



INTRAMURAL SPORTS/RECREATION SOFTBALL RULES



Game time is forfeit time. Student IDs need to be turned in prior to the scheduled starting time.

Equipment

- Jewelry is not allowed. Medical or religious medallions must be removed, taped or sewn under the uniform.
- A head sweatband or hat is permitted; however, bandanas and "do-rags" are not permitted.
- Rubber, cloth or elastic bands may be used to control hair. Hard items such as beads, barrettes and bobby pins are not permitted.
- A guard, cast or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm or elbow.
- Supports are permitted on other parts of the body as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2 inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- Metal cleats are prohibited.
- Catchers must wear a catcher's mask, they may use their own or the one provided by intramurals.
- All bats will be provided by Intramurals

Team Captain Responsibilities

- Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- Responsible for communicating game time, location and ID policy to teammates.
- Ensure that all teammates sign a "release of claims" form located on the back of the scorecard before participating in their first game.
- **Ensure teammates have a valid YSU ID at game time to check in.**
- Representing the team and communicating with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good team sportsmanship among teammates.
- Turning in team conflict sheets reflecting any scheduling problems for the members of your team.
- Cooperating with the Intramural Supervisors at the game site concerning any protests, incidents or accidents that may occur as well as with the Intramural Sports staff the day following such occurrences.

Players

- Each team shall consist of ten (10) players and may begin a game with as few as eight (8) players. Teams may bat an extra player. A team's roster may include, but not exceed, 16 players. - All players must check in using a valid YSU issued ID.

Forfeits/Defaults

NEW Forfeit Policy:

- **Game time is Forfeit Time**

There are three situations that will result in a forfeit:

- Not Enough Players – Team does not have the required number of players to participate by the scheduled game time.
- Sportsmanship – Game is ended by staff for sportsmanship-related issues.



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Rule 7: Protests

Rules Protest

Questions pertaining to interpretation of rules on the part of game officials must be addressed by the Intramural Supervisor at the time the interpretation occurs and prior to the next live ball. The procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a "time out" and inform the official that he or she wishes to have a ruling on the interpretation by the Intramural Supervisor in charge.
2. No protest which involves the judgment of the official(s) shall be upheld. The judgment of the official(s) is final. This also includes Intramural staff when necessary.
3. If corrections are necessary, the Intramural Supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official's interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the Intramural Supervisor on site and completed. The contest will continue from this point "under protest."

Rule 8: Play

Start of Game

A pre-game coin toss will determine home and away status. No pre-game warm-ups will be permitted.

Timing

- The game will consist of seven (7) innings or a time limit of 50 minutes, whichever is reached first. If an inning begins prior to 50 minutes expiring, the inning shall be finished.
- An inning will officially begin with the third out of the previous inning.
- There shall be no infield ball after the first inning and only one (1) warm-up pitch between innings.
- Extra Innings: The last batted out of the previous inning shall start on second base. This procedure will continue until a winner is decided.

Scoring

- A runner crossing the plate safely scores a run.
- We suggest that each team keep the box score for their own team and the opponent to ensure the proper batting order is being followed.

Mercy Rule

If either team is winning by ten (10) or more runs after five (5) complete innings of play (4.5 if the home team is ahead by ten (10) runs) that team is the winner of the game.

Pitching

- The pitcher shall take a position with both feet firmly on the ground and with one (1) or both feet in contact with the pitcher's plate. If a step is taken it can be forward, backward or to the side provided the pivot foot is in contact with the pitcher's plate and the step is simultaneous with the release of the ball.
- Preliminary to pitching the pitcher must come to a complete stop with the ball in front of the body. The front of the body must face the batter.
- This position must be maintained for at least one (1) second.
- The pitcher shall not be considered in pitching position unless the catcher is in position to receive the pitch.
- The pitch must be delivered underhand with a perceptible arc of at least six (6) feet and not more than 12 feet from the ground. Penalty: Illegal Pitch.



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- The hand shall be below the hip.
- The pitch shall be released at a moderate speed. The speed is left entirely up to the judgment of the umpire.
- The pitcher shall not make “quick return” pitches nor shall they unduly delay the pitch after the batter is ready.

Penalty: Illegal Pitch.

- “No pitch” shall be declared and the action following will be ignored when:
 - A base runner is called out for leaving base too soon.
 - The pitcher pitches during the suspension of play.
 - The ball slips from the pitcher’s hand during the windup or during the back swing.
 - The pitcher pitches before a base runner is able to return to their base following a foul ball.
 - The batter steps out of the box and the pitcher stops.
- “Illegal pitch” (Called loud and immediately) shall be declared when:
 - The pitcher throws to a base other than home with their foot on the pitcher’s plate (a ball is called unless it is an appeal).
 - The pitcher delivers any pitch not in accordance with the rules.
 - If the batter swings at the pitch, the pitch is no longer considered illegal and all resulting action will count.
- The pitcher may have five (5) warm-up pitches before the start of the game.
- New pitchers are allowed a maximum of five (5) warm-up pitches when they enter the game, however, not more than one (1) minute shall be used.

Batting

- The batter will start with a one (1) and one (1) count
- The batter shall not:
 - Have one (1) or both feet entirely outside the limits of the batter’s box touching the ground or any part of home plate when the ball is hit.
 - Penalty: the batter is out and all runners must return to their original bases.
 - Step into the batter’s box with an illegal bat.
 - Penalty: the batter is out and all runners must return to their original bases.
 - Enter the batter’s box with an altered bat.
 - Penalty: the ball is dead, the batter is out and is ejected from the game.
- The batter must take their position within ten (10) seconds after the umpire calls “play ball” or be called out.

Penalty: each pitch delivered shall be called a strike.

- The batter may not step out of the batter’s box without first asking the umpire for “time.” If the batter does step out without “time” being granted the pitch will be called accordingly.
- Batters hitting a second foul ball following the first strike will be called out. Examples: three (3) foul balls – out, one (1) swing and miss then (2) foul balls – out, one (1) foul ball then one (1) swing and miss – out.
- If there are less than ten (10) players no out(s) will be recorded for missed spot(s).
- A team may bat an extra hitter if they chose, but no more than 11 may bat in a lineup.

Base Running

- Base runners may leave a base as soon as a ball is hit or when the pitch crosses home plate.



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- When the base slides away from its proper position (when a runner goes into it sliding feet first) the runner is assumed to be on the base and not in jeopardy to be put out unless they try to advance. If the player slides head first, they must hold on to the bag to avoid being called out.
- Fake Tag: A fake tag or simulating the motion of catching a throw is a form of obstruction. The fake tag is a potential safety hazard and is also considered unsportsmanlike conduct. Penalty: The offender shall be ejected from the game and runners shall be awarded bases they would have reached if the obstruction had not occurred.
- Intentional Walk: If a pitcher desires to walk a batter intentionally they should indicate this to the umpire who will award the batter the appropriate base. The ball is dead during the award.
- Out of base path: If a base runner goes out of the base path to avoid being tagged, they are out. A player is not required to slide into a base, however, a player may not deliberately or otherwise crash into, or “takeout,” a fielder who is attempting to make or complete a play. Penalty: the runner is out and the ball is dead. No runner shall advance because of the interference. If the umpire determines the act is flagrant the runner shall be ejected from the game.
- Out of Play
 - Overthrows: All runner(s) will be awarded two (2) bases from the last base legally touched. The award will be governed by the position of the runner(s) when the ball left the throwers hand.
 - Catch and Carry: If a player catches a fly ball in playable territory then goes out of play with the ball in their possession the runner(s) advance one (1) base (if intentional, runner(s) advance two (2) bases).

Rule 9: Sportsmanship

The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures contained in this handbook. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the Intramural staff at all times.

Unsportsmanlike Conduct

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- Use foul or derogatory language, threaten or verbally abuse any other participant or Intramural employee before, during or after the game.
- Participate in a game for which he or she is ineligible.
- Argue or talk back to the Intramural staff. Only the captain should address an official and only if done so in a courteous manner.
- Intentionally strike, push, trip or flagrantly foul another participant, spectator or Recreational Sports employee.
- Mistreat the facility, equipment or supplies of The Ohio State University and/or the Department of Recreational Sports.

Unsportsmanlike Conduct Penalties

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors.

- Verbal Warning Resulting in Incident Report – Conduct Warning
- Ejection of Participant With/out Warning – Ejection