

IM SOFTBALL RULES

ASA and NIRSA rules will govern play except with the following changes made by Ferris State Intramural Sports. General policies and all official sport rules can be found on the Intramural Sports page on the UREC website.

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Rule 1. Facility and Equipment

Article 1. Facility- Intramural Sports Fields: Ferris Drive (across from Department of Public Safety and Cramer Hall)

- a) Ferris State Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events. Furthermore, intramural Sports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as Ferris State DPS or a member of the Big Rapids Police Department.
- b) Pets: Due to health and safety concerns, pets are not allowed at the Intramural Sports Fields. This includes both formal intramural competitions/events and informal recreational activities.

Article 2. Equipment

- a) The Intramural Department will provide game balls. These must be used during every game. No exceptions.
- b) No metal spikes.
- c) No polyurethane spikes or shoes similar to metal sole and heel plates will be allowed. If a player is found wearing metal cleats, then they will be ejected from the game.
- d) Softball bats must have an ASA approval stamp on them to be used.
- e) Jewelry is illegal. All head/facial piercings must be removed. If piercings cannot be removed, they must be taped. The intramural staff will not provide tape for participants. The only jewelry that will be allowed are wedding bands or medical bracelets.

Rule 2. Eligibility and Game

Article 1. Eligibility

- a) Ferris State students, staff, and faculty are allowed to participate in Intramural Sports.
- b) No ID, no play, no exception. All players must present their own personal FSU ID before every game in order to participate.
- c) If you are caught trying to use someone else's ID, that person will be ejected and the other person will need to come to the UREC office the following day to retrieve his/her ID.
- d) Former Varsity Softball athletes can participate in Intramural Softball if they are not currently enrolled on the Varsity team.
- e) Club Baseball athletes can participate in Intramural Softball. The maximum number of Club baseball Players allowed per team is 2.

Article 2. The Game

- a) Games are played to a maximum of 6 innings or 50 minutes; whichever comes first.
- b) No new inning may begin after the time has expired.
- c) If the away team is up to bat when the time has expired they will finish their at bat, and the home team will have the opportunity to win.
- d) If the defensive team wishes to disregard their own two warm-up pitches, and is set to play when the time has expired, the inning must be completed without any pitches being thrown.
- e) Games called after the 4th inning (due to weather) will be considered official and not be rescheduled.



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- f) During the regular season, if the game ends in a tie, there will be no extra innings.
- g) Playoffs and Extra Innings; Play will begin with the last player out from the previous inning placed on second base, this inning will be played out. There must be winner declared during
- h) Substitutions may be made at any time during a dead ball. Once a sub player leaves the game (batting line-up), he/she cannot re-enter. (Starters may return to the original positions; however, substitutions may not re-enter). Players need to notify the scorekeeper of substitutions.
- i) Minimum of 8 players are required to avoid a forfeit and continue a game. (If a team becomes fewer than 8 players at any time, it is up to the supervisor's discretion, of the current situation, to determine if play continues).
- j) Maximum number of players on a team is 15.
- k) Max numbers that can bat is 15.
- l) Max number of players to play defense is 10.
- m) Mercy Rule: If a team is up by 20 points or more after 4 innings, or 15 runs after 5 innings, that game will be called and the team ahead will be deemed the winner.
- n) Officials for softball include: 1 home plate umpire, 2 field umpires, and 1 scorekeeper.

Article 3. Regular Season

- a) Regular Season will consist of 4 games.
- b) All players must be listed on the team roster before the start of the third week during the regular season.
- c) Rosters will be frozen at the end of the third week of the regular season. This means that all players must be signed up on IMLeagues on the roster of that team AND prior to the beginning of the third week of the season. No additions will be allowed unless approved by the Assistant Director of Intramurals and Club Sports.
- d) Intramural Sports recommends that you have at least two extra players than the required amount on your roster in case you need subs throughout the regular season and playoffs.

Article 4. Playoffs

- a) Every team makes the playoffs as long as they have the proper sportsmanship average (2.75). The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) Once in playoffs, a team must maintain a 3.0 sportsmanship rating to advance.
- c) During the playoffs, if a tie persists after 6 innings has been played, the game will proceed through extra innings.
- d) The extra innings will last until one team scores more runs than the other at the end of the home teams at bat (1 complete inning).

Rule 3: Intramural Softball Specifics

Article 1. Pitching Regulations

- a) The pitch must be delivered underhand with an arc between 6-12 feet from the ground. If the pitch reaches the height regulation and hits the runner mat, it will be called a strike.
- b) One foot must remain in contact with the rubber throughout the whole pitching motion.
- c) Intentional walks may be made by informing the plate umpire. No pitches need to be thrown.
- d) Pitchers are allowed two warm-up pitches between innings.

Article 2. Batting Regulations

- a) Each batter will begin with one ball and one strike.
- b) A foul ball on a third strike is an out.
- c) Any pitch called illegal by the umpire will be an automatic ball. Batter may swing at an illegal pitch at his/her own risk.
- d) Bunting or chopping the ball is illegal. This call is up to the judgment of the plate umpire.
- e) Batters will be called out if they make contact with the ball (fair or foul) and step out of the batter's box.
- f) Batters will be warned if they throw a bat after swinging. They must do their best to lay or toss the bat down and not endanger anyone while doing so. If a batter throws the bat a second time, they will be out.
- g) If a player is found to be batting out of order, the correct batter can come to bat as long as a pitch has not been thrown. Once a pitch is thrown, the correct batter will be called out. If the ball is put into play, and then the player is found to have batted out of order, the correct batter is called out and all runners must return to the previous base. The next person in the lineup will then hit.
- h) **Infield Fly Rule:** When a batter hits a fly ball that can be easily caught by an infielder, the UMPIRES will rule "infield fly, batter is out.", and the batter is automatically out, removing the need for runners to advance. Runners may advance at



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their own risk, but if the ball is caught, they must tag up before running. The batter is out even if the fielder drops the ball if this call is made. The rule is in effect with runners on 1st and 2nd bases, or bases are loaded with less than 2 outs.

Article 3. Base Running Regulations

- a) Base runners are not allowed to run over the defensive player. Any contact that is forceful and flagrant (UMPIRE'S judgment) will result in the ejection of that player.
- b) Runners must tag up on all fly balls.
- c) Stealing is illegal.
- d) Base runners must stay in contact with their base during the pitch until the ball is hit into play by the batter. If they try to lead off or take off while the pitch is in the air, the runner will be called out and the pitch will not be counted. A runner may run through first base with no liability to be put out, as long as they make no attempt to second base. If a baserunner makes no attempt to run towards 2nd base, but turns towards second base to return to first, the runner will not be called out.
- e) Runners must touch home plate, or the mat, in order for the run to be counted.

Article 4. Defensive Regulations

- a) Fake tags are not allowed. (Player will get one warning before ejection is warranted)
- b) Overthrows: When the ball goes beyond the boundary line (dead ball area), a runner will be given the base made plus one. A base is not considered made until it has been touched.
- c) Dead Ball Area: If a player carries a live ball into the dead ball territory, the runner(s) get one base without liability to be put out if done so unintentionally. Two bases if it is ruled that the player intentionally carried the ball out of play.
- d) Obstruction: The act of a defensive player or team member which hinders or prevents a batter from striking or hitting a pitched ball; or a fielder while not in possession of the ball, not in the act of fielding a batted ball, or not about to receive a thrown ball, impedes the progression of a base runner or batter-runner who is legal running the bases. No runner can be put out between the bases they are obstructed.
- e) Foul Tip: the catch may catch a foul tip for an out, but only if the foul tip is higher than the catcher's head. Catching the foul tip after it hits the backstop is not an out.

Rule 4: Co-Rec Modifications

Article 1. Teams

- a) Co-Rec teams need a minimum of 8 players (4 males, 4 females) in order to avoid a forfeit and the maximum a team can have is 16. Batting line-up is maxed at 16 and fielding is 10.
- b) When playing with 10 in the field, there must be 2 males and 2 females in the outfield, and 3 males and 3 females in the infield.
- c) Pitcher and catcher must be of opposite gender.

Article 2. Offense

- a) Batting order must alternate gender, if two of the same gender bat back-to-back, there will be an out called in-between. Teams may play batter of the same gender back-to-back if one is at the top of the order, and the other is the last batter. This will not have any penalty.
- b) If a male is walked, he will automatically receive second base. The female behind him in the batting order will have the option to take first base or bat only when there are two outs. (The walked male will still receive second base either way)

Rule 5: Captain Responsibilities and Sportsmanship

Article 1. Captain Responsibilities

- a) The Captain must maintain control of his/her team's sportsmanship. Your team will be graded each game and must maintain a 2.75 average to make the playoffs. Every team makes the playoffs as long as they have the proper sportsmanship average. The Captain is also in charge of the fans that come to support his/her team. The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) Game time is forfeit time. If your team does not show up on time for your scheduled game, your team will receive a 3 sportsmanship rating. If at least one member of the team shows up before the scheduled start time; a 5 minute grace period will be added.



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- c) If your team forfeits, a \$25.00 fee will be issued to the Captain, and will need to be paid by 3 pm prior to the next game. Failure to do so will result in a second forfeit.
- d) If your team forfeits a second time, by any means, the Captain will be issued another \$25.00 fee and their current team will be removed for the rest of the season.
- e) If the Captain is unable to make it into the Student Recreation center to pay the forfeit fee in time, he/she is allowed to contact the intramural Office to authorize the fee to be charged to their Student Account. We will try our best to contact the captain the next morning after to remind them about the fee. However, this is ultimately the Captain's responsibility.
- f) Defaults are an alternative to forfeiting a game. If your team will not be able to make it to a scheduled game, you may contact the Intramural Office by 3pm on the day of the game (3pm on Friday for Sunday games) and let us know you will default the game. Your team will receive a loss, but you will not be charged the forfeit fee.

Article 2. Appeal Play/Protest

- a) Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an umpire.
- b) The appeal must be made before the next legal pitch. The following may be appealed/protested:
 - a. Misinterpretation of a playing rule.
 - b. Failure of an umpire to apply the correct rule to a given violation.
 - c. Failure of an umpire to impose the correct penalty for a given violation.

