



**Indiana University South Bend  
Intramural Sports  
Slow Pitch Softball Rules  
Fall 2007**



**Indiana University South Bend  
Intramural Policies and Procedures**

**RULES**

The Office of Athletics and Recreation uses the National Intramural Recreational Sports Association (NIRSA) governing body rules for the majority of the rules for all sports. However, there are some rules added or changed for the best of the program. These changes are all written into the rules for the specific sport or event.

**FEES**

Team sports have a fee of \$15.00 per team. Individual and dual sports have a fee of \$3.00 to \$5.00, depending on the sport or event. Some events are offered for free.

**WAIVERS**

Each participant is required to read and sign a WAIVER form before they can participate. The university assumes NO medical or financial responsibility for any voluntary participation in intramural sports. The university encourages all intramural participants to maintain their own health and/or accident insurance, as well as insurance to cover personally owned equipment.

**ELIGIBLE PLAYERS**

- A. Students who are registered for classes, pay IU South Bend tuition, and have valid Student Activities Center (SAC) memberships
- B. Faculty and staff (*not* faculty and staff spouses) who have valid SAC memberships
- C. Dues-paying members of the IU South Bend Alumni Association who have valid SAC memberships
- D. Participants listed on a team/individual the entry forms located at the front desk of the SAC
- E. (Team sports) Players added at any time during the regular season, providing they have not already played for another team. Teams can add a player at game time, provided he/she has proper identification. This player's name is then added to the team roster, after checking eligibility. Rosters are frozen for teams participating in playoffs. Players must have participated in at least one regular-season game to be eligible to participate in a playoff game.
- F. Students, faculty, and staff who can present a **valid IU South Bend picture identification (ID)** card to the game official prior to the start of the game or event. **If an IU South Bend student/faculty/staff picture ID is not presented, the participant cannot play.**
- G. IU South Bend Alumni Association members who can present a valid **SAC membership card and a valid form of picture identification** (e.g., driver's license, state ID, etc.)

- H. Former collegiate varsity/junior varsity or military academy players may participate, providing that a full year (12 months, 365 days) has elapsed since the last day of the last season of any type of intercollegiate participation.
- A team is limited to one former varsity/junior varsity squad member meeting the specified criteria.
  - Current intercollegiate (varsity or junior varsity) and military academy players are ineligible.

### **JEWELRY**

Jewelry may not be worn during intramural activities. The only jewelry permitted is medical bracelets, wedding bands and stud earrings (**must be taped. We do not provide tape**).

### **CAPTAINS/MANAGERS**

All captains /managers must attend the MANDATORY preseason captains' meeting. The day and time of the meeting is announced on the intramural sports' Web site and on flyers posted around campus. Failure to attend this meeting results in an automatic loss to start the season. You must have a representative at the captains/managers meeting to get your season schedule.

### **FORFEIT POLICY**

- A. If game time arrives and one team does not have the minimum number of five players, then the team is awarded an additional five minutes for participants to arrive.
- B. If the team has at least five players present by the end of the additional time period, then the game must start promptly, and game time is reduced by five minutes.
- C. If, after the additional five minutes, the team does not have the minimum of five players, then the game is awarded to the team that has enough players.
- D. If neither team has the minimum of five players, then there it is a double forfeit.

**Once a participant or team forfeits twice, they are automatically eliminated from league and post-tournament play.**

### **OFFICIALS**

Game and event officials are comprised of intramural officials from IU South Bend. Players and coaches are expected to treat officials with respect and dignity.

### **CONDUCT**

All players are encouraged to play to the best of their ability and make every effort to win, within the spirit of the rules. Teams are responsible for the actions and behavior of their players, coaches, and spectators. Please behave in a courteous and responsible manner. Good sportsmanship is required at ALL TIMES.

- Any player ejected from a game must sit out the remainder of that game and cannot play again until they meet with the intramural coordinator.
- If problems on the field/court continue, the player/participant will be asked to leave the field/facility.
- An ejection of a participant is also subject to further discipline that can go to the Office of Student Judicial Affairs at IU South Bend.

## **AWARDS**

The championship team is awarded IU South Bend championship t-shirts immediately following the championship games/tournaments.

## **SPORT-SPECIFIC RULES**

1. **Teams** – Ten players shall constitute a team. While playing in the field, a team fields nine regular position players as well as a short centerfielder. Each team must have two female players on the field, one in the infield, and one in the outfield. If a team only has one female they may only play nine people on the field. The female they are short goes as an out at the end of the batting order. To start a game, you must have at least eight players, at least one of whom is female. The two players you are short go as outs at the end of the batting order. Teams may bat up to 15 players. Teams may add players to their roster at any time during the season. Added player(s) must sign the waiver/roster form prior to entering the game. The intramural sports supervisor has the roster for each team at each game. To be eligible for post-season play, a player must play in at least one regular season game. Individuals may only play for one men's or women's team and one co-rec team.
2. **Equipment**
  - All players competing in intramural softball must wear athletic shoes. Metal, boots, sandals, removable, or hard cleats are illegal. Barefoot play is prohibited. Only permanent molded-in cleats are permitted (where the cleats and soles are one molded piece). No other spiked or cleated shoes (baseball spikes) with or without spikes/cleats removed is permitted.
  - The intramural staff furnishes bats and balls for each contest. All other equipment must be furnished by the individual teams. Teams may use their own bats as long as they are A.S.A. official softball bats.
3. **Home or visitor status** – A coin toss determines which team is first at bat. The winner of the toss has the choice.
4. **Beginning play** – Play cannot begin until each team has eight members present at game time. Teams can add players at any time during the game, so long as they are eligible to participate and have signed the roster. If a team must play with fewer than 10 players, the lineup spots that the team is short count as outs in the order. For example, if Team A only has eight players, the ninth and tenth places in the order count as outs. In this situation, the eighth batter leads off an inning with an out. The inning is then over, as the ninth and tenth positions are outs.
5. **Extra player rules:**
  - a. An extra player (EP) is optional. If extra players are used, that fact must be announced prior to the start of the game and be listed on the score sheet in the regular batting order.
  - b. If you start the game with 11-15 players but finish with less than 11-15, the player removed from the line-up is recorded as an out each time they are supposed to bat, unless they were removed due to an injury.
  - e. The EP must remain in the same position in the batting line-up the entire game.

- d. If an EP is used, all 11-15 players must bat and any 10 can play defense. Defensive positions can be changed, but the batting order must remain the same.
  - e. The EP may be substituted for at any time either by a pinch runner or a pinch hitter that then becomes the EP. The substitution must be a player who has not yet been in the game.
6. **Regulation games** – A regulation game consists of seven innings, or no more than 55 minutes. Any inning in progress when time expires shall be completed. No new innings begin after the time limit.
  7. **Run limit rules** – A 10-run rule is in effect if, after five innings, a team is leading by 10 runs or more. Only 4½ innings are required if the home team is leading by 10 runs. A 15-run rule is in effect after four innings and a 20-run rule after three innings.
  8. **Tie games** – A game that is tied at the end of seven innings is continued by playing additional innings until: 1) one side scores more runs at the end of a complete inning, or 2) the home team scores more runs in their half of the inning before the third out is made. Additional innings are played if the game remains tied.
  9. **Inclement weather** – Please do not assume that any amount of rain cancels a softball game. Everything is done to get a game in. If it is raining lightly, or it rained heavily earlier in the day, we may still play. It is best to assume that games will be played, regardless of the weather. Please arrive at game time as you would at any other time. The intramurals staff determines at game time if a game will or will not be played. However, if you are curious as to whether or not a game will be played, please call the front desk at the SAC. In the event that a game is rescheduled, the intramurals staff notifies each team captain via e-mail.
  10. **Bunting and stealing** – No bunting or stealing is permitted; base runners cannot leave their base until the ball is hit. The batter or base runner will be called out.
  11. **Infield fly** – An infield fly is a fair ball (not including a line drive), which can be caught by an infielder with ordinary effort (at the umpire’s discretion) when first and second, or first, second, and third bases are occupied before two are out. The umpire will announce, “Infield fly, if fair” at the apex of the ball’s flight.
  12. **Overthrows** – An overthrow that passes out of play is a dead ball. Runners are awarded two bases from their position **at the time the throw was made**. An errant throw that passes into foul territory but does not go out of play or become a blocked ball is a live ball. Runners may advance at their own risk.
  13. **Pitching** – To speed up games and to avoid potential arguments about balls and strikes, IU South Bend plays a modified version of softball where each team provides a pitcher for their own team (offensive pitcher). This pitcher is a player whose spot is in the batting order but not yet at bat. The offensive pitcher only pitches the ball and does not make defensive plays. If the offensive pitcher makes contact with the ball, or obstructs the defensive pitcher in any way, the play is dead, the batter is out, and all base runners must return to their base. The offensive pitcher is only allowed three pitches, ball or strike. If a batter does not hit the ball

within the three pitches, the batter is out. Foul balls count as pitches (if a player has passed at the first two pitches and hits the third pitch foul, the batter is out). While the offensive pitcher must pitch from the pitcher's plate, the defensive pitcher must stand no further than six feet from the pitcher's plate at the time the ball is delivered, and no closer to home plate than the pitcher's plate at any time before the pitch is delivered.

### **CO-REC RULES**

1. **Teams** – A team consists of 10 players - five males and five females. A game may be played with as few as eight players, four males and four females or five females and three males (but not five males and three females). If nine players are used, a combination of five females and four males or five males and four females may be used. Note: see rule #6 regarding extra players.
2. **Substitutions** – Substitutions must be of the same sex for the person they are replacing.
3. **Batting order** – The batting order must alternate between male and female.
4. **The battery** – The battery (pitcher and catcher) must be one female and one male.
5. **Defensive positioning** – When on defense, each team must position players so that equal numbers of each gender are in the infield and outfield. For example, the infield must consist of two males and two females and the outfield must consist of two females and two males.
6. **Extra player rule:**
  - a. An extra player (EP) is optional, but in Co-Rec is used in multiples of two. If the two extra players are used, it must be announced prior to the start of the game and be listed on the score sheet in the regular batting order.
  - b. If you start the game with 12 players but finish with less than 12, the player or players removed from the line-up is recorded as an out each time they were supposed to bat. If line-up reduction was due to injury, then the team must finish the game with 10 players with no penalties.
  - c. The EP's must remain in the same position in the batting line-up the entire game.
  - d. If an EP is used, all 12 players must bat and any 10 can play defense. Defensive positions can be changed, but the batting order must remain the same.
  - e. An EP may be substituted for at any time either by a pinch runner or a pinch hitter that then becomes the EP. The substitute must be a player who has not yet been in the game.