

Campus Recreation

University of South Carolina Student Life

10v10 Intramural Softball League

Please refer to the Participant's Manual for a complete list of all Intramural Sport guidelines & procedures
https://sc.edu/about/offices_and_divisions/campus_recreation/documents/intramural/intramural_participant_manual_21_22.pdf

THE GAME WILL BE PLAYED ACCORDING TO THE ASA (Amateur Softball Association) SLOW PITCH SOFTBALL RULES WITH THE FOLLOWING EXCEPTIONS:

Rule changes from previous seasons have been highlighted in yellow

Please pay attention to Co Rec rule modifications

A. General IM Procedures

- a. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card before each game in order to play. You may also use your digital Carolina Card through the GET mobile app. **No ID – No Play – No Exceptions!**
- b. Teams are expected to begin the game at the schedule time. Game time is forfeit time!
 - i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. **The team's captain and co-captain will be suspended on IMLeagues until the forfeit fee is paid.** You will also receive a 1.0 sportsmanship rating for that game
 - ii. Defaults: If you notify the IM office by 3:00 pm on the day of your game (*by 12:00 pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the \$15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0)
 - iii. The UofSC Sport Programs Office can be reached:
 1. By email at sportprograms@mailbox.sc.edu
 2. By phone at 803.576.9387
 3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D
- c. To receive the latest UofSC Intramural Sports schedules, scores, and updates be sure to download the IMLeagues app directly to your phone.
- d. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
- e. Sportsmanship: Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.
- f. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next serve.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

B. Location:

- a. All game will be played at the Blatt PE fields.

C. Players

- a. A team will consist of ten (10) or eleven (11) players if they elect to use an Extra Player.
- b. If a team plays with eight (8) or nine (9) players they do not have to take automatic outs.
- c. The Extra Player (EP) rule will be used. If a team uses the EP rule, only ten (10) players play the field but eleven (11) are allowed to bat. A different ten (10) can play the field each inning provided the same batting order is kept.
- d. Every starter may re-enter once per game. Starters must be placed into the spot in the batting order he/she previously occupied.
- e. The captain making the substitution shall immediately notify the supervisor at the time the sub enters the field.
- f. The on-deck batter and 3rd base coach may be the only players from the batting team on the left side of the field
 - i. Rest of the team/spectators need to be up on the steps
 1. This includes all team equipment

D. Equipment

- a. All equipment may be provided by Intramural Sports and will be brought to the game by the umpire. Teams are responsible for supplying their own gloves. Gloves may be checked out at the Blatt PE Center from Equipment Issue with a Carolina Card.
- b. Athletic shoes or molded rubber cleats are allowed as well as hard plastic cleats. No metal cleats allowed or cleats deemed unsafe for play for supervisor and/or umpire. All players must wear closed toed shoes at all times.
- c. Players may use their own bats as long as they are ASA single walled bats. Composite bats are not considered single walled, and are classified as illegal. All bats will be checked and marked by the Intramural Sports staff before use.
 - i. If a player is found using an illegal bat during an at bat, that player will be declared out. The game may also be declared a forfeit.
- d. The umpires and supervisors reserve the right to deem any personal bat illegal as determined by the Intramural Sports staff.

E. The Game

- a. Games will be a max of seven (7) innings in length, or sixty (60) minutes in duration
- b. No inning may be started fifty (50) minutes after the beginning of the game.
- c. In the event a game ends in a tie after seven (7) innings, the game will be recorded as such (during the regular season only.)
- d. A game will be termed "official" after four (4) complete innings (or 3 ½ if the home team is ahead.)
- e. Batters will enter the box with a "1-1" count.
- f. There will be one (1) "courtesy foul" with a two (2) strike count. The next foul ball will be called an out.
- g. No bunting or intentional chopping of the ball will be allowed (dead ball, out).
- h. The batter is not awarded first base if hit by a pitch.
- i. Sliding is permitted in all leagues, except for diving headfirst into home.
 - i. Any player who slides headfirst into home will automatically be called out.

F. Scoring

- a. There is a ten (10) run limit per inning. Once a team has scored ten (10) runs in an inning regardless how many runners are on base or outs the inning will be over
- b. Mercy rule: If a team is up by twenty (20) after four (4) innings, fifteen (15) after five (5) innings, or eleven (11) after six (6) innings
- c. Team captains must submit a batting line-up, in addition to making sure all team members sign in with the supervisor, prior to the game. Line-ups should be turned in no later than 3 minutes prior to game time.

G. Base Running

- a. No leading off or stealing is allowed. A base runner may not leave the base until the ball has been hit.
- b. A team is permitted, but not required, one (1) courtesy runner per inning. The courtesy runner will take the place of the runner in question. The only stipulation is that the courtesy runner is the last out made by a player of the same gender regardless of the inning of the out.
- c. Plays at first base
 - i. White base is for fielder, the orange is for the runner.
 - ii. Umpire may call a runner out or eject a player for purposely interfering with a play at 1st base
- d. Interference
 - i. With batter by catcher or fielder: Batter is awarded first base and the ball is dead
 - ii. With runner by fielder: Award number of bases umpire thinks the runner is entitled to, and ball remains in play

H. Overthrows:

- a. When the ball is in play and is overthrown (beyond the boundary line), awarded bases will be determined by the base the runner was going towards plus one (1). (Example: If a runner is running to first and the ball is overthrown, the runner is awarded second base).

I. Infield Fly Rule:

- a. An infield fly is a fair fly (not including a line drive) which can be caught by an infielder with ordinary effort in the judgement of the umpire (rule does not preclude outfielders from being allowed to attempt to make the catch), and provided the hit is made before two (2) are out and at a time when first and second bases or all bases are occupied. The runners may advance at their own risk but must return to their bases if the ball is caught. If a declared infield fly falls to the ground untouched, it will still be considered an infield fly as long as it stays in fair territory (ball does not have to be caught for this rule to apply).

J. Pitching:

- a. The ball must be delivered with a minimum arc of six (6) feet and a maximum of ten (10) feet.
- b. One fluent motion is needed to deliver the ball (fakes will not be allowed.)
- c. One foot must remain on the pitching rubber at all times.

K. Playable Areas

- a. Out of Play Restrictions
 - i. Any ball that hits the sidewalk in the outfield becomes a dead ball
 1. Any ball that crosses the sidewalk in the outfield in the air will be a homerun.
 2. Any ball that crosses the sidewalk in the outfield after it has hit in play will award the batter third base.
- b. No player may climb the hill in left field foul territory in an attempt to retrieve/catch a ball
 - i. The ball will be called dead
- c. No player may attempt to catch a ball after it has struck a tree in right field foul territory
 - i. The ball will be called dead
- d. If a ball is caught after it strikes any obstruction (i.e. trees, poles, etc.) there is no out recorded and play will continue as normal.
- e. All other out of play restrictions and unplayable balls will be at the discretion of the umpires

L. Playoffs:

- a. All teams are eligible for post season play provided that they do not forfeit, do not default more than twice, have a 3.0 sportsmanship rating average and have won at least one (1) game.
- b. If a player is ejected for unsporting reason during a playoff match, the game may be forfeited regardless of time or score remaining.
- c. There will be extra innings in the playoffs as needed.

M. CoRec Modifications

- a. Players
 - i. Each team will consist of ten (10) players on the field at one time (5 men & 5 women). A team can bat up to 12 but then both a male & female player must be added to the line-up as an EP.
 1. A substitute may enter the game into the extra hitter's position. That player is now considered the extra hitter.
 - ii. Team members must bat in alternating order (i.e. male, female, male, female, etc. or female, male, female, male, etc.)
 - iii. Players may play any position on the field. There is no stipulation as to where males and females may play.
 - iv. To avoid a forfeit, a team may start with no less than eight (8) players. Teams may play with a 5/3, 4/4, or 5/4 ratio of males/females or vice versa.
- b. The Game
 - i. Players may use their own bats as long as they are ASA single walled bats. Composite bats are not considered single walled, and are classified as illegal. All bats will be checked and marked by the Intramural Sports staff before use.
 1. If a player is found using an illegal bat during an at bat, that player will be declared out. The game may also be declared a forfeit.
 - ii. A restricted arc will be painted in the outfield for CoRec play. The restricted arc will be approximately 160 feet down the first and third base line, and 175 feet to center field. When any batter enters the batter's box, all outfielders must be behind the restrictive arc and infielders must be on the infield and remain there until the ball is batted. If a fielder crosses the line prior to contact by the batter, the offended team may choose to take the result of the play or return the batter and resume the count prior to that pitch.
 - iii. If a male is awarded a base on balls, he will be awarded second base automatically. The female batter behind him then has the option of batting or taking a walk. This decision must be made prior to the first pitch to the female, and must be made by the player in question (not the team captain or coach).
 - iv. If a team wishes to use a courtesy runner, the base runner must be from the same gender.