**IM SOFTBALL RULES 2022**

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

**SCHEDULE INFORMATION:**
- Game and officiating schedules will be recorded daily on IMLeagues.com. All IM softball participants are expected to check with IMLeagues.com daily to confirm league schedules. *In cases of inclement weather, decisions to postpone games will be made one hour before scheduled contest(s) when possible.*
- All games will be played at the Student Rec Complex (SRC) on assigned fields. Field site may change only when dictated by intramural employees. Any games played at sites other than that designated will be recorded as losses for both participating teams.
- 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 of the next scheduled game. If an inning is not completed, the game shall revert to the last completed inning.

**GAME CHECK-IN:**
- Each player is required to present physical SUID to intramural staff upon arrival to the field. Any individual failing to present physical SUID, who participates in a contest, will subject the parent team to forfeiture.
- Any individual failing to present a requested physical SUID, who participates in a contest, will subject the parent team to forfeiture of the contest and associated penalties.

**ROSTERS:**
- Rosters must be submitted through IMLeagues.com during the registration window. The registration window for 2022 Soccer is Monday, August 22nd at 8:00am through Wednesday, September 7th at 8:00am.
- Any additions or drops after the registration window will be done by the intramural GA. Captains must email the intramural GA at rec@ship.edu with their team name, the individuals name, SUID, ship email, and phone number.
- Shall contain a minimum of 12 players but no more than 15.
- The league is co-ed. However, teams are not required to be co-ed.
- Roster changes are prohibited following the completion of 50% of the regular season. The department of recreation will notify captains with a specific deadline once it has been established.
- No players on the current or ’21-’22 varsity baseball or varsity softball roster may participate in the league.

**EQUIPMENT:**
- 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.
- The department will be providing all game balls for play. Any game played with any other ball will result in a loss for offending teams. Teams are expected to provide their own bats and gloves.
- Metal spikes are prohibited and will result in automatic ejection upon entering the field of play.
- All participants will be expected to wear department issued pinnies for purpose of tracking batting order and participation.

**GAME RULES:**
- Nine defensive players are in the field, with the tenth player in the field being the pitcher from the opposing team.
- Each team will establish a batting order prior to the start of the game. The batting order consists of nine players. Once the nine-person batting order is established it may not be changed.
- That order shall be announced to the opposing team and entered on the score sheet. Participants are to maintain the batting order submitted at the start of the game. Substitutions are to be written on the same sheet and confirmed by intramural employees. Opposing team will be notified by intramural employees.
• A fielding player may re-enter the game once their substitution has batted. This rule does not apply to the pitcher. The player must re-enter only in their original position in the batting order.
• If a participant starts a contest and is substituted for, the starter may return to the lineup at any time for the participant that took their spot.
• Any participant who substitutes into the game burns their ability to play if they are substituted back out with the starter.
• 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.
• Runner 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 extra base.
• 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 ejected from that contest at the discretion of the umpire.
• 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.
• 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 fifty-foot pitcher’s plate. The wrist may be no farther from the pitcher’s body than the elbow. The pitch must be at least three 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 criteria is not met.
• No fielder should pursue a fly ball outside of the out of play lines (dead ball territory). A caught fly ball will be an out provided the fielder’s last step 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.
• 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 still in play.
• 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 (i.e. half swings, check swings, bunts) will be a countable pitch and dead ball.
• A ball hit under the bleachers will be a homerun.
• A ball hit into the stream will be a ground rule double.
• Benches and light fixtures in the field of play are considered to be a part of the field of play.
• A ball hit into the stream will be a Homerun.
• A ball rolling or bouncing into the stream will result in a ground rule double.
• At the home plate umpires discretion, a team determined to be delaying the fame for a competitive advantage may be assessed a forfeit. Warning is suggested but is optional.
• Batting/fielding practice may not take place between or before games. The pitcher is limited to three warm up pitches per inning. Pitchers entering in the middle of an inning must pitch to the batter cold.

**OFFICIATING:**

• Teams are responsible for providing officials per the officiating schedule. Any failure to officiate and or sign in the respected officiating slot on the score sheet will result in a violation.
• Officials must be actively and effectively officiating. Any official using an electronic device while officiating will receive an officiation violation for their parent team.
• No student should officiate any game in which his or her parent team is participating.
FORFEITS:
- Forfeits will also result in a violation. Team violations are used to determine a team’s continuation in the league, including eligibility for post-season competition.
- A forfeit will be issued to any team failing to have nine players at the start time of the game.

SPORTSMANSHIP:
- 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 Director of Intramurals may permanently expel the player from that sport.
- If a spectator shows unsportsmanlike conduct, the official will issue one warning. If the unsportsmanlike conduct continues, the IM staff 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.

STUDENT CODE OF CONDUCT:
- Please refer to the Student Code of Conduct Overview for pertinent information.