*All intramural (IM) participants are expected to review the Intramural Participant Handbook. The handbook is located at http://www.ship.edu/Recreation/Intramural_Sports/.

SCHEDULE INFORMATION:

1. Game and officiating schedules will be recorded daily on the Rec Hotline (717-477-1561, prompt #3). All IM softball participants are expected to call the Rec Hotline daily to confirm league schedules. In cases of inclement weather, decisions to postpone games will be made one hour before scheduled contest(s).
2. All games will be played at the Student Rec Complex (SRC) on assigned fields. Field site may change only when dictated by IM Staff. Any games played at sites other than that designated will be recorded as losses for both participating teams.
3. All games will be played with a one-hour time limit and/or a maximum of seven innings, whichever comes first. A forfeit will be given to any team unable to provide the minimum number of players (9) at scheduled game time. A game may not extend into the time period of the next scheduled game. In the event that an inning is not completed, the game shall revert to the last completed inning.

ROSTER:

1. Rosters must be submitted within the designated period listed on the roster form. Rosters that are late, incomplete, or illegible, will not be accepted.
2. The IM softball league will consist of men’s and women’s teams. If the Director of Recreation determines that participation by one gender is insufficient to provide an opportunity for quality competition, individuals may be permitted to form co-ed teams.
3. No players on the current varsity baseball or varsity softball roster may participate. Teams may include a maximum of 2 individuals who were on the varsity baseball roster during the 16-17 academic year. Members of the varsity softball roster during the 16-17 academic year are not eligible to play.
4. Roster changes are prohibited following the completion of 50% of the regular season.
5. Each player is required to present SU ID to IM staff upon arrival to the field. Any individual failing to present SU ID, who participates in a contest, will subject the parent team to forfeiture.

SOFTBALL RULES OF PLAY:

1. Each team shall have nine players on the field to begin a game. The team may not start the game with less than nine. Nine (9) defensive players are in the field, with the 10th player being the pitcher from the opposing team.
2. Each team will establish a batting order prior to the start of the game. The batting order consists of 10 persons. If a team has the minimum requirement of 9 players, it is permissible to have a nine person batting order. Once the 9 person batting order is established it may not be changed to 10 upon the arrival of additional players.
3. That order shall be announced to the opposing team and entered on the game result sheet. Substitutions are to be written on the same sheet and announced to the opposing team.
4. A fielding player may re-enter the game once their substitution has batted. This rule does not apply to the pitcher. There is one re-entry rule in effect. The player must re-enter only in their original position in the batting order.
5. The batting team will supply a pitcher who will pitch to his/her own team.
   - Each batter will be presented a maximum of three pitches.
   - There is a 3-pitch limit per batter. All pitches will be counted regardless of pitch quality. This includes illegal arc pitches.
   - Should a batter fail to put a ball in play within the third pitch, he/she will be called out.
   - The pitcher will bat his/her turn. Any teammate may pitch to him/her. The pitcher will return to the mound after base-running responsibilities have been fulfilled.
   - A pitcher should avoid fielding the ball. Only in the interest of safety should a pitcher touch the ball for any purpose other than presenting it to the batter. Intentional interference will result in the batter being called out.
   - A ball striking the pitcher shall be ruled a dead ball and the pitch shall be replayed.

6. Runners are not permitted to steal a base. A runner not in contact with the base until a legally pitched ball has reached home plate results in a dead ball. A no pitch is declared, and the runner is ruled out. Base runners may not slide into any base. Any slide will result in the base runner being automatically out. Base runners may over run any base and not be exposed to a tag out if, in the opinion of the base umpire, no effort was made to advance to the next base. It is the defensive players responsibility to allow an over run path to the base runner. If obstructed, the base runner is awarded an additional base.

7. Any player deemed by the officials to have slid into a player or made physical contact for the purpose of breaking up a play, or inflicting injuries, will be expelled from that contest at the discretion of the umpire.

8. The arc of the pitch must be above the batter’s head to be a legal pitch. A foul ball caught by the catcher will not result in an out, unless the arc of the pitch is above the batter’s head.

9. The pitcher must start his/her motion with both feet in contact with the pitching rubber, and the pitch must be released in an underhand motion from the 50’ pitcher’s plate. The wrist may be no farther from the pitcher’s body than the elbow. The pitch must arc at least 3 feet from the pitcher’s point of release prior to crossing the plate. The home plate umpire shall immediately call a no pitch when the height criterion is not satisfied.

10. There are out-of-play lines outside of foul lines. No fielder should pursue a fly ball outside those lines. A caught fly ball will be an out provided the fielder is not on or outside the out-of-play line. Infield overthrows going out of play may advance runners one base. Outfield overthrows going out of play may advance runners two bases.

11. A hit ball striking the wires above field A is a dead ball and does not count as a pitch to the batter. Thrown balls striking the wires are in play.

12. Any ball put in play by a full swing is legal regardless of the distance that it travels. Any ball hit with an effort other than a full swing (e.g. Half swing, check swing, bunt) will be a countable pitch and dead ball.

13. A ball hit under the bleachers will be a ground rule double.

14. Benches and light fixtures in the field of play are considered to be part of the field of play.

15. A ball hit into the stream will be a homerun.
   - A ball rolling into the stream will result in a ground rule double.
   - A bounced ball into the stream will result in a home run.

16. All certified softball bats are permitted, while baseball bats are prohibited. Any bat used other than a certified softball bat will result in a forfeit.

17. The Department of Recreation will be providing all game balls for play. Any game played with any other ball will result in a loss for offending teams.

18. Metal spikes are prohibited and will result in automatic ejection upon entering the field of play.
19. Batting/fielding practice may not take place between or before games. Pitcher is limited to three warm-ups per inning. Pitchers entering in the middle of an inning must pitch to the batter cold.

20. At the home plate umpire’s discretion, a team determined to be delaying the game for a competitive advantage may be assessed a forfeit. Warning is suggested, but is optional.

21. Team captain is the only individual authorized to discuss rules interpretation with an umpire. Judgment calls are final.

OFFICIATING INFORMATION:

1. All regular season and early round post-season competition is officiated by participants from IM softball teams not involved in the contest. No student umpire should officiate any game in which his or her parent organization is participating.

2. Officials are assigned to specific duties as noted on the score sheets. Officials must be on time, and actively and effectively officiating. Any official using an electronic device while officiating will receive an officiating violation for their team. IM Staff may remove officiating credit in a situation in which officials fail to meet the officiating standard, resulting in an officiating violation.

3. Officials have complete control of contest at all times. If a player shows unsportsmanlike conduct, one warning will be made to the player and his or her parent organization. If the player continues their unsportsmanlike conduct, he or she will be ejected from the game, and the official may request the Director of Recreation to permanently expel the player from that sport.

4. If a spectator shows unsportsmanlike conduct, the official will issue one warning. If the unsportsmanlike conduct continues, the official may stop the game until the person leaves the area. If the ejected spectator is a member of any team participating in intramurals, the parent organization may be assessed a forfeit.

5. Officiating Responsibilities:
   - Base Umpires:
     - In play vs. out-of-play
     - Plays at 1st, 2nd, 3rd including slide determination, defensive interference, and effort to advance.
   - Ground rules
   - Scorekeeper:
     - In conjunction with captains, properly completes score sheet.

6. Home plate umpire will be an IM Staff member. The first team listed on the schedule will provide two officials; one for score-keeper responsibilities and one for the third base line. The second team listed on the schedule will provide one official and he or she will be on the first base line.

7. Officials are required to sign the score sheet following the game. Any failure to officiate and/or sign in the respected officiating slot on the score sheet will result in a violation. Forfeits will also result in a violation.

8. Captains are also required to sign the score sheet following the game. Captains should verify the score and game result are recorded correctly on the score sheet prior to signing.

VIOLATIONS:

1. Team forfeits and officiating violations may eliminate a team from competition. Team violations are used to determine a team’s continuation in the league, including eligibility for post-season competition.