



FACULTY/STAFF SOFTBALL RULES (Modifications)



NOTE:

The Intramural Sports Staff works for you. We are customer service oriented; however please realize that there must be customer responsibility. The Intramural Sports Staff reserves the right to act on any situation that may arise which is not specifically covered in sport specific rules, this material or any other Intramural Sports literature.

ELIGIBILITY

- ❑ Players are subject to Intramural Sports eligibility rules, which are listed, in the current Intramural Sports Participant Handbook.
- ❑ Only University employees, UMC employees and student "workers" may participate. You must be considered an employee throughout the duration of the league season and play-offs.
- ❑ **In order to play in this league you must have a Current Employee ID w/Photo! You MUST SHOW either YOUR UA Cat Card or UMC Employee ID at "EACH & EVERY" game in order to play. If you do not have one of these forms of ID you will not be allowed to participate. NO EXCEPTIONS! NO ID, NO PLAY!**

AWARDS/REWARDS

1. Each team (families included) is invited to the End-of-Season Awards picnic held at Rincon Vista Sports Complex.
2. Each team in order of finish will receive a team trophy.
3. The League Champions will receive "The Cotton" championship t-shirts.
4. The League Champions will have their team photo placed on the Intramural Wall-of-Fame.
5. Each player will have the opportunity to interact with some of the "best" employees in the city of Tucson.

THE GAME, FIELD, PLAYERS & EQUIPMENT

- ❑ A.S.A. Rules will govern all situations not specifically outline in these rules modifications. The Intramural Staff reserves the right to act on any situation that may arise not covered by these or A.S.A. rules.
- ❑ Arizona Intramural Sports will provide an On-Site Supervisor and one (1) Umpire per field, per game.
- ❑ Each team shall designate to the official a captain. The captain shall address the official on matters of interpretation or to obtain essential information.

- **** All teams must have a minimum of three (3) FEMALES on their “roster”. When submitting the starting line card to the Umpire it must contain the names of at least three (3) females in the batting order. Three females must play the field as well as bat. A game “CAN BE” started with two (2) females. However, each time that the third 3rd female comes up in the batting order it will be called/recorded as an out.**
- Each team must have a minimum of nine players, females included, at game time in order to avoid a forfeit. If a team has only nine players, they will start play. The tenth player, missing player, will be placed at the lead off position and will be called an out until the tenth player arrives. Should both teams fail to field nine players, a double forfeit will occur.
- A team is only allowed to score ten (10) runs per inning. Once the team scores its tenth run their turn at bat is over. The rule will be lifted for both teams in the seventh inning or last at bat.
- If a game is tied at the end of regulation, (7 innings), each team will be allowed their turn at bat with the last batter of the previous inning being awarded second base in the extra inning. This procedure will continue until a winner is decided.
- **It is the coach’s responsibility to ensure that his/her players have played in the minimum number of league games in order to be eligible for tournament play.**
- Game balls will be provided, but participants must supply warm-up balls. Game bats can be checked-out upon request. (Equipment can be checked out from the on site Sport Assistant with a current student ID card). A participant who checks-out equipment is responsible for that equipment at all times during the duration of checkout. The same item checked-out must be the same item checked-in. Participants are financially responsible (retail cost) for checked-out equipment that is lost or stolen while still in their possession.
- Only bats stamped "**OFFICIAL SOFTBALL**" shall be legal. Bat handles must be taped or rubber covered.
- **Metal Cleats are prohibited! Players may not wear metal or screw-in cleats of any kind. Players cannot participate in their bare feet or with open-toed shoes.**

INNINGS, TIME FACTORS & SUBSTITUTIONS

1. The regulation length of a game will be seven (7) innings, or one (1) hour, fifteen (15) minutes.
2. An inning is that portion of a game within which the teams alternate on offense and defense, and in which there are three outs for each team. A new inning begins immediately after the final out of the previous inning.

3. If a game is called prior to the completion of four (4) innings, it becomes a "NO CONTEST", and will be rescheduled only if it has a bearing on the tournament seeding. This rule also comes into effect for rainouts.
4. If a game is called because of weather after four innings, it will stand as a complete game. If the score is tied when the game is called, then using the OVERTIME rule, the next game the two participation teams are scheduled to play will complete the game. If the two teams have already played for the second time, then a make up date will be scheduled. No game will be called because of wind.
5. Forfeit time is ten (10) minutes after the scheduled start time of the game. Those 10 minutes will be included in the game time. If a team arrives at any time during the 10 minute forfeit period they will be allowed to play, but they will be assessed the following penalties:
 - ❑ **Lose the right to protest the game.**
 - ❑ **Will be visitors on the scorecard**
 - ❑ **Start the game with a 4 run deficit.**
6. Fighting, whether initiated or retaliating will result in suspension from the league for the remainder of the season.

BASES & BASE RUNNING

- ❑ **A Base Extension will be used at *FIRST BASE*. To avoid possible collisions, base runners are required to touch the first base extension when a play is being made at First Base. If a base runner does not touch the First Base Extension he/she will be called out.**
- ❑ **A base extension will be used at *HOME PLATE*. To avoid possible collisions, base runners are required to touch the *HOME PLATE* extension.**
- ❑ There is no stealing. A runner "***must remain***" on the base until the ball is hit.
- ❑ Base runners must attempt to avoid the tag of a fielder who has the ball waiting to tag the runner out. No "***BOWLING OVER***" players.
- ❑ Base runners are allowed to slide.
- ❑ When a male player receives base on balls and the next scheduled batter is a female, that player has the option of being awarded base on balls or taking her turn at bat.
- ❑ When the bases are loaded, base on balls will be awarded to the batter when the count reaches six (6) balls.
- ❑ A courtesy/pinch runner may be used for injured players only. The Umpire and the opposing coach must be notified prior to the physically hurt or impaired batter stepping into the batter box. The hurt or impaired batter must make it safely to base after a successful attempt at bat. The courtesy/pinch runner must be the last

recorded out and must be entered into the game prior to the first pitch to the succeeding batter. The courtesy/pinch runner is officially in the game when the umpire has declared the play ball.

BATTING

- 1. Prior to the start of the game the umpire will explain the ground rules related to stepping "outside/in front" of the imaginary Batter's Box.**
2. The batting order of each team must be on the lineup card and must be delivered before the game by the team captain or manager to the plate umpire.
3. The batting order must be followed throughout the game, unless a player is replaced by a substitute. When this occurs, the substitute must take the place of the removed player in the batting order.
4. A team may bat eleven (11) players by using a DP, (designated player). Female players can be used as a DP, but only as the fourth female player.
5. All batters will start with a ONE-STRIKE count.
6. The batter must take a full swing. If he/she bunts or chops the ball, it will be an out. Any batter whom "throws" a bat with reckless abandon shall be liable for ejection. The umpire's judgment shall prevail.
7. Only one (1) foul balls allowed after two strikes. The second foul ball or a maximum of three (3) consecutive foul balls will be deemed an out.
8. An infield fly is a fair fly ball that can be caught by an infielder with ordinary effort, when there are runners on first and second, or the bases are loaded with less than two outs. The batter is out and base runners do not have to advance.
9. Any outfielder that is positioned on the infield side of the outside line before the ball is hit will result in the batter being awarded first base.
10. Flagrant throwing of your bat, as determined by the umpire will result in an out and possible suspension from that game, as well as the next two contests.

PITCHING & CATCHING

1. The pitcher shall take a position with both feet firmly on the ground and with one or both feet in contact with the pitcher's plate.
2. A legal delivery shall be a ball, which is delivered to the batter with an underhanded motion.
3. The pitch shall be delivered at a moderate speed. The speed is left entirely up to the judgment of the umpire.

4. The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground. Pitches falling outside the range will be called an illegal pitch, (ball). If the batter swings at the pitch after it is called illegal and misses it will be called a strike. If the ball is hit, then it is in play.
5. The pitcher may use any windup desired, providing:
 - ❑ **He/she does not continue wind up after the release**
 - ❑ **He/she does not pitch the ball behind their back or between their legs.**
6. The pitcher shall not attempt a quick return of the ball before the batter has taken his position or when the batter is off balance as a result of a previous pitch.
7. At the beginning of each half inning, or when a pitcher relieves another, not more than one minute may be used to deliver not more than three pitches to the catcher or other teammate.
8. On a catch and carry of a foul ball, the runner advances at their own risk.
9. All overthrows will result in a one plus one base advantage.

APPEAL PLAYS

















1. There are three major appeal plays:
 - ♦ Missing a base
 - ♦ Leaving a base on a caught fly ball before the ball is first touched
 - ♦ Batting out of order
2. DEAD: An appeal play is a play on which an umpire may not make a decision until requested by a manager, coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. Any infielder, with or without the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon on a caught ball. The administering umpire should then make a decision on the play.
3. ALIVE: In all games an appeal may be made during a live ball by touching the base missed or left too soon on a caught fly ball, or tagging the runner committing the violation if he is still on the playing field.

CONDUCT

1. Good sportsmanship is vital to the league and is expected from all participants. A team is responsible for the actions of individual team members and spectators before, during and after the game.
2. Only managers or coaches are permitted to contest calls by the umpire.
3. Team members and spectators must remain behind the imaginary line of the backstop extended. (This area is considered out of play).

4. Alcoholic beverages will not be tolerated. Players listed on the scorecard who are detected having consumed alcohol prior to or during an intramural game will be ejected. NO WARNING OR EXCEPTIONS!
5. Show respect towards all umpires. Failure to do so will result in suspension from the game.
6. Each team is required to clean up their area after each game
7. EACH TEAM IS REQUIRED TO SHOW GOOD SPORTSMANSHIP AT ALL TIMES!
8. Abide by all other posted rules, regulations and policies.

ADDITIONAL INFORMATION

1. There are no animals allowed in the indoor/outdoor facilities.
 -  Exception: Assisted living animals
2. Forfeit Policy:
 -  If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
 -  The Sport Assistant will declare a forfeit and award a “win” to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.
 -  If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.
 -  A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
 -  A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
 -  A team may receive a forfeit due to improper team attire.
 -  Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player’s effect on the game’s outcome.
 -  Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
 -  Forfeited games will not be rescheduled.
 -  A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a “win” for the opposing team.
 -  A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.
3. Forfeit Penalties:
 -  Lose right to protest the game
 -  Will be visitors on the scorecard
 -  Will have 3 outs in the inning
 -  Start the game with a 4 run deficit

4. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game.
- Default is recorded as a loss but does not require a fee payment.

5. ID Policy:

- Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to “OUR” participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve. Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**