

**BEMIDJI STATE UNIVERSITY
INTRAMURAL SOFTBALL RULES
WOMEN'S/MEN'S CO-REC**

INJURIES: In case of an injury, please contact a Recreational Sports Supervisor. The supervisor will contact the University security (extreme case-ambulance) for emergency treatment. When security (ambulance attendant) arrives, they will determine the best method of handling the situation and transporting injured players. Minor first aid is available with supervisors (Band-Aids, gauze pads, and ice packs). Individuals participate at their own risk. They are responsible for their own health and safety.

FORFEITS: If a team forfeits a game or misses the captain's meeting they are automatically ineligible for the playoffs. A team can become re-eligible one time by coming in and paying a \$15 forfeit fee. This fee needs to be paid by 4pm on the day of their next game. If a team does not pay then they can play the rest of their games, but will not be included in the playoffs regardless of record. Once a team forfeits twice, they may be permanently removed from the league.

ALCOHOL: Bemidji State University has a policy prohibiting possession and consumption of alcoholic beverages on University property. The Department of Campus Recreation will uphold that policy by prohibiting possession and consumption on Campus Rec. fields. Supervisors will be in charge of enforcing this rule. If alcoholic beverages are detected, the supervisor will be instructed to tell the individuals involved to remove the alcohol. University security will be notified in cases of noncompliance and a report will be made to the Campus Rec. Staff. Game officials will be responsible for holding up any game until all alcohol has been removed. Any players found to be coming to a game after consuming alcohol will be asked to leave. Forfeiture of game may be the consequence of noncompliance by a team and report will be filed with Campus Rec. staff.

THE GAME:

- 1.) The game is seven (7) innings or one hour, regardless of the number of innings, actually played. If time runs out during the last half of the inning, then the inning shall be completed unless the home team is ahead.
- 2.) If a twelve (12) run difference occurs during a contest and five innings (4 1/2 if home team is ahead) have been completed, the game will be considered complete. A minimum of five innings must be played in order for the 12 run rule to take effect unless the home team is ahead after 4 1/2 innings or time runs out.
- 3.) Five full innings, or 4 1/2 if the home team is ahead, will constitute a game whenever rain or darkness falls after the game is underway. The decision to call a game is a judgment call and may not be protested.
- 4.) In cases of inclement weather, the intramural office will decide on the field condition at least 1/2 hour before the scheduled start of play. Once play begins for the day, the IM director or field supervisor will decide when games are to be postponed. Teams should not leave the area immediately in most cases, but should remain close by in case the games can be continued.
- 5.) Umpire will toss a coin to determine home team.

6.) Game time is playing time teams not ready to play at scheduled time will be charged with a forfeit.

7.) If the case occurs that fields overlap each other in the outfield and a fielder from the other fields interferes with any hit ball, the person hitting will be given a ground rule double.

PLAYERS:

1.) A team shall consist of ten (10) players, but must have eight (8) players to compete or forfeit the game.

2.) Each team is permitted to use an extra hitter. The extra hitter may bat; he/she cannot play the field.

EXCEPTION: The extra hitter may substitute for a fielder. However, another player on the bench or that fielder must become the extra hitter. (If a team starts a game with an extra hitter, they must finish the game with an extra hitter.)

3.) Any player that is ejected is ineligible until he/she sets up a meeting with the IM Director and is then reinstated. Any player ejected from a game during the playoffs will automatically be suspended for the remainder of the softball playoffs.

EQUIPMENT: Metal or screw-in spikes are prohibited in all IM games. Only the molded rubber soccer style cleat is legal. PENALTY: Player may not participate while wearing the illegal shoes. Umpires will check shoes prior to the start of the game. If a player is injured due to another player's illegal shoes, the offender and the team captain will be ejected from the game.

People can bring their personal bats to the game, but if the bat is used by one team than the bat must be available for the other team to use. If a team refuses to do this than the bat cannot be used by either team. If the refusal occurs after one team has already used the bat it can result in forfeiture of the game.

All bats must be compliant with ASA softball rules.

SCORE KEEPING:

1.) Field supervisors will be responsible for keeping the official score. Any discrepancies should be solved before the start of a new inning.

I would encourage all teams to keep track of the score just so they can refer back if they think there is a discrepancy.

PITCHING:

1.) The ball must be delivered underhand at a moderate speed. Ball can be thrown in anyway- palm up or down.

2.) The ball must be developed with a perceptible arc of at least 6 feet from the ground. The pitched ball shall not reach a height of more than 12 feet at its highest point from the ground. Speed and height are left solely to the judgment of the umpire.

BATTING:

1.) A mat will determine the strike zone. If the ball makes contact with the mat or any part of the plate, a strike will be called (depending on arc.)

2.) The batter shall be declared out if he/she chops or bunts downward at the ball. The

ball becomes dead and no runners may advance.

3.) The batter will be declared out if he/she steps on the plate during a swing in which the ball is put into fair territory.

4.) Infield Fly: Batter shall be called out immediately when he/she hits an infield fly (a ball which in the umpire's judgment, can be easily caught by a fielder on or near the infield area in fair territory) with runners on first and second, or at first, second and third with less than two outs.

4.) Players will bat under a 3-ball -2 strike count.

5.) Batters are allowed one courtesy foul after the first strike. Any additional foul balls will be considered a strikeout.

BASE RUNNING:

1.) Under NO condition is a runner permitted to steal a base, or lead off from a base or to slide headfirst. The runner may leave his/her base only after a pitched ball has reached home plate.

EFFECT: The runner is out and a no-pitch is declared; all other runners must return to the base previously occupied.

2.) When a defensive player has the ball and is waiting for the runner or does not have the ball, and is inadvertently in the base path, and the runner remains on his/her feet and deliberately with great force crashes into the defensive player, the runner is to be declared out.

EFFECT:

First offense by a team in a game:

1.) The runner is out.

2.) The ball is dead

3.) All other runners return to the last base touched at the time of the collision.

4.) Runner can be ejected immediately if the umpire determines there was a deliberate intent to injure another player.

Any subsequent offense:

1.) The runner is out and ejected from the game.

2.) The team captain will be ejected from the game.

3.) The ball is dead.

4.) All other runners return to the last base touched at the time of the collision.

3.) There will only be feet first slides allowed. Any head first slide will result in the runner being declared out regardless of the circumstances of the head first slide.

OVERTHROW RULING:

1.) An overthrow into the gap along the side line fences or an overthrow over the fence is considered out of play and the runner is awarded two bases from the release.

APPEALS: If the ball remains alive, an appeal play may be made directly. If the ball becomes dead, the appeal is made once the plate umpire recognizes any infielder (positioned within the infield) who has possession of the ball. The ball does not have to be thrown or carried to a base for the appeal and base runners may not advance. The umpire will then make the call on the appeal.

SCORING: If the score is tied after 7 innings. Regular season games will be declared a tie. Playoff games will use extra innings to determine a winner.

BATTING ORDERS:

- 1.) Men's and women's - Any number of players may be included in a team's batting order provided it is at least the number of players in the field. When a player bats, his/her position in the batting order is established for the entire game. If for any reason a player must leave the batting order and a substitute is not available, an out shall be declared each time the vacated batting order position comes up. The umpire shall declare this out automatically as he/she is aware of the missing player in the order. A player may leave and then return to the batting order, provided that the player returns to the same spot in the batting order he/she left.
- 2.) Co-ed softball teams may bat two extra players (EP) for a total of 12 positions in the batting order (six males and six females). A team must bat with an even number of male and female positions. Teams must use an alternating batting order (male-female or female-male). On any walk to a male batter, the next female batter has the option of walking or batting.

Adds and Drops

- All add/drops must be turned into campus recreation before 12 noon on the day of the match for the change to be in affect for that game
- Teams must remain at 14 players or fewer
- All Add/Drops for a Sunday game must be turned into the Intramural office by 12noon on the Friday before to be in affect.

Mutual Postponements

- All mutual postponements must be turned in at least 24 hours prior to either the original scheduled game date or the new scheduled game date, whichever is earlier

Sportsmanship Rating

- All teams must have a minimum cumulative Sportsmanship Rating of a 2.75 to be eligible for the playoffs. If a team misses this standard they will be ineligible for the playoffs regardless of record. Teams will receive a grade "A" - "F" each game by each referee and the site supervisor. If a team has a player ejected then that team will receive a grade no higher than a "D." Sportsmanship grades will be posted along with the schedules and standings. Any team that receives lower then a 1.99 cumulative sportsmanship grade for a playoff game will be automatically removed from the playoffs.

The team captain of record is responsible for knowing and thoroughly informing all team members of all rules including eligibility.