

DEPAUL UNIVERSITY
Campus Recreation
Intramural Sports
Softball Rules

Any rule or interpretation not covered in these rules shall be governed by the Amateur Softball Association (ASA). Some minor modifications have been implemented for the intramural program to encourage safety, sportsmanship and to adhere to time restrictions. A complete list of Intramural Policies and Procedures are available at the department website, www.depaul.edu/~rec or by requesting a copy at the Ray Meyer Fitness and Recreation Center.

RULE 1: Facility, Playing Areas, and Equipment

- Article 1. **Facility-** Wish Field: The field is located between the Athletic Training Center and McCabe Hall on Belden.
- Article 2. **Playing Area-** the field will have specific dead ball areas, which will be explained by the umpires in the pre-game conference with each team captain.
- Article 3. **Equipment-**
- a) ball: a game ball will be provided by Campus Recreation
 - b) Shoes: NO metal or screw-in cleats are allowed
 - c) Jewelry: rings, earrings, necklaces, and bracelets are will not to be worn
 - d) Bats: You can use your own or the bat provided by campus recreation. If you use your own bat, they must be ASA approved with the ASA approved sticker on them.
 - e) Gloves: women may use gloves only when playing first base or catcher; men do not use gloves in the 16" game!

RULE 2: Responsibilities of Captains, Players, Teams, and Spectators

- Article 1. **Rules of the Game-** all team members are required to know the rules of the game and to abide by them.
- Article 2. **Team discipline-** the team captain and/or playing captain are responsible for discipline and proper conduct of team members and spectators. Any difficulties with a person's conduct will be handled through the captain.
- Article 3. **Team spokesperson-** the playing captain is the only player who may address the officials and shall be the spokesperson of their team. The playing captain may address the officials, but only on matters of rule interpretations. Judgement calls, which are protested, may result in a penalty for the offending team.
- Article 4. **Sportsmanship Ratings-** teams are rated on sportsmanship nightly based on their behaviors before, during and after each contest. Possible ratings include "Outstanding, Acceptable, Unacceptable, or Season Ending". Teams receiving an "unacceptable sportsmanship rating" will need to meet with the Assistant Director of Intramurals before the team is eligible to participate in any further games. A second unacceptable rating will result in a team being removed permanently from further play. Teams receiving "Season Ending ratings will be subject to immediate removal from the league and possible further sanctions with the Dean of Students office.
- Article 5. **Spectators-** spectators may observe intramural activities and must comply with the policies that have been set by the Campus Recreation staff. The team captain is ultimately responsible for the conduct of their spectators. Indoor sports (i.e. basketball, floor hockey, and indoor soccer) have limited space for spectators; therefore admittance of spectators may be limited. Outdoor sports, (i.e. softball, and flag football) have no limit to the number of spectators a team may have present. Spectators are encouraged to support their own team, but to refrain from berating or attempting to intimidate the officials or opponents. Any volatile or unruly acts by a spectator will be handled by Campus Recreation staff and if necessary forwarded to the Dean of Students Office. Remember the team a spectator is cheering for may be adversely affected if behaviors are inappropriate.
- Article 6. **Individual Sanctions-** the following acts of team members are subject to sanction by either official:
- a) addressing officials concerning their decisions
 - b) making profane or vulgar acts, gestures or remarks
 - c) committing acts or gestures attempting to influence officials
 - d) disruptive coaching or other actions by any team member
 - e) distracting an opponent while the ball is in play
- Article 7. **Degree of sanctions-** offenses committed by team members may result in the following sanctions by the officials:
- a) **WARNING:** for minor unsporting offenses such as talking to opponents, spectators or officials. Shouting or other minor unsporting acts that disrupt the conduct of the game; a warning is issued and recorded on the score sheet. A second minor offense during the match by the same team member must result in a penalty. **Team may still get an "A" sportsmanship rating.**
 - b) **PENALTY:** for rude behavior, a second minor offense or other serious offenses, a penalty is issued by the official and recorded on the score sheet. A second act warranting the issuing of a penalty to a team member during the same game results in ejection for that player. **Team may get no better than a "B" sportsmanship rating.**

c) **EJECTION:** extremely offensive conduct (such as obscene or insulting words or gestures, physical aggression, fake tag resulting in an injury) towards officials, spectators or other players results in ejection of a team member from the game in which the offense occurred. Ejected individuals must leave the softball field and possibly the facility. If they are asked to leave the facility they will be given one minute to gather their belongings and depart. Further delay will result in team forfeiture.

- **All players ejected from an intramural contest, for any reason, must meet with the Assistant Director before they or their team is eligible to participate again.**
- **Ejected players will serve an automatic one game suspension with the severity of the conflict dictating further suspensions. A player who is ejected from two contests during a season will not be eligible for playoff competition.**
- **The Assistant Director reserves the right to impose further penalties against the player(s) or team at his own discretion.**

Team may get no better than an unacceptable sportsmanship rating.

d) **DISQUALIFICATION:** a second ejection during the same game (by a member of the same team), or any feigned, attempted or actual physical aggression/contact towards an official, spectator or opponent results in the disqualification of the entire team as well as game forfeiture.

Team will receive no better than an unacceptable sportsmanship rating.

Article 8. **Misconduct prior to, between and/or following a game-** any sanctions for misconduct will be administered in the game following such misconduct.

NOTE: TEAMS SHALL BE NOTIFIED IMMEDIATELY WHEN A SANCTION IS IMPOSED AGAINST THEIR TEAM.

RULE 3: The Teams

Article 1. Composition of teams and substitutions:

a) Player eligibility: All current DePaul University students, faculty and staff are eligible provided:

- The player is not already participating with another team in the same division (men, women, or co-rec)
- The player has not competed as a varsity athlete (or been red-shirted) in a parallel sport(s) during the current academic year.
- Club Sport athletes and Proposition 48 athletes may compete at the advanced level.
- **All players must show a valid DePaul ID prior to each game.**

b) Required number of players: at no time may a team play with less than eight (8) players

c) A team shall consist of at least 8 eligible players at game time with a maximum of ten on the field at any one time (Co-rec 5 males/5 females or 5/4 either way).

d) Substitutions may be made at any time during an inning at the first dead ball. A substitute must bat in the same spot in the batting line-up as the team member replaced.

e) Shorthanded teams: if a team becomes incomplete (less than 8 players) due to any reason, and there is no available substitute, the team will lose the game by forfeit.

f) No out will be called for a spot that is vacated in the line-up due to any reason other than an ejection.

g) Once a player leaves the game (batting line-up) they cannot re-enter.

RULE 4: Rules of Play

Article 1. **Innings-** games will consist of a maximum of seven innings.

Article 2. **Game Time/Forfeit Time-** scheduled time for the game is forfeit time. If a team cannot field 8 players at this time they will forfeit the game.

Article 3. **Extra innings-** only played during playoffs. Regular season games ending in a tie are recorded as a tie.

Article 4. All players are required to provide their DePaul University I.D. prior to game time to be eligible to play.

RULE 5: Starting the Game

Article 1. **Pre-game conference-** each team captain will meet with the umpire before the game to go over ground rules and intramural modifications.

Article 2. **Score sheets-** must be filled out before game time so that the umpire can check over it during the pre-game conference with team captains.

Article 3. **Coin toss-** will decide which team is home or visitor. The team winning the toss has the choice of being home (hitting last) or visitor (hitting first).

Article 4. At the beginning of a game and if a new pitcher comes into the game, three warm-up pitches will be allowed. All other innings, pitchers will be allowed one warm-up pitch.

RULE 6: Ending the Game

Article 1a. **Mercy Rule-** 15 runs after 4 innings or 10 runs after 5 innings (4 and ½ if the home team is ahead)

Article 1b. **Mercy Rule-** A team can score no more than 8 runs in any inning.

Article 2. **Weather conditions-** if weather conditions warrant the cancellation of play once play begins, the intramural supervisor and umpires will collectively decide whether play should continue (thunder and/or lightning will cause play to be cancelled immediately). Cancelled games, for any reason **will not** be made up.

- Article 3. **Time limit-** No new inning will begin once 45 minutes has elapsed from scheduled game time.
- Article 4. **Complete game-** any game called due to the time limit will be considered a complete game regardless of number of innings played.

RULE 7: *Pitching Regulations*

- Article 1. The pitch must be delivered underhand with an arc of between 6 and 12 feet from the ground.
- Article 2. The pitcher shall take a position with both feet on the ground and with one or both feet in contact with, but not off to the side of the pitching rubber.
- Article 3. If a legally pitched ball hits the plate and/or the strike mat and meets the 6 to 12 foot arc limit it will be called a strike.
- Article 4. Intentional walks may be made by informing the plate umpire. No pitches need to be thrown.

RULE 8: *Batting Regulations*

- Article 1. Each batter will begin with **one ball and one strike**. A foul ball on the third strike is an out.
- Article 2. Any pitched ball that is called illegal by the umpire will be an automatic ball as long as the batter does not swing at such pitch. If a batter swings at an illegal pitch, the ball will be played.
- Article 3. The batter will be called out if they make contact with the ball (fair or foul) and step on, directly in front of, or across the plate or strike mat.
- Article 4. **Co-rec teams** must alternate their batting line-up. If two of the same gender bat back to back their will be an out called between them.
- Article 5. If an extra player (EP) is used, all 11 (12 in co-rec) must bat and any 10 may play defense. Defensive positions may be changed, but the batting order must remain the same.
- Article 6. In co-rec, if a male player walks, the subsequent female batter has the choice to take first base or hit. If two walks are awarded back to back, the first runner must touch first base before advancing to second base.
- Article 7. **Home Runs** – In the recreational/fun division, a team can not at any time hit more than two home runs (out of the park) than the other team. If you hit more than two home runs more than the other team, it will be recorded as an out. Inside the park home runs do not apply. There is no home run limit in the competitive division.

RULE 9: *Baserunning Regulations*

- Article 1. A runner may turn either way after passing first base and return without liability to be put out, so long as they make no attempt (umpire's judgment) to go to second base.
- Article 2. Baserunners are not allowed to run over the defensive player. The offensive player must make every effort to avoid contact. Any contact that is forceful and flagrant (umpire's judgment) will result in that player being ejected. Players should **SLIDE OR AVOID CONTACT!**
- Article 3. Runners may touch either home plate **OR** the strike mat.
- Article 4. **Interference-** 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).

RULE 10: *Defensive Regulations*

- Article 1. **Fake tags-** a form of obstruction on a runner, while advancing or returning to a base, by a fielder who neither has the ball nor is about to receive the ball, and which impedes the progress of the runner. The runner does not have to slow down, stop or slide. A player may be removed from the game for a fake tag infraction.
- Article 2. **Overthrows-** each baserunner will be awarded two bases from the time of the throw for a ball that goes beyond the boundary line (dead ball area).
- Article 3. **Dead ball area-** if a player carries a live ball into dead ball territory, the runner(s) gets 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.
- Article 4. **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 progress of a baserunner or batter-runner who is legally running the bases. No runner can be put out between the bases they were obstructed.
- Article 5. **Appeal Play-** an appeal play is a play on which an umpire may not make a decision until requested by the captain, coach, or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field of play. There are four major appeal plays:
- a) missing a base
 - b) leaving a base on a caught fly ball before the ball is first touched
 - c) batting out of order
 - d) attempting to advance to second base after making the turn at first base.

There will be no appeals on any decision of any umpire regarding whether the ball was fair or foul, a runner safe or out, a pitched ball a strike or a ball, or on any play involving accuracy of judgment; and no decision rendered by an umpire will be reversed except when they are convinced it is a violation of one of these rules.

Article 6. **Protests**- 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. Protests that shall be received and considered concern the matters of the following types:

- a) misinterpretation of a playing rule
- b) failure of an umpire to apply the correct rule to a given situation
- c) failure of an umpire to impose the correct penalty for a given violation

The notification of intent to protest must be made immediately before the next legal or illegal pitch or before both teams has left the playing field. Once the game is completed and both teams have left the field, no protest may be filed.

Article 7. **Written protest**- an official written protest must be filed in the Campus Recreation office with the Assistant Director the following day by 3pm. The written protest should contain the following information:

- a) the date, time, and location of the game
- b) the names of the umpires
- c) the rule under which the protest is made
- d) the information, details, and conditions pertinent to the decision to protest
- e) all essential facts involved in the matter protested

Article 8. **Co-rec requirements**: when playing with 8 defensive players a team must have 3 infielders and 3 outfielders (2 males/1 female or 2 females/1 male in each). The pitcher and catcher must be opposite gender.

Article 9. **Co-rec requirements**: when playing with 9 defensive players a team must have 4 infielders and 3 outfielders or 3 infielders and 4 outfielders. There must be 2 males/ 2 females where there are four and 2/1 male to female or female to male where there are three. The pitcher and catcher can be either male or female.

Article 10. **Co-rec requirements**: when playing with 10 defensive players a team must have 2 males and 2 females in the infield (1B, 2B, SS, 3B) and 2 of each in the outfield (LF, LCF, RCF, RF). The pitcher and catcher must be of opposite gender.

Article 11. **Co-rec requirements**: for the purpose of placing defensive players, the pitcher and catcher are not considered as infielders.

RULE 11: Playoff Eligibility, Schedules, Drop/Add, Sportsmanship and Awards

Article 1. **Playoff eligibility**- there are three factors considered when determining a team's playoff eligibility:

- a) team representative's attendance at manager's meeting
- b) team must have an acceptable sportsmanship rating
- c) **teams must have a .500 or better winning percentage**

Article 2. **All Campus Championship**- in order to determine an all campus champion, regular season day and time requests cannot be adhered to during playoffs. Teams will be required to play on any given day and at any given time.

Article 3. **Playoff Schedules**- Campus Recreation reserves the right to modify the playoff season by shortening or lengthening it due to weather conditions or the number of eligible playoff teams. Schedules will be available the week prior to when playoffs will begin. Captains are responsible to pick up a copy of the playoff bracket and to inform all their team members of game times and locations. No playoff information will be given over the telephone by Campus Recreation staff. When reading the brackets make sure that any questions are directed to the Assistant Director of Campus Recreation at 325-4556.

Article 4. **Playoff Sportsmanship**- teams are required to maintain an acceptable sportsmanship rating during the playoffs. If a team receives an unacceptable rating, they will be eliminated from further playoff competition. If the rating follows the teams final contest, the rating may impact the teams and/or individuals eligibility for the next intramural activity in which the team and/or individual participates.

Article 5. **Awards**- the post season is designed to determine All Campus Champions. Winners receive intramural championship t-shirts. There is a limit by sport on the amount of awards, which will be issued at the completion of competition. Shirts will be issued following championship play.

Article 6. **Additional players**- Players may be added anytime during the regular season. Once playoffs begin no additional players will be allowed on teams, rosters will be frozen following regular season play.

RULE 12: Blood Rule

Play will be stopped immediately when blood is noticed on a player or a player's clothing. The bleeding player must leave the game until the wound has been treated and covered, and any blood stained clothing has either been disinfected or replaced.