

Campus Recreation | Intramural Sports

UNIVERSITY OF CINCINNATI

2016-2017 Softball Rules

Any intramural rules or policies not mentioned here can be found in the [Intramural Handbook](#). By participating in Intramural Sports, the participant agrees to abide by all Intramural rules and policies.

1. Sportsmanship

1.1 Campus Recreation uses a 4.0 point sportsmanship scale.

1.2 In order to qualify for playoffs, teams must secure a 3.0 or higher average during the regular season.

4.0	<ul style="list-style-type: none">• Always respectful to officials and opposing team.• Does not argue or complain with or about the officials.• Does not comment about officials' calls.
3.0	<ul style="list-style-type: none">• Usually respectful to officials and opposing team.• Minimal arguing/complaining about officials' calls.• One yellow sportsmanship card issued.
2.0	<ul style="list-style-type: none">• Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).• Several instances of arguing or complaining.• Multiple yellow sportsmanship cards or one red sportsmanship card issued.• One ejected player.
1.0	<ul style="list-style-type: none">• Excessive arguing or complaining.• Any contact or provocation of officials or opposing team members.• Multiple red sportsmanship cards issued.• Any player involved in a fight.
0.0	<ul style="list-style-type: none">• Team and/or players are out of control.• Multiple persons on team fighting.• Very disrespectful to officials.• Destruction or abuse of UC property.• A team that receives a "0" rating will be suspended from competition until its captain meets with the Assistant Director or Coordinator of Intramural Sports. The team may be removed from competition.



2. Eligibility/Rosters

- 2.1 All players on a team's roster must be both current Campus Recreation Center Members *AND* current UC student, faculty, or staff.
 - 2.1.1 Full time students are automatically members of the Campus Recreation Center.
 - 2.1.2 Part time, co-op, branch students, and faculty/staff must purchase a membership at the Campus Recreation Center to be eligible for intramural play. For membership information please visit the Campus Recreation Center Member Services Desk.
- 2.2 A player who plays on a team in the regular season is eligible for playoffs. Captains cannot add players to rosters during playoffs.
- 2.3 A team may have up to 20 people on its' roster.
- 2.4 Per sport, per season, individuals may only play on one team from each column:

<u>Column 1</u>	<u>Column 2</u>
Independent	Coed A
Fraternity	Coed B
Men's A	Coed
Men's B	
Men's	
Sorority	
Women's	

3. Teams/Substitutions

- 3.1 A team consists of 10 players and may have up to 20 people on its roster.
- 3.2 A team may begin play with a minimum of eight (8) players. Additional players may be added until the start of the fourth inning. If at any time a team is only able to field seven (7) or less, the team will forfeit the game.
- 3.3 **Extra Player Rule:** Teams may elect to use an extra player under the following conditions:
 - 3.3.1 If a team elects to use an extra player (EP), it must be made known prior to the beginning of the game.
 - 3.3.1.1 The extra player must be listed on the score sheet in the regular batting order.
 - 3.3.1.2 If an extra player is used, all 11 players must bat and any 10 may play the field.
- 3.4 Defensive positions may change per inning, but the batting order must remain the same.
- 3.5 A player may substitute for one (1) person in the lineup.
 - 3.5.1 Once a substitute has entered the line-up, he/she must play for a full inning (team's offensive and defensive halves of an inning).
 - 3.5.2 Once a player has been replaced, he or she must reenter the game in the same original position in the batting order.
- 3.6 All substitutions must check in with the home plate umpire.

4. Equipment

- 4.1 A regular 12" softball will be used.
- 4.2 All participants must present a valid Bearcat card prior to all intramural contests.
- 4.3 Jewelry is not allowed during intramural play.
- 4.4 No dangerous apparel or equipment is allowed (e.g., casts, knee braces with exposed metal, or jewelry).
 - 4.4.1 Players who wear a metal brace are required to cover it with at least a half inch of closed-cell slow recovery rubber.
- 4.5 Metal cleats are prohibited. Metal cleats may NOT be worn under any circumstances.



- 4.5.1 All cleats must be molded rubber, soft sole, or turf.
- 4.5.2 Removable spikes are prohibited.
- 4.6 Intramural sports will supply softballs and legal bats; you must play with the softballs provided. Teams must provide their own gloves for each game. **All bats used must be ASA certified.**
- 4.7 It is suggested that the catcher wears a catcher's mask. Campus Recreation Intramural Sports does not provide masks. If the catcher chooses not to wear a mask, he/she inherits all risk associated with playing catcher.

5. Game Timing & Scoring

- 5.1 The game will consist of seven (7) innings or 50 minutes, whichever comes first.
- 5.2 Should time expire, an inning that has started will be completed.
- 5.3 Forfeits are declared 10 minutes after the scheduled game time, not 10 minutes after the previous game has completed. All teams should be ready to play by this time (IDs checked in, batting order filled out, etc.).
 - 5.3.1 If a team is between one (1) and five (5) minutes late, the other team may receive three (3) runs, and the late team loses an at bat.
 - 5.3.2 If a team is between six (6) and nine (9) minutes late, the other team may receive seven (7) runs, and the late team loses an at bat.
- 5.4 **Mercy (Run) Rule:** The game will end if one team obtains a score differential of 15 runs or more after 4 ½ (or 5) innings.
 - 5.4.1 The home team will have the opportunity to complete the bottom half the inning, even if the away team has obtained a score differential of 15 or more runs.
- 5.5 Teams are limited to 10 runs scored in an inning. After the tenth run scored in any half inning, teams will switch or the inning will end, whichever is appropriate.
- 5.6 During the regular season, if a game results in a tie at the end of regulation, no extra innings will be played.
- 5.7 During the playoffs, if a game results in a tie at the end of regulation, extra innings will be played until a winner is determined.

6. Pitching, Batting, Infield Fly, Base Running

- 6.1 A strike mat will be placed as an extension of home plate. If a legally pitched ball hits the mat or the plate, it is a strike (includes all sides of the plate/mat). If a legally pitched ball does not hit either the plate or mat, it is a ball.
- 6.2 A legal pitch must have an arc between 6ft. – 12ft.
- 6.3 The count begins at 1 ball and 1 strike.
- 6.4 A batter with two strikes who hits a foul ball on the ensuing pitch will be out.
- 6.5 **When playing in Nippert Stadium:**
 - 6.5.1 If a ball is hit into seats of the first three sections of bleachers in right field, beyond the area designated by cones (approximately 20 rows up) it is a home run.
 - 6.5.2 If the ball lands in the first three sections of bleachers but does not go beyond the designated area, it will only be a ground rule double.
 - 6.5.3 If a ball lands anywhere, without bouncing, over the wall in the fourth section of bleachers or any further section, it is a home run.
 - 6.5.4 Any ball that bounces into the bleachers will be a ground rule double.
- 6.6 If a ball hit into the outfield becomes lodged under a bench or becomes unplayable by the outfielder, the outfielder should put their hands up and it will be ruled a ground rule double.
- 6.7 The Infield Fly Rule will be in effect when there are less than two outs and:
 - 6.7.1 There are runners on first and second, or
 - 6.7.2 The bases are loaded.
 - 6.7.3 The umpire will announce, "Infield Fly" when one of the above conditions exists and a batter hits a pop-fly in the infield. Please note that an infield fly is a judgment call by the umpire and NOT subject for controversy.



- 6.7.4 When the Infield Fly Rule is declared, the batter is automatically OUT. The ball is alive and runners may advance at the risk of the ball being caught. The runner may also tag-up and advance after a defensive player has touched the ball.
- 6.8 Under NO circumstances are runners permitted to steal. If a player leaves the bag before the batter hits the ball, **he/she will be out.**
- 6.9 Runners must slide or give-up on all non-forced outs that are close. **Sliding or diving head first into a base is not recommended. If a player dives or slides head first serious injury could occur.**
- 6.10 **Overthrow Rule:** If a ball is overthrown and goes out of bounds, a runner will receive the base he/she was going to at the time and one additional base.
- 6.11 **Injured Runner Rule:** If a player reaches base safely but is too severely injured to run, the player sharing that spot in the batting order will replace the injured runner. If that spot is not shared, the last man or woman to make an out will replace the runner.

The game is played by Amateur Softball Association rules except where the University of Cincinnati Intramural Sports department has made adaptations.

