



CAMPUS RECREATION

Illinois State University

Intramural 12" Softball RULES OF PLAY

Please consult the Intramural Sports Participant Handbook for the complete list of Intramural Sports policies.

Amateur Softball Association (ASA) rules will be in effect except for the following modifications:

Location

- Games will be played at Gregory Street Fields.
- Please give yourself plenty of time to get to your games ahead of schedule. Remember that all team members must be signed in and ready to play at game time to avoid a forfeit.

General Information

- Prior to Game Time:
 - Players must check in at the tent behind field 1 before heading to their scheduled field. Valid IDs must be presented at check-in. Acceptable forms of IDs are:
 - Current Illinois State University student ID.
 - Current faculty/staff ID with photo ID.
- NO ALCOHOL OR TOBACCO is allowed at any Intramural Sports venue. Anyone found consuming alcohol or using tobacco products will be asked to leave the facility and may face additional disciplinary action. Participants who appear to be under the influence will also be asked to leave.

Schedule

- Major Sports will be divided into competitive and recreational leagues.
 - Competitive Leagues – Designed for players that want a competitive environment and want to compete for a championship.
 - Format: Four scheduled regular season games. The top two teams of each pool will advance to a single elimination playoff, unless otherwise specified by Competitive Sports Admin.
- If your team is unable to make it to your game, be sure to contact the Intramural Sports Office at intramuralsports@ilstu.edu by 2:00pm the day of your game (if your game is scheduled during the weekend, you must contact the Intramural Sports Office by 2:00pm the Friday before your game). This will enable your team to be credited with a default rather than a forfeit.
- Unfortunately, Intramural Sports games can be impacted by the weather. We reserve the right to cancel, postpone, or reschedule games due to inclement weather. When inclement weather arises, Intramural Sports staff will send out cancelations via IMLeagues.
- Regular season games canceled due to inclement weather may not be rescheduled due to the limited amount of time and space to play. When playoff games are postponed due to weather, the Intramural Sports Staff will make every effort to make up all remaining games in the playoff tournament. Playoff brackets will be updated on IMLeagues to reflect the updated dates and times.

Players

- A legal team shall consist of ten (10) players. A team may start a game with the minimum of eight (8) players.
- Coed teams may play with any combination of the following:
 - 5 males & 5 females
 - 4 males & 4 females
 - 5 males & 4 females
 - 4 males & 5 females
 - 6 males & 5 females
 - 5 males & 6 females
 - 6 males & 6 females
- A team may never have more than five male or five female players in the field.
- Coed teams must have two female players and two male players in both the outfield and the infield.
- Male and female players must be in alternating spots in the batting order.
- A male batter, who receives an intentional walk, or base on balls, is awarded first base and second base. With two outs, the following female batter will have the option of hitting or automatically walking.
- A speaking captain must be designated for each team. They alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.

Eligibility

- Please reference the Intramural Sports Participant Handbook for any eligibility clarification.

Playoffs

- In order to make the playoffs, teams must meet the following criteria:
 - Finish in the top 2 of their division.
 - The team must maintain at least a 3.5 team sportsmanship rating throughout the season.
 - No team that forfeits any regular season game will be allowed to participate in the playoffs.
- Teams are able to add players to their roster at any point, including playoffs.

Equipment

- **No jewelry is permitted during play**
- Metal spikes or cleats may not be worn.
- Any player may wear soccer shoes with molded cleats.
- Non-cleated athletic shoes may be worn (i.e., tennis shoes, running flats, etc.).
- All players on the field must have a glove.
- All bats must be ASA certified with a logo. A legal bat will be provided if a team does not have one.
- Intramural Sports will provide game softballs and bats only. Teams are recommended to wear like colored shirts with numbers.
- The batting team is responsible for retrieving all foul balls.
- **NOTE:** You must schedule an appointment with a Competitive Sports Administrator prior to playing if you have a special equipment need (i.e. religious or medical). All equipment decisions made on site by the Competitive Sports staff on duty shall be final.

Game Regulations

- Each game will have a 45-minute time limit, the time limit will be 45 minutes beginning at the scheduled game time. The plate umpire will determine the official time. No inning will be started after the time limit has been reached. The game will end after seven innings or after the inning in which time expires, whichever happens first.

- Before each game the pitcher will be allowed a maximum of five warm-up pitches. Between innings, the pitcher will be allowed a maximum of two warm-up pitches.
- There is no run limit for each inning. The inning will only end when a defensive team converts three outs, time expires, or the overall run rule is reached.
- Batters will start each at bat with a 1-ball, 1-strike count. If a batter hits a foul ball after two strikes, they will get one courtesy foul ball. If they hit another foul ball, the batter will be out.
- A strike mat will be utilized. Any ball that is pitched with the proper arc will be called a strike if **any part of the ball touches any part of the mat or plate.**
- No lead-offs or base stealing. Players shall remain on the base until the batter makes contact with the ball.
- There are no fences for home runs. Every ball hit in fair territory will be in play. If a player from the other field interferes with a live ball, it will immediately become dead and the runners will be placed where they could be reasonably expected to have reached without interference. This will be determined by the officials.
- A defensive player must use 1st base or home plate to make a play. On force plays at first, the offensive player shall use the safety base. Likewise, at home plate, the offensive player shall use the strike mat. Both feet-first and head-first sliding are allowed as long as contact is avoided as much as possible. Contact with an opponent could result in an ejection.
- When the ball is in play and is overthrown (beyond the boundary lines, or into the dugout) the ball is dead. In all cases when this happens, all runners will be awarded base they were actively running toward plus one base from where they were at the time the throw was made.
- When a legally caught ball within the boundaries of the field is carried by the fielder unintentionally into dead ball territory, the ball is dead, the batter is out, and all runners advance one base beyond the base they occupied at the time of the pitch.

Pitching

- The pitcher shall take a position with one or both feet firmly on the ground and in contact with the pitcher's plate.
- The pitcher must come to a complete stop holding the ball in front of the body with a pivot foot in contact with the pitcher's plate. This position must be maintained at least one second, but no more than 20 seconds before starting delivery.
- The ball must be delivered at a moderate speed, under-hand below the hip with a perceptible arc of at least six (6) feet from the ground and not more than ten (10) feet from the ground before the ball reaches home plate.
- The pitcher must have a continuous motion. No hesitations, fakes, etc. allowed.
- When the ball is released, then the pivot foot may come off the rubber.

Grace Period

- If at game time a team is not ready for play, a 10 minute grace period will be automatically enacted.
 - Step 1 - 0 – 9:59 minutes, a team which is not ready to play will be penalized and start the game down 3 runs with a 0-3 score and cannot receive more than a 3 sportsmanship rating.
 - Step 2 – Competitive Sports Supervisor will call forfeit at the 10 minutes if a team is not ready for play (dressed, on the court, signed in) mark and a forfeited team will receive a 0 sportsmanship rating.

Minutes Late	Penalty	Sportsmanship
0-9:59 minutes	Starting score 3-0	Max 3
10 minutes	Forfeit	Max 0

Mercy Rule

- The game will be over if a team is winning by 20 runs after 3 innings, 12 after 4 innings, and 10 after 5 innings

Substitutions

- All team members have to check-in to be in the batting order and on the field. Teams may designate an Extra Hitter (EH), but it must be done prior to the start of the game and may not be added once a game has started. The extra hitter may take a position in the field but must remain in the same spot in the batting order.
- Team members checking in after the first pitch must be added to the bottom of the order, but only to 10 players.
- All substitutions must be reported to the score keeper. Any player may be substituted or replaced and re-entered once, providing players occupy the same batting positions whenever in the lineup. Players may not re-enter a second time. The starting player and his/her substitute may not be in the lineup at the same time. If a player re-enters the game a second time or a player re-enters the game in a position in the batting order other than their original starting position or substitute position, this is considered an illegal re-entry.

Sportsmanship

Intramural Sports has developed a sportsmanship rating system that is intended to be an objective scale utilized by the Intramural Sports team members to evaluate attitude and behavior throughout each Intramural Sports contest. After each game, the Officials will rate each team on their sportsmanship before, during, and after each Intramural Sports game. To be eligible for the playoffs each team must average a "3.5" or better throughout the regular season.

A sportsmanship rating below "3" is considered 'unacceptable'. Any team receiving an unacceptable rating will be notified via email. Any team receiving a sportsmanship rating of "1" will be required to set up a meeting with the Intramural Sports Office prior to their next scheduled contest. Failure to do so will result in the forfeiture of any subsequent games. The Individual(s) who are removed from play for poor sportsmanship will receive at least a one game suspension be suspended from all Intramural Sports activity until meeting with Intramural Sports Pro Staff where further consequences may be determined.

Teams receiving an unacceptable sportsmanship rating in the playoffs will be eliminated regardless of the outcome of the game. An unacceptable rating in the playoffs will result in that team's removal from the tournament.

<u>Scale</u>	<u>Description</u>
5	Excellent Conduct and Sportsmanship - The team shows good sportsmanship and cooperates with the opposing team or Competitive Sports Team Members. There are no major complaints or conduct-related penalties. The team is under control without any need for captain intervention.
4	Good Conduct and Sportsmanship - The team still shows cooperation with officials and opponents but may have some complaints and grumbling. There are no blatant displays of bad attitude. The captain is in control of the team and there are no warnings, yellow cards, or conduct-related penalties.
3	Average Conduct and Sportsmanship - The team shows momentary lack of cooperation with officials, opponents, or supervisor. There may be consistent complaining but no excessive display of bad sportsmanship. Captain mostly has control of the team.
2	This is an unacceptable rating. Below Average Conduct and Sportsmanship - Team constantly comments to the Competitive Sports Team Members and/or opposing team from the field and/or sidelines. Poor sportsmanship may include non-verbal and verbal dissent towards Competitive Sports Team Members and/or the opposing team, which may or may not merit sport specific, conduct-related penalties.
1	This is an unacceptable rating. Poor Conduct and Sportsmanship - Captain has no control over teammates and/or themselves. Team is completely uncooperative and poorly represents themselves and the Illinois State Intramural Sports Program. Teams, including fans, receiving multiple yellow cards, a red card, unsportsmanlike penalties, technical fouls, or an ejection will receive no higher than a "1" rating.

If a team feels that they have been rated unfairly during the game, they may file a protest by emailing the Intramural Sports office at intramuralsports@ilstu.edu.