

# **INTRAMURAL SPORTS SOFTBALL RULES 2019-2020**

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## **WILLIAM & MARY CAMPUS RECREATION**

### **Mission**

*The Department of Campus Recreation provides quality recreational opportunities to all members of the William and Mary Community to enhance and foster a lifelong appreciation for health, wellness, and recreation.*

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## **PURPOSE AND PHILOSOPHY OF INTRAMURAL SPORTS**

The purpose of Intramural Sports is to provide structured, competitive leagues and tournaments featuring a variety of sports and activities throughout the school year.

William & Mary Campus Recreation staff is dedicated in interest and spirit to the responsibility of serving all students, faculty and staff. The success of our program depends in a large part on the ability of the staff to: present a positive attitude, communicate and act in a courteous and professional manner. Your job is to serve the students, faculty and staff of William & Mary while officiating intramural sports contests and maintaining an atmosphere supportive of friendly competition. Your leadership directly influences all participants and provides game control and safe play. The example you set, the manner in which you answer questions and give direction, and the way you offer assistance will either contribute to or detract from the services provided by Campus Recreation Program.

### **SPORTSMANSHIP**

The William & Mary Department of Campus Recreation encourages sportsmanlike conduct from all participants. Unsportsmanlike or other unspecified, inappropriate behavior occurring in College facilities or during Campus Recreation events will be handled in an expeditious manner within the guidelines set forth in the Sportsmanship/Punitive Action Policy.

Teams will be awarded a sportsmanship rating by officials after each game. The point scale used will be 1-5, with 1 being poor sportsmanship and 5 being exceptional sportsmanship. Any team having a rating of less than 3 for any 2 games of the regular season will be dropped from the league. Any team with less than a 3 average for the entire regular season will not advance into the playoffs. Any team not receiving at least a 3 rating for each game in the playoffs will not advance to the next round in that playoff.

## **EQUIPMENT**

- The Department of Campus Recreation will provide the following equipment: bats, balls, catcher's masks and bases. **Players are to bring their own gloves.** Campus Recreation will only be able to offer a few gloves for use. Teams are responsible for lost equipment on their field and will be charged replacement costs.
- **NO CLEATS ALLOWED ON THE TURF! Only turf shoes or sneakers allowed on Busch Turf!** Only sneakers, turf or molded rubber shoes are legal on the grass fields. No screw-in or metal-cleated shoes allowed. Players may not wear street shoes of any type. All players must wear closed toed shoes!
- A 12" RF ball is used for all games.

## **PLAYERS AND SUBSTITUTES**

### **Number of Players**

Maximum number of players on a team is 20. The maximum number of players on the field is 10, the minimum is 7.

### *Co-Rec*

Maximum number of players on a team is 20. The maximum number of players on the field is 10, the minimum is 7. If 10 players are being fielded, there must be five men and five women. A team cannot play two more players of one gender than the other in the field or at bat (i.e. 4 males and 3 females or vice versa are permitted but not 5 of one and 3 of the other).

### **Substitutions**

#### *Courtesy Runner*

A courtesy runner may be used once an inning. The courtesy runner may be any player, but if that courtesy runner's turn at bat comes and he is still on base it is an automatic out. In Co-Rec, the courtesy runner must be the same gender as the person for which they are substituting for.

#### *Lineup Changes*

Roster players may be added to the batting lineup throughout the game with no penalty. The player to be added must be placed at the end of the batting order.

### **Captain**

Each team will designate a captain to the umpire for communication purposes. The team captain will represent the team in all dealings with the umpires.

## THE GAME

### Start Time

Teams must be ready to begin play at the scheduled start time of the game. Teams are given a 5-minute grace period if at least one player from each team is present. If a team does not have the minimum number of players after the grace period, the team forfeits the game.

If the preceding game runs longer than the allotted time, the game will be permitted to finish. If the preceding game runs over five minutes late (taking up the time of the succeeding game's grace period), there shall be no grace period awarded. All players must present a photo ID in order to play.

### Home Team

The home team is the second team listed on the schedule during the regular season. During the playoffs the higher seeded team will be the home team.

### Length of Game

The length of a game shall be 6 innings. A new inning will not start after the 50-minute time limit is reached. If during the regular season all 6 innings have been played or the 50-minute time limit has been reached and the score is tied, that game will be recorded as a tie.

### Mercy Rule

If after 4 complete innings or any complete inning thereafter with the visiting team ahead (3-1/2 or any half inning thereafter with the home team ahead) a team leads by at least 15 runs, the game will be official and will be stopped.

### Unfinished Games

In cases where a game is terminated by the Intramural Supervisor due to darkness, weather conditions, or any unusual situations and it is not yet an official game (a game will be considered official once the 3rd inning concludes), it will be considered a rain-out and the best efforts will be made to reschedule the whole game (all runs, outs, batting orders, etc. are void).

### Pitching Regulations

- The pitcher shall take a position with one or both feet in contact with the pitching rubber.
- **The pivot foot must be in contact with the pitcher's rubber until the ball leaves the hand.**
- The pitcher must come to a full stop with the ball held in the pitching hand or both hands in front of the body before beginning a pitching motion.
- The pitch starts when the pitcher makes any motion that is part of his/her wind-up after the required pause.
- The ball must be pitched underhand at a slow speed, with a perceptible arch of at least 6 feet above the ground to a maximum of 10 feet from the ground.
- The speed and height of the pitched ball are left to the judgment of the umpire. He/she shall warn a pitcher violating these regulations after which the pitcher may be removed from the position for the remainder of the game if still not compliant with the regulations.

- Any pitched ball that does not conform to all the requirements of a Fairly Delivered Pitched Ball is considered an Illegal Pitch. These illegal pitches will not be so declared until the pitched ball reaches or crosses the plate.
- In each case the umpire shall declare an illegal pitch a ball; provided, however, that if the batsman swings at any illegal pitch, it shall be declared a strike, with no penalty for the illegal pitch. The ball remains in play if batted by the batsman.

### **Batting**

A team may bat more than 10 people in a game (i.e. Team A has 12 people, all 12 people bat and any 10 may play positions in the field). In Co-Rec games, the gender ratio in the batting order and on the field must be maintained (equal numbers or one extra male or female player). Men and women must alternate in the batting order. This is to ensure the gender ratio is honored.

- Players **MUST ALWAYS** bat in the same order.
- Teams do not have to bat more than 10 people. In this case, normal batting order rules apply.
- Each batter will have a count of one ball and one strike when they come to bat. 3 strikes are required for a strike-out. 4 balls are required to walk a batter. The second foul ball after 2 strikes results in a strikeout.
- No bunting, no chopped balls. Batter is out on any bunted ball or any intentionally chopped ball. Swinging bunts and check swings are permitted so long as the intent of the check swing isn't deemed a bunt attempt by the umpires.
- In Co-Rec games, if a pitcher walks a male player **without throwing at least 1 strike**, the next batter if female has the **option** to accept an **intentional walk or bat**. If a pitcher walks a male player but **has thrown at least 1 strike**, then the next batter does not have this option and **must bat**.
- If an infielder drops a fair fly ball or line drive on purpose with at least first base occupied and less than two outs, the batter is out.
- A homerun is declared when a live and fair ball on a fly goes into the yard in right field (IM Field #1) or over the fence in right field (IM Field #2).
- A fair ball which goes into the bushes/shrubs or bounces into the yard in right field (IM Field #1) or bounces over the fence in right field (IM Field #2) is a ground rule double.
- All balls off the bat of the hitter or following an error are in play, including hits that go into other fields. If a player on another field touches the ball, the batter is awarded the base he/she was heading to plus one.
- If a defensive player collides with another player or person on the field, the ball is declared dead and the runner is awarded as many bases as the umpires deem proper.

### *Infield Fly Rule*

With runners on first and second, or first, second, and third, with less than two outs, if a batter hits a fair fly ball in the infield that could be caught with ordinary effort, the batter is out.

Runners advance at their own risk.

**Baserunning**

- The stealing of bases is prohibited, runners are to stay on the bag until the ball is hit.
- A runner that leaves early is out and the ball is dead.
- Sliding is permitted given that the player slides straight into the base, the umpire shall judge the runner's intent and may rule the runner out.
- A runner that runs into a fielder on purpose is out and ejected from the game (See Sportsmanship/Punitive Action Policy for more information).
- If the play is at first base, a runner is out for touching the inside base at first base rather than the Orange Safety Base.
  - The runner may touch the inside base if the play is elsewhere or a base hit as a continuation toward second base.
- On the IM Field, the area behind the backstop and the areas outside the backstop extending all the way down the first and third base lines are dead ball territory.
- On Busch Field, the umpires will point out the lines that make up dead ball territory.
- A ball hit into dead ball territory on a fly is dead by the umpire and cannot be caught by any fielder.
- A fair ball that bounces into dead ball territory remains in play.
- An overthrown ball that goes into dead ball territory is in play, unless the ball is thrown into the stands, over the fence on Busch Turf, or over the fence into the road on the IM Field is dead. Runners are awarded two bases from the last occupied base.
  - When the ball becomes dead as a result of the first throw made by an infielder, the award is made from the batter's and runner's position at the time of the pitch.
  - When the throw is made by an outfielder or is the result of any succeeding play or attempted play by an infielder, the award is from the last base touched by the runner at the time the throw is released.
- The umpire shall call "Time!" when a fair ball is returned to the infield and play has ceased.

**Appeals**

Any fielder can appeal a runner once (tag the runner or the base) before the umpire has called "Time!" The ball is still alive and all runners may advance with liability of being put out.

After the umpire calls "Time!" and after the umpire calls "Play Ball!" but before the first pitch of the next batter, the pitcher announces which runner and which base he is appealing. The ball is then live only for the purpose of making an appeal.

**Additional Rules**

NSA Slo-Pitch Softball Rules apply in cases not covered by William & Mary Campus Recreation Softball Rules.

## **PLAYOFFS**

### **Format**

The format of the playoffs will be a single elimination tournament. Playoffs may occur on dates and times other than those preferred, take this into consideration when completing the close-out sheet for playoffs.

All games in tournament play shall follow regular season rules (except championship games which go the full 6 innings). In case of a tie, extra innings will be played until a winner is decided.

If a playoff game is stopped due to darkness, weather conditions, or any unusual situations, if at all possible, it will be continued from the point at which it was stopped.

## **PROTESTS**

- No protest will be considered that concerns the judgment of an official.
- To be valid, a protest of a rule interpretation must be verbally registered with an official at the time the incident occurs. The game will be stopped. The officials and team captains shall separate themselves from the other participants and determine the correct ruling.
- If either captain believes the ruling to be in error, he/she may request that the officials consult with the sports supervisor on duty. The supervisor will make a decision and the game will continue.
- If either captain believes the supervisor's ruling to be in error, he/she should inform the supervisor that he/she wishes to file a formal protest. At that time the protesting captain will complete a protest form with the supervisor. The game will continue under protest.

### **INCLEMENT WEATHER**

The decision to play a scheduled slate of games which is threatened by bad weather or wet grounds will be made approximately one hour (it may be made earlier) before the scheduled starting time of the first game. The Sports Supervisor on duty will make decisions regarding inclement weather at the sites and notify the captains as soon as possible.