SOFTBALL

Any rules or play interpretations not discussed below will be covered by the National Intramural and Recreational Sports Softball Rules Book and Umpires Manual.

I. GENERAL

A. Rosters

i. Players may play for only one men’s or women’s team and one co-rec team.

ii. A team consists of 10 players. A minimum of 8 players is needed to start the game.
   1. You may bat 11 players in Men’s and Women’s and bat 12 in Co-Rec
   2. If starting with less than 10, you may add up to the 10th batter at any time even if the game has started.
   3. If you bat with an odd number in Co Rec, you will take an out in the line out when two batters of the same sex follow in the lineup.

iii. Co-Rec teams consist of 12 players with a minimum of 8 players
   2. If a team desires to start with extra hitters in the line-up, then the combination is 6 women + 6 men. You may bat 10 or 12 but not 11.

iv. Team rosters are frozen at 5:00pm one week following the posting of playoff brackets.

v. There is no limit to players on the roster. Please note the maximum number of t-shirts awarded to a team will be 15.

B. Roster Restrictions

i. No current varsity baseball or softball player may play in intramural sports volleyball.

ii. No more than 2 current club baseball players may play on the same team.
   1. All club players must play in the competitive league.
   2. Any individual on the official competitive roster for that academic year of a registered/recogized FAU Club Sport who competes and/or travels with the FAU Club team. Individuals who submit Club paperwork and/or have practiced with the Club team are considered members for Intramural Sports purposes.

II. Equipment

A. Game balls, bats, and some gloves will be provided by Intramural Sports.
   i. Participants are encouraged to bring their own glove

B. Regulation softball bats must be used by each team.

C. NO BASEBALL BATS!!
   i. Illegal bats used will result in an automatic ejection of the person caught using such a bat and the bat will be removed from the premises.
D. Catchers must wear a facemask to protect themselves. These will be provided.
E. All participants must wear proper athletic attire
   i. No metal spikes
F. **Prohibited Equipment**
   i. Participants may not wear jewelry.
      1. Participants may not cover up jewelry with tape, band-aids or other such items.
   ii. Cast or splints (hard or soft) are not permitted.

III. **Timing**
A. Each game has a time limit of 50 minutes or 7 innings.
   i. Any inning started before the 50 minute time period will be completed
   ii. No inning shall begin after 50 minutes
B. Regular season games can end in a tie. Extra innings will be played only if they start before the 40-minute time limit. All tournament games will continue into extra innings until a winner is determined.

IV. **Regulations**
A. **The Game**
   i. A coin toss shall determine home and visitors
   ii. A game is considered regulation if 4 or more innings have been played if the game is called due to rain or any other situation that will prohibit the completion of the game.
   iii. Games will remain a tie in the regular season. In the playoffs games will be played until a winner has been determined.
   iv. **Batting**
      1. Team at bat will furnish a pitcher.
      2. 3 pitches are permitted to hit a fair ball or batter is out.
         a. If a batted ball hits the pitcher - batter is out, ball is dead, runners return to their original bases.
      3. In Co-rec, Batting order must alternate men and women.
         a. In the case of teams with nine (9) players, an out must be taken between spots in the lineup in which two players of the same gender bat. The captain has the option of placing the out anywhere in the lineup.
         b. In the case of teams with eight (8) players, no automatic outs will be applied.
   v. **Defensive Positioning**
      1. Each team must provide a defensive pitcher and catcher. Pitcher must be located next to the opposing teams pitcher
         a. The catcher may NOT block home plate if they are not in possession of the ball
            i. If the catcher blocks home plate without possession then a runner advancing to home plate will be awarded the run
      2. Infielders must remain even with the bases, until the ball is batted by the hitter.
   vi. **Pitching**
      1. Pitchers will be members of the batting team, and catchers will be members of the fielding team.
a. Pitchers don't have to be listed as one of the batters in the lineup, so there can be a designated pitcher who never bats.

2. A pitcher beginning the game gets five (5) warm-up pitches. A pitcher beginning innings 2-7 gets one (1) warm-up pitch.
   a. Mid-inning replacement pitchers get no warm-ups.
   b. Pitchers may only be changed for new batters.

3. Legal pitches must have an arc of at least 6 feet and a max of 12 feet.

4. No strike outs or walks. Batter must hit the ball fair in three pitches or the batter will be out.

5. Pitcher shall wait until fielding team is ready before delivering the pitch.
   a. No pitch shall be declared when the pitcher pitches during a suspension of play, or when the pitcher attempts a quick return of the ball before the defense is ready. Ball is dead and all play is suspended.

6. **Illegal Pitches**
   a. Illegal pitch constitutes non-compliance with the 6-12ft arc.
      i. An illegal pitch becomes a dead ball immediately.
      ii. No runner or runners can advance.
   b. If an illegal pitch is batted into the field of play the ball is still declared DEAD immediately.
   c. An illegal pitch counts towards a batter’s 3 Pitch Limit, and if it occurs on the batter’s 3rd pitch, he/she is out.

vii. **Sliding**
   1. Runners MAY slide in order to avoid a tag/beat a throw, but MUST do so FEET FIRST.
   2. Head first sliding is NOT allowed.
      a. Any runner who slides-in head-first, will be automatically declared out.

viii. **Overthrow**
   1. Two bases shall be awarded for an overthrow that goes out of play.
   2. This shall be determined from when the player (thrower) releases the ball.
      a. It shall be two bases from point of release.
   3. If overthrown into an "in-play" area, runners advance at their own risk.
   4. The ball is considered out of play when it passes by the nets on the First/Third base lines OR past the backstop.
      a. A ball that hits the nets on the First/Third base line or the backstop is considered in play.

ix. **Forfeits**
   1. Ready to Play and Game Time
      a. A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time.
      b. If at game time, there is one team ready to play and one team that is not, the captain of the team ready to play will be presented the following options by the Intramural Sports Supervisor:
i. Elect to offer the team that is NOT ready to play a 10-minute grace period to acquire the needed amount of players to begin.
   1. If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.

ii. Elect to NOT offer the 10-minute grace period, and automatically take the win.

c. The decision made by the captain of the team ready to play is final. He/she may not change their mind.

2. Penalty Points
   a. In the event that the team ready for play elects to offer the 10-minute grace period, the Captain will then be presented with the following options by the Intramural Sports Supervisor:
      i. Elect to start the game tied 0-0
      ii. Elect to start the game up the following amount of points:
         1. Men’s / Fraternity: 5
         2. Women’s / Sorority: 5
         3. Co-Rec: 5

   b. The decision made by the captain of the team ready to play is final. He/she may not change his mind.

x. Mercy Rule
   1. After 3 complete innings (or 2½ if the home team leads), if a team is ahead by 20 or more runs, the game will be called.
   2. After four complete innings (or 3½ if the home team leads), if a team is ahead by 12 or more runs, the game will be called.
   3. After 5 complete innings (or 4½ if the home team leads), if a team is ahead by 10 or more runs, the game will be called.

B. Rule Clarifications
   i. When the batter is out
      1. If the official batting order is not followed.
      2. If the batter attempts to hinder the catcher from fielding or throwing the ball.
      3. Infield fly rule: if there are runners on 1st and 2nd base or the bases are loaded and there are zero, or one out; the batter hits a fly ball that can be easily fielded by an infielder regardless if the fielder catches the ball or lets it drop, the batter is out and the runners can advance at their own risk.
      4. If the batter bunts the ball.
      5. If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.
      6. Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.

   ii. When the base runners are out
      1. If the runner interferes with the play being made at a base.
      2. If the runner fails to avoid a fielder attempting to field a batted ball.
3. If the runner leaves the base before the batter contacts the ball. No base stealing allowed. No leading off.
4. If the runner is hit by a batted ball when they are off the base, in fair territory, they are out, the ball is dead, and the batter is awarded 1st base.
5. If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared and the batter is awarded first base.
6. If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.
7. If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.

C. Co-Rec Modifications
   i. Teams consist of 10 players on the field
      1. 5 male + 5 female;
      2. If team chooses to utilize extra hitters the combination to hit
         a. 6 males + 6 females.
   ii. Batting order must alternate: Male-Female-Male OR Female-Male-Female.
      1. If this is not followed, there will be an out in the lineup where this occurs. (or the captain can take it anywhere)
   iii. Fielding:
      1. Infield = 2 Females & 2 Males
      2. Outfield = 2 Females & 2 Males
      3. Pitcher & Catcher must alternate gender
   iv. Both will hit with the 12” softball
   v. Outfield positions during a female at-bat
      1. There is no 200 ft line, but outfields must stay out of the infield (outside of the line that separates the infield from the outfield)

V. SPORTSMANSHIP
   A. Ratings
      i. FAU Campus Recreation’s sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point.
         1. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.
         2. The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an “A”.
         3. Participating in Intramural Sports is NOT a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
         4. Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)
5. Any player that is ejected for any reason must come in to speak to the Assistant Director of Campus Recreation-Intramural Sports before their next game. That player or team is not eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not meet with the Assistant Director. All ejections will warrant a minimum 1 game suspension!

B. Rating Criteria
   i. “A” - Good Conduct and Sportsmanship
      1. Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respect fully and calmly. A team winning a game due to a forfeit will receive an “A” sportsmanship rating.

   ii. “B” - Average Conduct and Sportsmanship
      1. Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

   iii. “C” - Below Average Conduct and Sportsmanship
      1. Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

   iv. “D” - Poor Conduct and Sportsmanship
      1. Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

   v. “F” - Unacceptable Conduct and Sportsmanship
      1. Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F”.

C. Positive Contributions to Sportsmanship Rating:
   i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
      1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
      2. The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.

4. Respect is shown for FAU Campus Recreation facilities and equipment.

D. Negative Contributions to Sportsmanship Rating:
   i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
      1. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
      2. Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
      3. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
      4. Taunting an opponent or opposing team spectator (trash talk)
      5. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
      6. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
      7. Any threatening behavior (verbal and/or nonverbal) to any FAU Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
      8. Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
      9. Damage to or destruction of any FAU or FAU Campus Recreation facilities including failure to remove trash from the field or court following a game or match.