

University of Virginia Intramural Sports
Faculty/Staff/Student Co-Rec Summer Softball Rules

All University of Virginia students, faculty, and staff, as well as their spouses or dependents (18 and over) are eligible to participate in the Faculty/Staff/Student Co-Rec Summer Softball League. Staff members must be at least half-time employees. Students do not have to be taking summer classes, but must have been registered as a student in the Spring or be registered for classes in the Fall. All participants must be added to the Team Sport Roster for their team before playing in a game. Captains are responsible for verifying each player's eligibility.

Each participant must present a valid UVA ID or photo ID before EACH contest to be eligible to participate - no exceptions. All participants must check in with an Intramural Supervisor and be recorded on the game's scoresheet before they are allowed to participate.

Participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their family physician before participating in a game.

Forfeits - Game time is forfeit time! Teams that have less than 4 players checked-in at game time will be assessed a forfeit. The forfeit will result in expulsion of that team from the remainder of league play. Teams that forfeit will have the opportunity to get back into the league by submitting another entry fee.

Concessions - A concession is an unplayed game that is recorded as a loss but is not considered a forfeit. Teams are only allowed two concessions per season. A third concession by a team will result in a forfeit and that team will be dropped from the league. There are two ways to concede a game:

- 1) Contact the Intramural Office no later than 6:00pm on the day prior to the contest.
- 2) Have at least 4 players checked-in at game time

The officiating will be done by Intramural Officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches, or spectators can result in assessment of an unsportsmanlike penalty, ejection or forfeiture of the game. Two ejections will result in an automatic forfeiture. Spectators must also remain in the area designated by the Intramural Officials. The Intramural Officials and Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules. The winner of a coin toss between both captains prior to the game will determine who will be home and who will be visitor. Line-ups must be completed and issued to the Official at the time of the coin flip.

American Softball Association (ASA) Slow-Pitch Softball rules will govern play for any rules not mentioned in the following Intramural Rules:

1. Team Requirements

1.1 Teams may have up to 12 batters and as few as 7 in order to start a game. Teams may have up to 10 fielders, but must have at least 6 to continue playing. Teams are composed of any of the following combinations: 5M/5W, 5M/4W, 4M/5W, 4M/4W, 4M/3W, 3M/4W.

1.2 Teams may add players anytime during the game, however, each additional player must be added to the bottom of the line-up.

1.3 Teams in the field MUST have one of their own player's at catcher and pitcher.

2. Equipment

- 2.1 Regulation softballs and bases will be provided by the Intramural Sports program. Bats and gloves may be checked out with proper identification at the Park Pavilion.
- 2.2 Shoes must be worn by all participants. Rubber cleated shoes and screw-in cleats will be allowed. Metal cleats of any kind, open heel and/or toe shoes are prohibited!
- 2.3 All jewelry (including a wedding band) is prohibited and will result in an automatic out if a player is at bat.
- 2.4 A regulation softball bat (must say official softball on the bat) with handle tape, rubber or leather, is the only legal bat allowed (no baseball bats). If a metal bat is used, it must have a metal knob. As a result of numerous accidents and a recent death involving the newest technology in softball bats, the Intramural Sports Program has decided to follow the recommendations of the Amateur Softball Association and ban bats with a BPF rating beyond what is listed on the bat.

Beginning January 1, 2004, all bats must pass the ASA 2004 bat standard. All bats having the 2004 certification mark will be allowed. Bats that have the 2000 certification mark will not be allowed unless they are listed on an approved bat list on the ASA website. For convenience, the ASA website has a listing of bats that pass the ASA 2004 bat standard. Please visit the respective manufacturer's website for details on their ASA approved retrofit procedure for these bat models.

For more information please visit http://www.asasoftball.com/about/certified_equipment.asp If caught using an illegal bat: Player will be ejected.

- 2.5 Casts and/or any other item deemed to be dangerous by the Supervisor may not be worn during a game.

3. Substitutions

- 3.1 Free substitution is allowed for all players in the field (provided they are of the same gender).
- 3.2 Substitution is allowed for batters provided the substitute occupies the same position in the batting order that has been vacated.
- a) Once a player has been replaced in the batting order, they may bat again only if they return to the position in the order which they vacated.
- b) Substitutions for batters must be reported to the Home Plate Official.
- 3.3 A base runner may be replaced by a courtesy runner (of the same gender) who made the last batted out. Any player who is injured while in the field may be replaced by a substitute of the same gender.
- 3.4 An automatic out will be awarded if a player leaves during the game and is unable to bat in the batting order (assuming a substitute is not available).

4. Length of Game and Timing

- 4.1 A regulation game consists of 7 innings or 50 minutes. No innings will be started after 50 minutes of playing time has elapsed (unless the game is tied). If an inning is started, it must be completed. There will be no warm-up

time between innings for either team because of the time limit. Teams should warm up in the designated areas off the field before their game.

4.2 Mercy Rule:

a) If a team is ahead by 20 runs after 3 complete innings (2 1/2 if the home team is ahead), 15 runs after 4 complete 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 the championship game. b) If the visiting team is winning, the home team will have the opportunity to bat before the mercy rule takes effect.

4.3 Extra Innings:

a) The team at bat will supply THEIR OWN pitcher. This pitcher will throw ONE pitch to his/her teammates.

b) If the batter does not swing at the pitch or hits a foul ball, the batter will be out.

c) The fielding team shall place a fielder next to the supplied pitcher. The supplied pitcher may not interfere with any attempt to make a play on a batted ball (except to avoid injury). A batter may be called out if the Official determines that the supplied pitcher interfered with an attempted put-out.

d) During the regular season, one extra inning will be played. During the playoffs, extra innings will be played in this format until a winner is determined.

4.4 If a rainout occurs during or after the bottom of the 4th inning, the game will be considered a complete game.

a) If the game is called during the top half of an inning, the score at the end of the last complete inning will be considered the final score.

b) If a game is called during the bottom half of an inning with the home team losing, the score at the end of the last complete inning will be considered the final score.

c) If a game is called during the bottom half of an inning with the home team winning, the score at that time will be considered the final score.

d) If a rainout occurs before the bottom of the 4th inning, the game will be recorded as a tie.

4.5 No time limit will be in effect during the championship game.

5. Sportsmanship

5.1 At the Officials discretion, a player may be called out or ejected from the game for swinging or throwing the bat in a dangerous manner. The ball will be dead and all runners must return to their original bases.

5.2 The team at bat is responsible for retrieving all foul balls and homeruns.

5.3 During the game, all equipment must remain in the dugout.

5.4 Also, please note that we are instituting a sportsmanship rating this season due to concerns of various teams from last year. At the end of each game the umpires will rate each team's sportsmanship on a scale of 1 to 5, 5 being the best. Teams must have an average sportsmanship of 3.25 across their 10 regular season games in order

to make the playoffs. Teams must also receive at least a 3 sportsmanship rating for each playoff game in order to advance to the next round. Teams not meeting these requirements will be removed from the playoffs.

6. Running

6.1 No stealing is allowed. Runners may leave the base when the pitch is hit. If the runner is off the base before the pitch reaches the plate, the runner will be called out and a no-pitch will be declared by the Official.

6.2 When the ball is thrown over the fence or into the dugout, all runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the thrower's hand. If two runners are between the same bases, the award will be based on the position of the lead runner. The base to which the runner is running has no effect on the award.

6.3 A runner who is in fair territory and is struck by a batted ball will be called out if the ball had not passed a defensive player other than the pitcher. An immediate dead ball should be called, the runner will be out, and the batter will be awarded first base.

6.4 In the case of a possible double play, the base runner must slide directly into the base or get out of the way of the thrown ball or both he/she and the batter may be called out.

6.5 A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event of an obstruction, the Official shall award the obstructed runner and each other runner affected by the obstruction the bases they would have, in his/her opinion, reached had there been no obstruction.

6.6 A runner is NOT required to slide. However, if a runner initiates contact with a fielder who is making a legitimate attempt to catch a ball/make a tag (at the Official's discretion), that runner shall be automatically out. If the Official deems the contact to be flagrant, that player may be ejected. Other runners involved in the play must return to the last base occupied at the time of the collision

6.7 Fake tags by any fielder are illegal. The penalty for a fake tag will be ejection from the game.

6.8 Any runner who is physically assisted by a coach or anyone except another base runner will be declared out. The ball will be dead and runners must return to the last base.

7. Batting

7.1 The batter starts with a count of 1 ball and 1 strike.

7.2 Chopping and bunting are not allowed. If the batter does not take a full swing, the batter will be called out and any base runners will have to return to their original bases.

7.3 The batter has 10 seconds to enter the batter's box. If the batter does not enter the box, the Official shall call a strike on the batter.

7.4 Once the batter has 2 strikes, he/she will be declared out if he/she hits a foul ball.

7.5 Up to 2 Extra Hitters (EH) are allowed (teams may choose to use either one or two EH's). They will be the 11th and 12th hitters in the lineup. If an EH is used, the position cannot be terminated during the game. An EH may

substitute in the field, however, they must maintain the same position in the batting order. If two EH's are used, one must be male and the other must be female. The EH option may only be used if the team has five males and five females in the field.

7.6 A batter who steps on or directly in front of home plate and makes contact with the ball is automatically out.

7.7 Males and females may bat in any order in the line-up. Substitutes must replace the same gender.

7.8 If a male batter is walked on three straight pitches AND is followed by a female batter, she will have the option to hit or walk. Regardless of whether or not the female hits, the male automatically advances to second base. Any other time a male is walked, he is only awarded 1st base and the person behind him has to hit.

7.9 A Home-Run Limit will be in affect for all games:

a) When a ball is hit over the fence, the batter will have the option of choosing to count the hit as a Home Run or a single.

b) If the batter decides to count the hit as a single, he/she must stay at first base. Once the batter touches 2nd base, the hit will automatically be counted as a Home Run.

c) Teams will be allowed to count a maximum of 4 Home Runs per game. After the fourth Home Run has been counted, any other balls hit over the fence will automatically result in the batter being awarded a single.

d) If the batter chooses to count the hit as a single, all base runners will advance one base.

8. Pitching

8.1 Prior to pitching, the pitcher shall come to a full and complete stop with both feet firmly on the ground, and with one or both feet in contact with the pitching rubber. The pitcher has 20 seconds to pitch the ball, which starts when the previous pitch ends or after a dead ball is called by an Official.

8.2 In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the hand.

8.3 The ball must be pitched underhand, with a minimum arc of at least 6 feet from the ground and a maximum of 12 feet. Penalty: Illegal pitch, automatic ball (unless the batter swings at the pitch).

8.4 Any pitch that contacts the plate will be a ball.

9. Fielding

9.1 Males and females may take the field in any position in the infield or the outfield.

9.2 All outfielders must remain behind the 200 foot restraining line until the ball is hit when ANY player is up at bat. Penalty: the batter may accept the result of the play or can be awarded first base.

9.3 Teams may only have 6 players in the infield. All other players must play in the outfield and must remain behind the 200 foot restraining line until the ball is hit.

10. Infield Fly Rule

10.1 An infield fly is a fair fly ball (not including a line drive) in the vicinity of the infield which can be caught by a player with ordinary effort provided there are runners on first and second, or first, second and third with less than 2 outs. The batter is immediately out and the Official shall declare "Infield Fly - Batter is Out". Base runners cannot be forced out but may advance at their own risk.

11. Appeal Plays

11.1 An appeal play is a play in which an Official cannot make a decision until requested by a player. The appeal must be made before the next legal pitch, or before the defensive team has left the field (ie - when the pitcher and all the infielders have left fair territory).

11.2 There are three types of appeal plays:

- a) missing a base
- b) leaving a base on a caught fly ball before the ball is first touched
- c) batting out-of-order

11.3 Once a dead ball has been called, any fielder may make a verbal appeal on a runner missing a base or leaving a base too soon. The plate Official should acknowledge the appeal, and the administering Official should make a decision on the play. Base runners cannot leave their bases during the appeal.

11.4 If a player bats out-of-order, the fielding team must appeal before the next legal pitch has been thrown. If the player who has batted out-of-order has reached a base, that player will be called out, and the correct batter will bat. If the player who has batted out-of-order is still at bat, the correct batter will assume the count of the incorrect batter.

12. Protests

12.1 Protests are restricted to matters of rule interpretation and player eligibility. Protests concerning judgement calls by an Official will not be recognized or reviewed; however, the Intramural Staff will review all legitimate protests. In the case of a rule interpretation, notification of a protest must be made to a game Official at the time of the alleged infraction and prior to the next legal pitch thrown, or in the case of a game-ending play, before the Official has left the playing field. The Official must hear the words "I want to protest" from the team captain. The Supervisor on duty will make a ruling and if the team wishes to continue its protest, the protesting team must then complete a Protest Form with the assistance of an Intramural Supervisor. The game will continue and the Protest Form will be reviewed the next business day. Games in which a protest is found to be valid will be replayed from the point of the rule infraction (provided the protesting team has lost).

12.2 Eligibility protests must also be made by filling out a Protest Form with the Intramural Supervisor on site, and must be filed before the start of the second inning. For a late arriving player, the protest must be made immediately.