



INTRAMURAL SPORTS

# **Intramural Softball Rules 2020**

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## **I. Governing Rules**

1. All Intramural participants must present a valid Skyhawk ID card in order to participate. **No exceptions.**
2. All regulations regarding forfeits, defaults, protests, and rescheduling are outlined in the program handbook. These rules **must** be followed to the letter.
3. Intramural sports are offered to UT Martin students on a voluntary basis and each student participates at their own risk. Participants are responsible for ensuring that they are physically fit to participate in the selected sport(s), and are encouraged to check with their family physician or Student Health prior to participation.
4. The officiating will be done by referees who are in absolute control of the game. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

**Current ASA Rules will govern play with the following modifications:**

## **II. The Game, Players, Field & Equipment**

### **1. Starting Play**

- A. Prior to the start of a game, the officials for the game will conduct a captain's meeting in which they will cover basic rules, answer any questions the captain's/team's may have, and determine who will be home and who will be away.

### **2. Players**

- A. Games are played by 2 teams of 10 players each. A minimum of 8 players is required for Men's & Women's Division. A minimum of 8 players for Co-Ed (4 men & 4 women), is required to begin play. The game may continue with less than 8 if the team has a chance to win. **Co-Ed Modification:** Legal teams will consist of 5 females and 5 males.
- B. All players not in the game must remain in their dugout and behind the fence.
- C. Only dressed players and coaches are allowed on the teams' sideline. All spectators must remain in the assigned seating areas.
- D. Each team is allowed 2 designated coaches on the sideline; coaches must be registered on the team roster.

### **3. Player Equipment-Required**

***Should there be any question regarding the legality of any equipment, the supervisor on duty will make the final ruling.***

#### **A. Uniform**

- i. It is preferred that teams wear contrasting colored jerseys, however, players may wear jerseys of any color.

**B. Pants/Shorts**

- i. No restrictions will be placed on the types of pants/shorts players wear in regards to pockets, belt loops, etc.

**C. Shoes**

- i. Cleats will be allowed but only if made of a rubber, non edge forming material. Metal cleats will be inadmissible.
- ii. Players will be required to wear shoes that cover the entire foot, no sandals, flip flops etc.
- iii. Vibrams or any other “toe shoe” will not be allowed.

**D. Gloves, Bats, & Balls**

- i. Players will be required to provide their own playing glove.
- ii. Teams will be required to use the bats and balls provided by the office of Campus Recreation.

**4. Player Equipment-Optional**

- A. All forms of headwear will be allowed.

**5. Player Equipment-Illegal**

- A. All players must use the bats and balls provided by the Campus Recreation Intramural Department.

**III. Game Time is Forfeit Time**

**1. Forfeits**

- A. If a team knows they will not be able to report to a scheduled game time, they must notify the Office of Campus Recreation by 3:00pm on the scheduled day of the event. All teams are required to fill out a default form online for any game that they are not going to make to avoid a forfeit. The form must be filled out by 3:00pm.
- B. If a team does not report to their designated field for their game at the scheduled time they will be assessed a forfeit.
- C. All forfeits will be assessed a \$20.00 Forfeit Fee that **must** be paid prior to the team’s next game. No fee will be assessed if prior notice is given.
- D. Teams will only be allowed 2 forfeits in one season. If more than two forfeits are assessed the team will be dropped from that sport and will still be required to pay the forfeit fee. If payment is not received the team could potentially be dropped from considered participation for future sports.

**2. Defaults**

- A. If a team reports to their game but is incapable of gathering the necessary number of players to play a legal game, the option of a default will be available. In order for a team to obtain a default at least one half of a game must be played, otherwise a forfeit will be assessed.
- B. No fees will be assessed for defaults.
- C. After a team has received 2 defaults in one sport future defaults within that sport will be considered forfeits.
- D. All teams wishing to default must fill out a default form online by 3:00pm the day of their scheduled game or 5:00pm on Friday for any game on Sundays.

### **3. 10 Minute Rule**

- A. If, at game time, a team does not have enough players to start a legal game the opposing team's captain will have the option of waiting an additional 10 minutes for the other team to obtain enough players to play a legal game.
- B. If the 10 Minute Rule goes into effect the game clock will start at the scheduled game time and play will commence once enough players from the offending team have arrived.
- C. If a team exercises their option to grant a 10-minute grace period for a late team, then 1 run will be granted per minute to the team who gave grace.

### **4. Rescheduling**

- A. If a team knows they will not be able to make it to their scheduled game but would like to reschedule the game they must contact the opposing team's captain and both captains must communicate with the Coordinator of Intramurals to find a time to reschedule.
- B. A game can only be rescheduled once. If a team attempts to reschedule a game that has already been rescheduled, if they are unable to play the game they will be assessed a forfeit.

## **IV. Periods, Time Factors, & Substitutions**

### **1. Game Length**

- A. A regulation game consists of 7 innings or 50 minutes, whichever occurs first.
- B. Should the 50 minute time limit lapse while an inning is in progress the inning will be completed beyond the 50 minute time limit.
- C. No additional innings will be started after the 50 minute time limit has expired unless extra innings are required to break a tie.

### **2. Inclement Weather**

- A. Should a game in progress be stopped due to inclement weather, 4 complete innings will constitute a complete game or 3 ½ innings if the home team is winning.
- B. In the event a game is called due to weather, if it has not reached 4 complete innings the game will be rescheduled if time & field space allows. If there is no time left to reschedule games, double wins will be given.

### **3. Suspension of Time**

- A. The umpire will not stop game play at the request of players, coaches, or managers.
- B. An umpire will suspend play when, in their judgment, conditions warrant such action.
- C. In case of injury, time will not be called until all plays in progress have been completed and runners are held at their base.

### **4. Extra Innings**

- A. If at the end of regulation, the score is tied, extra innings will be used to determine a winner.
- B. There will not be extra innings during the regular season.
- C. Extra innings will be added until a winner can be determined.
- D. In the event a game reaches 7 complete innings starting in the 8<sup>th</sup> inning the last batter out during the previous inning will start the at bat at second base.

### **5. Players & Substitutions**

- A. A minimum of 10 batters is required to start a game with no automatic outs given. Should a team start a game with 8 batters, 2 automatic outs must be placed within the team's lineup.
- B. Teams may bat as many as 12 players.
- C. All hitters may substitute into the field at any position at any time during the game. The batting order must remain the same unless a substitute batter is inserted.
- D. Ejected players may not be replaced in the line-up or in the field. The team must field with one less player as well as take an out each time the batters' position in the line-up comes up.

### **6. Pinch-Runners**

- A. Teams may use Pinch Runners in any game. If a team elects to use a pinch runner, the runner must be the player that committed the last out for that team. If a pinch runner is used and the player pinch running comes up to bat in the lineup while still on the base pass, then he/she will be counted as an "out" for the at bat.
  - i. Co-Rec Modification: If a male player requests a pinch runner, then the last male player from that team that committed an "out" must be used. If a female player requests a pinch runner, then the last female player from that team that committed an "out" must be used.

### **7. Base Running**

- A. Base runners must remain in contact with the base until the batter has made contact with the ball. If the base runner leaves the base prior to the batter making contact with the ball, the current play will resume and the base runner will be declared out regardless of the outcome of the play.

- B. Should the ball become out of play, all base runners will receive the base they were attempting for plus the next base (1 plus 1).
- C. **A commitment line will be painted 20 feet within each base will be established with the following rules:**
  - i. If a runner takes a step toward each base after crossing the commitment line, the ball will be declared dead and the runner will be declared out. All other runners will receive the previous base they established.
  - ii. If the runner crossed the commitment line, the play at the next base will become a force out and the defensive team is only required to possess the ball and touch the next base before the runner touches the base.
- D. **NO SLIDING AT HOME PLATE There will be force outs at every base.** Any player sliding at home will be called “out”.

## 8. Mercy Rule

- A. If, at any time after the fifth inning either team is ahead by 10 or more runs the game will be considered complete.
- B. If, at any time after the third inning either team is ahead by 15 or more runs they game will be considered complete.

## V. Pitching, Hitting, & Specifics

### 1. Pitching

- A. The pitcher is allowed five warm up pitches at the start of the game. Every inning thereafter, new and returning pitchers will be allowed two warm up pitches.
- B. The pitcher must deliver the ball in an underhand motion.
- C. A legal pitch must have a minimum arc of six feet and a maximum arc of twelve feet. Any pitch not within the specified range will be declared by the umpire as an illegal pitch and a ball will be awarded to the batter, unless the batter swings at which time a strike will be declared.
- D. The pitcher must have one foot remain in contact with the pitching rubber throughout the duration of the delivery of the pitch.
- E. There is no limit for substitutions of the pitcher.
- F. The pitcher must be in the batting line-up.

### 2. The Batter

- A. All batters will start out with a 1-1 count.
- B. If a batter is walked they will receive first base.
- C. Should a batter accumulate three strikes, they will be out. A foul ball will count as a third strike.
- D. The batter must have both feet completely within the lines of the batter’s box prior to the start of the pitch.
- E. During the swing, the batter may not step outside the batter’s box line(s).

- F. Bunting or chopping the ball is illegal. The ball will be declared dead and the batter out. Runners may not advance.
- G. Should a batter throw a bat, the first offense will deem the batter out. Base runners may not advance. A second offense will see the batter ejected from the game, runners may not advance.

### 3. Specific Rules

#### A. Home Runs

- i. Teams will only be allowed eight (8) out of the park Home Runs per game. Each additional Home Run will count as an out. In the park home runs will not count toward the Home Run limit.

#### B. Runs per inning

- i. Teams will be limited to scoring a maximum of ten (10) runs per inning. No additional runs may be scored once a team has scored ten runs in any given inning. If either team needs ten or more runs in order to win the game in the final inning the last inning will not be played.

#### C. Infield Fly Rule

- i. A batter will be declared out by infield fly should they hit a ball that is deemed by the umpire to be caught by an infielder with ordinary effort and there are runners on first and second base or with bases loaded and less than two outs. Runners may advance at their own risk.

#### D. Pitcher's Circle

- i. The pitcher must remain within the circle around the mound throughout the duration of the delivery of the pitch. Once the ball is released the pitcher may move anywhere on the field.

#### E. Interference

- i. Interference rules will be enforced as follows:
  - a) Should the ball make contact with an umpire or base runner after the ball passes a fielder with an attempt to play the ball, the ball will remain in play.
  - b) If the ball makes contact with an umpire or base runner before passing a fielder with an attempt to play the ball, the ball will be declared dead.
  - c) Should a base runner be contacted by the ball after it has been hit and before a play is made on it the runner will be out and the batter will be given first base. Base runners not forced by the batter must return to the base they have already established.

#### F. Protests.

- i. **YOU CANNOT PROTEST A JUDGEMENT CALL!!!**  
All protests must be made known at the *exact time* of the infraction taking place in order for the protest to stand.



During a proper protest the game clock will be stopped. Both captains will be required to meet with all officials involved in the match. If an agreement cannot be made the intent to protest will be brought to the attention of the supervisor on duty. If a resolution cannot be made, the game will continue.

At the end of the game the team requesting a protest will be asked if they still want to pursue the protest.

All protests will require a \$30.00 protest fee and will be requested at the time the Protest Request is submitted. A formal protest will be completed and submitted to the Intramural Coordinator. All protests will be heard and considered. Any protests that are upheld will result in a refunding of the protest fee.

## **VI. Conduct of Players and Others**

### **1. Ejection of Players**

- A.** Any player or coach who has been ejected from a game is restricted to the dugout. If the reason for ejection is determined to be flagrant, that person must leave the field(s) entirely.
- B.** Any player or coach ejected from a game may not participate in another game until they have met with the Intramural Coordinator or Assistant Director. The action taken will be determined at this meeting and depends on the severity of the act committed.
- C.** All cases of physical abuse and disorderly conduct will be forwarded to the Office of Student Affairs for review. Participants whose cases are under review will be suspended from further play until the case has been resolved.

## VII. Co-Rec Modifications

### 1. Defensive Positioning

A. Defensive positioning must include 2 males and 2 females in the outfield as well as 2 males and 2 females in the infield. The pitcher and catcher positions must be of alternating gender.

### 2. Co-Ed Line & Home Plate

A. All outfield players must remain behind the Co-Ed line established in the outfield until the batter at the plate has made contact with the ball. All infielders must remain within the infield until contact has been made. Any defensive player caught out of these boundaries will award the batter an automatic single. The Co-Ed line is 175' from home plate.

B. An additional home plate will be located just outside the batter's box; base runners must only touch this home plate to be declared safe at home.

### 3. Batting Order

A. The batting order will alternate between genders. The only exception will be in the instance of a team batting with less than 10 batters and having automatic outs in the line-up.

B. All walked male batters will receive 2 bases. All other runners will receive 2 bases.

**Exception: If a male batter is walked but second and third base are established the batter must continue to bat until he gets a hit or strikes out**

C. During two out situations if a male batter is walked the following batter, only if female, will have the option of batting or taking first base without batting. During 0 or 1 out situations, the female batter *must* bat.

## VIII. Safety Protocols

### 1. Cleaning Protocols

A. Bats will be cleaned after each use by a player or an intramural official.

B. Balls will be cleaned after it has been touched by any person with the exception of the pitcher, catcher, or umpire.

### 2. Mask Requirement

A. All participants are required to wear a face covering at all times.

### 3. Spectators

A. Spectators will not be allowed for intramural softball contests. Any spectators will be asked to leave premises due to safety concerns.