

2015 SOFTBALL RULES

ASA and NIRSA rules will govern play except with the following changes made by Ferris State Intramural Sports. General policies and all official sport rules can be found on the Intramural Sports page on the UREC website.

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Rule 1: Facility and Equipment

Article 1. Facility – Intramural Sports Fields: Ferris Drive (across from Department of Public Safety and Cramer Hall)

- Ferris State Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events. Furthermore, Intramural Sports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as Ferris State DPS or a member of the Big Rapids Police Department.
- Pets:** Due to health and safety concerns, pets are not allowed at the Intramural Sports Fields. This includes both formal intramural competitions/events and informal recreational activities.

Article 2. Equipment

- The Intramural Department will provide game balls. These **MUST** be used during every game, **NO EXCEPTIONS**.
- NO METAL CLEATS, SPIKES**, or polyurethane spikes or shoes similar to metal sole and heel plates will be allowed.
IF a player is found wearing metal cleats, then they will be ejected from the game.
- Jewelry is illegal. All head/facial piercings must be removed. If you want to wear it, then don't play.** If jewelry is removed when the batter enters the batter's box, the result will be the player being called out. If on offense, the play will be dead and all base runners will return to their previous base. If on defense, the team will begin with an out.
- Bats must be ASA certified and NOT on the BANNED list. The Intramural Department will provide bats, but players are welcome to use their own.

Rule 2: Eligibility and Game

Article 1. Eligibility

- Ferris State students, staff, and faculty are allowed to participate in IM Sports.
- NO ID, NO PLAY. NO EXCEPTIONS!** All players must present their own personal FSU ID card before every game in order to participate.
- If you are caught trying to use someone else's ID, your team will forfeit that game, and the other person will need to come to the UREC office the following day to retrieve his/her ID.
- Former softball varsity athletes can participate in Intramural softball if they are not currently on the varsity team. The maximum number of former varsity softball players allowed per team is 2.
- Baseball club athletes can participate in Intramural softball. The maximum number of club baseball players allowed per team is 2.



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Article 2. The Game

- a) Games are played to a maximum of 6 innings or 40 minutes (whichever is reached first).
- b) No new inning may begin after the time has expired.
- c) Games called after the 4th inning (due to weather) will be considered official and not be rescheduled.
- d) During regular season play, if the game ends with a tie, **one extra inning will be played.**
- e) **Extra inning:** Play will begin with the last player out from the previous inning placed on second base. This inning will be played out, and if it ends in a tie, the game will end as a tie.
- f) Substitutions may be made at any time during a dead ball. Once a sub player leaves the game (batting line-up) he/she cannot re-enter. (Starters may return to original positions; however, substitutes may not re-enter.) Players need to notify the scorekeeper of substitutions.
- g) Minimum of 8 players are required to avoid a forfeit and continue a game. (If a team becomes fewer than 8 players at any time, it is up to the supervisor's discretion, of the current situation, to determine if play continues.)
- h) Maximum number of players on a team is 15. Max number that can bat is 15. Max number of players to play defense is 10.
- i) **Mercy Rule:** If a team is up by 20 runs after 4 innings or if a team is up by 15 runs after 5 innings, the game will be called.
- j) Officials for softball include 1 plate umpire, 1 field umpire, and 1 scorekeeper.

Article 3. Regular Season

- a) Regular season will consist of 4 games.
- b) All players must be listed on the team roster before the end of the second week during the regular season.
- c) **Rosters will be frozen at the start of the THIRD WEEK of the regular season.** This means that all players **MUST** be signed up on IMLeagues on the roster of that team AND paid for prior to the beginning of the third week of the season. No additions will be allowed unless approved by the Intramural Coordinator.
- d) IM Sports recommends that you have at least two extra players than the required amount on your roster in case you need subs throughout the regular season and playoffs.

Article 4. Playoffs

- a) Every team makes the playoffs as long as they have the proper sportsmanship average (2.75). The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) Once in playoffs, a team must maintain a 3.0 sportsmanship rating to advance.
- c) During playoffs, if a tie persists after 6 innings have been played, game will proceed through extra innings.
- d) The extra innings will last until one team scores more runs than the other at the end of a complete inning.

Rule 3: Intramural Softball Specifics

Article 1. Pitching Regulations

- a) Pitch must be delivered underhanded with an arc between 6-12 feet from the ground. If the pitch reaches the height regulation and hits the rubber mat, it will be called a strike.
- b) One foot must remain in contact with the rubber throughout the whole pitching motion.
- c) Intentional walks may be made by informing the plate umpire. No pitch need be thrown.
- d) Pitchers are allowed two warm-up pitches between innings. (More may be issued at the discretion of the supervisor.)

Article 2. Batting Regulations

- a) Each batter will begin with one ball and one strike.
- b) A foul ball on a third strike is an out.
- c) Any pitch called illegal by the umpire will be an automatic ball. Batter may swing at an illegal pitch at his/her own risk.



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- d) Bunting or chopping the ball is illegal. This call is up to the judgment of the umpire.
- e) Batter will be called out if they make contact with the ball (fair or foul) and step out of the batter's box.
- f) Batters will be warned if they throw a bat after swinging. They must do their best to lay or toss the bat down and not endanger anyone while doing so. If batter throws the bat a second time, they will be OUT.
- g) If a player is found to be batting out of order, the correct batter will assume the current ball and strike count and finish the at-bat. If the batter reaches first base, and then is discovered to have batted out of order, the batter who should have been batting is called out. Runners return to where they started before the hit.
- h) **Infield Fly Rule:** When a batter hits a fly ball that can be easily caught by an infielder, the umpires will rule "Infield fly, batter is out" and the batter is automatically out, removing the need for runners to advance. Runners may advance at their own risk, but if the ball is caught, they must tag up before running. The batter is out even if the fielder drops the ball if this call is made. The rule is in effect with runners on 1st and 2nd bases, or all bases are loaded **with less than 2 outs**.

Article 3. Base Running Regulations

- a) Base runners are not allowed to run over the defensive player. Any contact that is forceful and flagrant (umpire's judgment) will result in the ejection of that player.
- b) Sliding FACE-FIRST is illegal and will be an automatic out.
- c) **SLIDING FACE-FIRST IS ONLY PERMITTED if the base runner is returning to their previous base at his/her own risk.** (Example: A fly ball was caught and the base runner failed to tag up and was caught in between bases, then they are allowed to slide face-first to tag up.)
- d) Runners must tag up on all fly balls.
- e) Stealing is ILLEGAL.
- f) Base runners must stay in contact with their base during the pitch until the ball is hit into play by the batter. If they try to lead off or take off while the pitch is in the air, the runner will be called out and the pitch will not be counted.
- g) A runner may run through first base with no liability to be put out, as long as they make no attempt (umpire's judgement) to go to second base.
- h) Runners may touch home plate or the mat in order for a run to be counted.

Article 4. Defensive Regulations

- a) Fake tags are not allowed. (Player will get one warning before ejection is warranted.)
- b) **Overthrows:** When the ball goes beyond the boundary line (dead ball area), a runner will be given the base made plus one. A base is not considered made until it has been touched.
- c) **Dead Ball Area:** If a player carries a live ball into the dead ball territory, the runner(s) get one base without liability to be put out if done so unintentionally. Two bases if it is ruled that the player intentionally carried the ball out of play.
- d) **Obstruction:** The act of a defensive player or team member which hinders or prevents a batter from striking or hitting a pitched ball; or a fielder while not in possession of the ball, not in the act of fielding a batted ball, or not about to receive a thrown ball, impedes the progression of a base runner or batter-runner who is legally running the bases. No runner can be put out between the bases they were obstructed.
- e) **Foul Tip:** The catcher may catch a foul tip for an out, but only if the foul tip is higher than the catcher's head. Catching the foul tip after it hits the backstop is NOT an out.

Rule 4: CoRec Modifications

Article 1. Teams

- a) CoRec teams need a minimum of 8 players (4 males and 4 females) in order to avoid a forfeit and the maximum a team can have is 16. Batting line-up is maxed at 16 and out field is 10.



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Article 2. Offense

- a) Batting order must alternate genders. If two of the same gender bat back to back, there will be an out called in between them. Teams may place batters of the same gender back to back if one is at the top of the order, while the other resides at the bottom. For this, there is NO PENALTY.
- b) If a male is walked, he will automatically receive SECOND BASE. The female behind him in the batting order will have the option to take first base or to bat. (The walked male will still receive second base either way.)

Article 3. Defense

- a) When playing, defense must have equal or one lesser gender ratio of infielders. The pitcher and catcher must be of opposite gender.

Rule 5: Captain Responsibilities and Sportsmanship

Article 1. Captain Responsibilities

- a) The Captain must maintain control of his/her team's sportsmanship. Your team will be graded each game and must maintain a 2.75 average to make the playoffs. Every team makes the playoffs as long as they have the proper sportsmanship average. The Captain is also in charge of the fans that come to support his/her team. The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) **GAMETIME IS FORFEIT TIME.** If your team does not show up ON TIME for your scheduled game, your team will receive a forfeit and a 0 sportsmanship rating. If at least one member of the team shows up before the scheduled start time, a 5 minute grace will be added to the forfeit time.
- c) If your team forfeits, a \$35.00 fee will be issued to the Captain, and will need to be paid by 3pm prior to the next game. Failure to do so will result in a second forfeit.
- d) If your team forfeits a second time, by any means, the Captain will be issued another \$35.00 fee and their current team will be removed for the rest of the season.
- e) **Defaults** are an alternative to forfeiting a game. If your team will not be able to make it to a scheduled game, you may contact the Intramural office by **1:30 on the day of the game (1:30 on Friday for Sunday games)** and let us know you will default the game. Your team will receive a loss, but you will not have to pay a forfeit fee.

Article 2. Appeal Play/Protest

- a) Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgement on the part of an umpire.
- b) The appeal/protest must be made before the next legal or illegal pitch or before the defensive team has left the field of play. The following may be appealed/protested:
 - 1) Misinterpretation of a playing rule
 - 2) Failure of an umpire to apply the correct rule to a given violation
 - 3) Failure of an umpire to impose correct penalty for a given violation

ONLY THE CAPTAIN IS ALLOWED TO APPEAL THE PLAY/PROTEST THE GAME.

Written protests may be filed in the Intramural Office anytime between the initial time of the incident to the following day by 3pm. (See desired articles under Rule 3: Intramural Sport Specifics for rule clarifications.)

