players occupy the catcher's position at all times.
5. Each Men's and Women's team may bat a maximum of 11 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 11 players listed in the batting order must bat and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same.
6. 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.
7. All bats must be official softball bats. Any bats not approved for play by the 2015 ASA or USSSA rules will not be permitted.
8. 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.

9. 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. Religious & Medical emblems are permitted, pending that they are taped and secured to the players' body.
10. 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.

Section 2: GAME FORMAT

1. A game will consist of either 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 required to start a game. 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.
3. A coin toss will be held during the captain's meeting to determine which team will be the home team and which will be the visiting team.
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 15 runs after 3 complete innings (2 1/2 if the home team is ahead), 12 runs after 4 innings (3 1/2 if the home team is ahead), or 10 runs after 5 innings (4 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 4 innings have been completed (3 1/2 if the home team is leading).
 - 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 (4 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.

Section 3: 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, and the pivot foot must be in contact with some part of the pitcher's plate until the ball is released.
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 courtesy foul ball.
6. Bunting, stealing, and leading off bases are not permitted. **SLIDING IS LEGAL.**
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. The runner must be the batter whom was at bat when the last out was made.
8. The infield fly rule will be in effect. The infield fly rule is: A fair fly ball (not a line drive) which can be caught by any fielder on the infield with ordinary effort when first and second base are occupied or when the bases are loaded, all 3 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.
11. 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 with at least one foot on the out of play line..
12. Any thrown ball that goes beyond the out of play line will be considered dead, and players will advance the base they were going to plus one more from the time of the throw.
13. Any ball hit over the fence that is in the field of play (outfield fence) will be ruled a home run.

Teams are limited to two home runs per game. Any home run in excess of two will be ruled an automatic out. Inside the park home runs do not count toward the team's home run total.

Section 4: CO-REC RULES

1. Each Co-Rec team must bat an equal number of males and females (either 4, 5, or 6 of each). That means that each team must have a total of 8, 10 or 12 players. Co-Rec Teams **MAY NOT** field a team of 9 or 11 players.
2. Co-Rec teams may bat a maximum of 12 players consisting of 10 fielders and 2 EP (one male and one female).
3. Teams must alternate males and females in the batting order. Teams are not required to alternate their fielding alignment. The batting order must always remain in alternating fashion.
4. If a team walks a male batter, that male batter is automatically awarded second (2nd) base. The next batter, a female, has the option to automatically walk or to hit. The female must make this decision before the next legal pitch is thrown.
5. All other UTC Intramural Softball rules and USSA rules will apply if not specifically mentioned in the section above.

Section 5: AWARDS

1. The winner of each division (Men's Competitive, Men's Recreational, Women's, Fraternity, Sorority, Co-Rec Competitive, and Co-Rec Recreational) will receive an Intramural Championship t-shirt.
2. Each member of a team's official roster will receive a shirt. However, the number of shirts will be limited to no more than 18 per team. For example, if a team had only 10 players on its roster, then they would receive 10 t-shirts.
3. Any team that forfeits one (1) times or more will not be taken to the playoff tournament