

UNIVERSITY OF MASSACHUSETTS
INTRAMURAL SPORTS

**SPRING CO-REC "ONE PITCH" SOFTBALL
PROCEDURES**

- **Each player must present his/her UMass UCard to participate in each and every intramural softball game.**
- The *Civility/Sportsmanship Rating System* is in effect for this intramural activity.
- The *Rules Governing Intramural Competition* will be strictly enforced. We strongly encourage every team captain to become thoroughly familiar with the *Rules Governing Intramural Competition*.
- Team captains are responsible for the conduct and eligibility of their teams and adherence to the rules governing play.
- Players may be added or deleted by the captain(s) throughout league/pool play. Once league/pool play is concluded, team rosters are frozen. Each player must be on the team's roster prior to playing. Only the captain may add or delete a player from the team roster. A player not on the team roster who is listed on the game scoresheet is considered an illegal player.
- Teams not represented at the captains meeting will not be eligible for playoffs.
- Awards are presented to fourteen (14) members of the campus championship team.
- If a team fails to have the minimum number of players present at the scheduled location **within 5 minutes** of the scheduled time, the game will be declared forfeited to the team ready to play.
- Forfeits - Teams forfeiting will not be eligible for playoffs without paying a \$10.00 re-entry fee.
- Teams are responsible for equipment. Equipment not returned may result in the cancellation of the team's remaining schedule.
- In case of POSTPONED games due to inclement weather the team captain is **RESPONSIBLE** for contacting the Campus Recreation office (545-2693) **WITHIN 24 HOURS** for a rescheduled time and date.

GOOD LUCK and enjoy the *co-rec softball* season!

SPRING CO-REC “ONE PITCH” SOFTBALL RULES AND REGULATIONS

The current available *Official Rules of Softball of the Amateur Softball Association - Slow Pitch* will govern play. The game of softball as played in the Intramural Program is a slow-pitch game with Intramural modifications.

I. TEAM

- A. Ten (10) players (5 women, 5 men) shall constitute a team. Men and women must be listed alternately in the batting order. A game cannot begin without at least six (6) players (3 women, 3 men) per team. If, at any time during the game, a team does not maintain the minimum number of players, that team shall forfeit the game regardless of the score. If a team lists an odd number of players in the lineup, the team can be one up male or female. If a team lists an even number of players in the lineup, the team must have an equal number of men and women.
- B. The fielding team must supply a catcher. Additional players may enter the line up upon their arrival whenever play is dead. Additional players will automatically be put at the end of the batting order, alternating men and women.

II. EQUIPMENT

- A. Metal spiked or metal-cleated shoes are **ILLEGAL**.
- B. A 16” softball supplied by the intramural program must be used.
- C. Given the nature of the game and the use of a softer, 16” ball, players may or may not use softball mitts gloves when playing defense.
- D. The intramural program will supply a bat for game use. Teams may use their own bats provided each bat is an *official softball bat* and/or approved for use by the Amateur Softball Association (ASA). Any bat on ASA’s non-approved bat list is illegal and cannot be used. Baseball bats are illegal.

III. PLAY

- A. Each batter gets one pitch to hit. If she/he fouls it, takes it, flies out, or is thrown out, she/he is **OUT**.
- B. **A batter is immediately out if she/he bunts.** The ball is dead and the runner(s) may not advance (It is considered a bunt anytime the batter holds the bat still over the plate and allows the ball to hit the bat, no matter how she/he got the bat into that position).
- C. Substitutions/Player Re-Entry
 - 1. Any of the starting players and substitutes may be substituted and re-entered as many times as a team wishes, provided players occupy the same batting positions whenever in the lineup. The starting player and the substitute(s) may not be in the lineup at the same time.
- D. Base Stealing.
 - 1. Under no condition is a baserunner permitted to steal a base. She/he may leave his/her base when a pitched ball has reached or passes homeplate.
 - 2. When a baserunner fails to maintain contact with the base to which she/he is entitled until a legally pitched ball has reached homeplate, the ball is dead, no pitch is declared, and the baserunner is **OUT**.
- E. Baserunning
 - 1. When a defensive player has the ball and is waiting for the runner and the runner remains on his/her feet and deliberately crashes into the defensive player, the runner is to be declared out.

NOTE: If the act is deemed flagrant, the offender shall be ejected.

2. Dislodged Base - if a runner dislodges a base from its proper position, neither he/she nor the succeeding runners in the same series of plays are required to follow a base unreasonably out of position.
 3. Overslide/Overrun-a batter-runner may overrun or overslide first base and return directly to the base without liability to be tagged out. The runner may be tagged out when there is an attempt or movement towards second base. Simply turning, either to the left or to the right, is not an attempt to go to second. Whether a runner simply turns or attempts to advance to second is an umpire's judgement.
- F. No batter is automatically safe on a hit or an error. He/she must run it out and make it to the base safely.
- G. No base-on-balls is allowed.
- H. Overthrows - On thrown balls that go out of play (dead ball territory), all runners will be awarded two bases governed by the positions of the runners when the ball left the fielder's hand. Runners may return to touch a missed base.
- I. The ball becomes dead after each pitch and completed play. Pick-off attempts by the catcher are NOT ALLOWED.
- J. A batter may be ejected from a game and an out charged to her/his team if she/he lets the bat slip from her/his hands more than once or throws her/his bat intentionally.
- K. When checking the ball after each play, the person returning the ball to the pitcher (who is on the same team as the players batting) MUST RETURN THE BALL IMMEDIATELY.

IV. THE GAME

- A. The 'home' and 'visiting' team will be determined by a coin toss prior to the beginning of the game.
- B. A game will consist of ten (10) complete innings. During league play, a time allotment of forty-five (45) minutes is set to complete the ten (10) innings. NO INNING CAN BEGIN after the 45-minute time limit. A game is not to be suspended until an inning is completed, regardless of the time limit.
- C. Six (6) complete innings (5 1/2 innings if the home team is ahead) constitute a game, and the supervisor will declare the team leading the winner in the following situations:
1. The game passes the forty-five (45) minute time allotment during league play and the inning has been completed.
 2. Inclement weather conditions during league and championship play- If weather conditions necessitate calling the game in the middle of an inning, the score of the last completed inning will stand and the game will be considered **OFFICIAL**.
 3. Games halted with less than six (6) innings having been played will be recorded as a tie game.
- D. Tie Games
1. League Play - If the score is tied at the end of ten (10) innings and the time allotment has run out, the game will be recorded as a tie.
 2. Campus Championship Playoff games shall be ten (10) innings long and must be completed unless halted by the run ahead rule. (Tie games will continue into extra innings until the tie is broken.) **Run Ahead Rule** – 15 after 6 innings or 5 ½ innings if the home team is ahead. Complete innings must be played unless the home team scores the run ahead limit while at bat. When the visiting team reaches the limit in the top half of the inning, the home team must have their opportunity to bat in the bottom half of the inning.

- E. Timeouts may be called **ONLY** by the team in the field, and only after the first pitch is made. Only one timeout per team per inning is allowed; any other timeouts must be called for injuries, rule discussions, etc.

V. PITCHING

- A. The major innovation is that the pitcher pitches to her/his own team. The pitch will be made to best suit the batter.
- B. The pitching rotation will follow the batting order.
EXAMPLE: The leadoff batter will pitch the first inning, and the second batter the second inning, the third batter the third inning and so forth.
- C. If the player who is pitching faces her/his turn at bat, the player's turn will be skipped and the next batter will bat.
- D. The opposing pitcher plays the defensive position around the pitcher's mound behind the pitcher. The pitcher tossing the ball to her/his teammate does not field the batted ball. If she/he interferes with the ball, the batter is **OUT**.

VI. GENERAL

- A. The Campus Recreation office will NOT supply officials for the Co-Rec softball program. A supervisor will be present to answer any questions and arbitrate any dispute.
- B. Teams must submit a lineup and be ready to play at least five (5) minutes before the scheduled time of game.
- C. Each team must keep its own score.
- D. Choice of first bat or field shall be decided by supervisor's coin toss.
- E. Ground Rules
 - 1. *Light poles* – If contacted by a fly ball, the ball remains live and all players are liable to be put out. The batter-runner is limited to two (2) bases.
 - 2. *Field #2* -If the ball becomes submerged or lodged in the water at the base of the hill in leftfield, the ball is dead and all runners are awarded 2 bases from the time of the pitch (ground rule double). Balls that are hit onto the top of the hill that do not return are considered homeruns.
 - 3. *Overthrows* - On thrown balls that go out of play (dead ball territory), all runners will be awarded two bases based on their position when the ball left the fielder's hand. Runners may return to touch a missed base.

V. NO MOUTH RULE

- A. Players are required to act in a civil manner toward other players and supervisors. Any player 'mouthing off' shall be ejected from the game. Captains may ask for a rule interpretation if it is done in a courteous manner. Further, two players ejected for the same reason will cause their team to forfeit the game.
 - 1. It is up to the discretion of the game supervisor if a substitute shall be permitted to replace the ejected player.
 - 2. An ejected player, and her/his team, shall be suspended from further play until she/he meets with the Campus Recreation Staff.

Rationale: This rule prevents players from 'baiting' and "taunting" each other, and/or berating the game officials and staff. This is an attempt to prevent players from committing unsportsmanlike acts toward each other and/or the officials.

GOOD LUCK AND ENJOY THE SOFTBALL SEASON!