

USU Intramural Softball Rules

Participation Warning

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

The Game

1. 2 teams of 10 players (fielding players must wear a glove, including the catcher)
2. Minimum to start is 6 players (Co-Rec minimum 3:3 ratio, maximum of 5 per gender at any time)
3. If a team can field at least 8 players, they must field a catcher
4. 7 innings or a 50-minute time limitation (new innings not started after 45 minutes)
5. Teams will have a 5-minute grace period from game time to get required players there
6. 3 full innings constitute a completed game in case of weather complications
 - a. Rained out or snowed out games will be rescheduled if time permits
 - b. Game cancellations are made by 5pm, teams will be notified ASAP
 - c. During a game, rain or snow outs will be determined on the field by the student supervisors

Eligibility

1. Current USU students, faculty and staff, spouses of students/faculty/staff members
2. Players must have a valid picture ID and bring it to EVERY game (driver's license, student ID, passport, etc.)
 - a. NO ID = NO PLAY, NO EXCEPTIONS
3. Players can only play on one single gender team and one co-rec team at the same time
4. Up to two (2) club baseball or softball players may play on one team
5. Varsity USU softball players are not eligible to participate in their respective or alike intramural sport, activity or event until a period of one year has passed, former intercollegiate athletes must participate in the highest level of competition offered in their respective sport
6. Professional athletes, current or former, may not participate in their respective or alike sport, activity, or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional roster, practiced with a professional team and/or compensated for trying out for a team

Equipment

1. All players must provide their own glove, if a player does not have glove, they must provide their ID in order to check out a glove provided by the staff
 - a. Players in the field, including the catcher, cannot play without a glove
2. Intramural Sports will provide all game balls and one (1) ball per team for warm-ups

3. Only ASA certified bats with visible stamp are permitted. Bats must be approved by umpires
 - a. Bats cannot have "fastpitch" printed on them
 - b. The intramural program will provide one approved bat for each field as well
4. Proper footwear is mandatory for all players (no bare feet, no sandals)
5. No metal spikes allowed
 - a. Players abusing this rule face a one game suspension. Subsequent infractions will result in a suspension for the remainder of the season

Scoring

1. Teams can only score a maximum of 10 runs per inning
 - a. After the 10th run is scored the inning will end regardless of outs
 - i. EXCEPTION: A home run will count no matter the number of runs scored because of it.
2. If a team is leading by 20+ runs after the 4th inning, or 15+ runs after the 5th inning, the game will be ended by mercy rule
3. Comeback rule: During the last inning of play, there shall be no limit to the number of runs scored for any team
4. All ties stand during regular season
5. PLAYOFFS: Extra innings will be played until a winner is found

Pitching

6. The pitcher is a member of the defensive team
7. Pitch count begins at one ball and one strike
8. Pitchers must have one foot on the mound at delivery
9. A legal pitch must make an arc higher than the batter's head with a maximum arc of 12 feet
10. Any pitch failing to meet these requirements is considered dead and counted as a ball
11. Once a ball is ruled illegal by the umpire the pitch is dead and the batter may NOT swing
12. A strike is counted when a legal pitch hits any portion of the home plate or the strike mat

Batting

1. Pitch count begins at one ball and one strike
2. All foul balls are considered strikes
 - a. If a batter has two strikes on them and fouls off a pitch, they will be called out if they foul off another pitch. Batters get one "free" foul ball on a second strike.
3. No bunting or chopping (full swings only)
4. The batter must remain inside the batter's box when hitting
5. Stepping on the plate or completely outside of the box is an automatic strike
6. If an injured batter cannot run they may have a pinch runner of the same gender
 - a. The pinch runner must start from the backstop and may leave upon contact of the ball
7. Hit by pitch, or any variation thereof, is counted as a ball, not a walk
 - a. If the batter swings and misses, it's still a strike
8. Co-Rec batting: must alternate male/female even if there is an uneven balance

Base Running

1. A base runner may not leave the base until a ball has been hit
 - a. No leads, no stealing'
2. If a pitch is not hit it becomes a dead ball when it crosses the plate
3. Head first diving is only allowed when going back to a base
 - a. Never allowed when trying to advance to the next base
4. Feet first sliding is permitted within the base path (except at home plate)
5. Any sliding that intentionally initiates contact will result in the player called out and may result in an ejection from the game depending on the circumstances
6. The white portion of first base is for the first baseman ONLY. Runners must touch the orange portion, failure to do so will result in the runner being called out.
7. The front portion of home plate is for the catcher ONLY. If it is a close play, runners must touch the back portion of the plate (strike mat). Failure to do so will result in an out
 - a. NO SLIDING AT HOME PLATE

Interference

1. No offensive player may commit an act, which, in the umpire's judgment, impedes or confuses a defensive player attempting to execute a play (verbal, visual, or physical)
 - a. The defensive team has an absolute right to the ball and runners must make an effort to avoid contact
 - b. Interference will result in runners being called out

Obstruction

1. No defensive player may block the progress of the runner if the defensive player is not in possession of the ball or making a play on the batted ball
 - a. A catcher may not obstruct the batter's swinging of the bat
 - b. Obstruction will result in the runner/batter automatically awarded a base

Overthrow/Out of Play

1. When the ball is in play and then overthrown (beyond the fence), all runners will be awarded two bases from the position of the runners when the ball left the thrower's hand
2. If a player carries a live ball into dead ball territory unintentionally, the runner(s) get one base without liability to be put out. Runner(s) get two bases if a player carries the ball into dead ball territory intentionally to keep the runner(s) from advancing

Co-Rec Rule Modifications

1. Batting lineup must alternate between males and females
 - a. There are NO circumstances where two males or two females can hit back-to-back
2. There must be an equal number of female and male players in the infield and outfield
 - a. If you are playing with 10 players there must be two of each gender in the outfield and three of each gender in the infield

Additional Ground Rules

1. Umpires may decide any additional ground rules (e.g. non-movable equipment as "dead ball area").

2. Please keep all players gear (backpacks, shoes, etc.) behind the fence
3. The rugby poles (if they are up) are considered in play (similar to a wall)
 - a. If the ball hits the pole and goes out of play it shall be a ground rule double
 - b. Catching the ball off of the pole will NOT be considered an out

Appeals

1. An appeal play is a play on which an umpire may not decide until requested by a player
2. The appeal must be made before the next pitch, or before the defensive team has left the field
3. At the conclusion of a game, an appeal may be made until the umpires leave the field of play
4. There are three types of appeal plays:
 - a. Missing a base
 - b. Leave a base on a caught fly ball before the ball is first touched
 - c. Batting out of order



Injured Player(s) Policy

If someone on your team becomes injured, please contact the Intramural Program staff at intramurals@usu.edu or 435-797-8388 24 hours before your next scheduled game to inquire about replacing the injured player on your team. Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play. If someone becomes injured during the tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.

Sportsmanship Rating System

The sportsmanship rating system is intended to be an objective scale by which teams' attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 average in order to qualify for tournament play. Teams must also receive AT LEAST a 3.0 in playoff tournament games in order to advance.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any

sportsmanship rating given. Captains inquiring about their team’s sportsmanship rating can do so in a few ways:

- Contacting the Assistant Director of Intramurals & Youth Programs or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu the next day
- Asking the Supervisor in between innings of the game that is currently being played
- Checking online in the “Rankings” area of Fusion Play

Sport Code	Description
4.0	Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff. Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.
3.0	Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty. Teams receiving one unsportsmanlike conduct penalty will receive no higher than this rating. A team defaults the contest, meaning they contact the Intramural Sports office before noon on the day they are scheduled to play to let them know they will not attend.
2.0	Team shows verbal dissent toward officials and/or the opposing team throughout the game, which may or may not result in an unsportsmanlike conduct penalty. There may be one player who consistently question calls in a rude behavior or speak negatively towards the opposing team throughout the game. A penalty may not be enforced as no one instance may warrant that, but the overall behavior may award the team this rating in sportsmanship. Team captain exhibits minor control over team/spectators, but is in control of himself/herself. Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than this rating. Team is unable to produce a team at game time resulting in a forfeit.
1.0	Team continually dissents the officials and/or opposing team from the court/sidelines. There may not be an unsportsmanlike penalty enforced as no one scenario may mandate that, but if multiple players exhibit rude or negative behavior toward the staff or the opposing team, they will be awarded this rating. Team manager exhibits little or no control over team/spectators or himself/herself. Teams that have a player ejected will receive no higher than this rating. The team captain will be required to meet with a Competitive Sports Administrator
0	Team is completely uncooperative; manager has no control over team/spectators/self. Teams play with ineligible participants or withhold any information requested. Damage or destruction of any Campus Recreation facility/equipment. At least one player ejection or causing a contest to be forfeited by any reason than not having enough players will receive this rating. Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee. The team captain will be required to meet with a Competitive Sports Administrator

Teams that receive a sportsmanship rating lower than a 3.0 during any Tournament contest will automatically be disqualified from the tournament.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the Coordinator of Competitive Sports and/or the Graduate Assistant of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu or 435-797-8388.