

All players **MUST** check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

- 1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate

OR

- 2) Have a registered Rconnect.ufl.edu profile and be part of the team's roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

GAME TIME IS FORFEIT TIME

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of ejection or forfeiture of the game. Spectators must also remain in the area designated by the umpires. The umpires shall have the power to make decisions on any matters or questions not specifically covered in the rules. The officials are in absolute control of the game.

The NIRSA Slow Pitch Softball rules will govern all play for any rule not covered in the following Intramural Sports rules:

1. Team Composition

1.1 A regulation team may have up to 10 players in the field, and 11 (12 for Co-Rec) players in the lineup. A team must have a minimum of eight (8) players to play a full game.

1.1.1 The team must have a legal player signed in prior to start of scheduled game. The team will have ten (10) minutes from scheduled game time to field a team with the required minimum number of players (8). If the team is unable to field the required minimum to continue within ten (10) minutes of the scheduled game time, the contest is deemed a forfeit after the allotted ten (10) minute period.

1.1.2 If a team starts a game with eight (8) or nine (9) players, they may add up to ten (10) players anytime during the game. Each additional player must be added to the bottom of the line-up.

1.1.2.1 An eleventh or twelfth batter will not be permitted to add once the game has started.

1.1.3 In the event a team participating with eight (8) players has a player ejected or injured and is unable to continue, the team must take a default.

1.2 Only players and coaches (maximum of two) are permitted in the playing area.

2. Player's Equipment

2.1 A regulation softball and bases will be provided by the intramural program and a regulation batter's helmet and catcher's mask will be provided upon request.

2.1.1 Bats and gloves may be checked out with proper identification at the SWRC equipment room.

2.2 Athletic shoes must be worn by all participants. Rubber cleats will be allowed. Screw-in cleats will be allowed as long as the screw is part of the cleat. Metal cleats of any kind, open heel and/or toe shoes are prohibited.

2.3 Any jewelry that is not an earring with a hoop, a watch, or ridged or pointed jewelry, which in the opinion of the competitive sports staff may cause harm to any other participant may be worn during the contest.

2.4 A regulation softball bat (must say official softball on the bat) with handle tape, rubber or leather, is the only legal bat allowed (no baseball bats). If a metal bat is used, it must have a metal knob. As a result of numerous accidents and a recent death involving the newest technology in softball bats, the Intramural Sports Program has decided to follow the recommendations of the

Amateur Softball Association and ban bats with a BPF rating beyond what is listed on the bat.

2.4.1 All bats must pass the ASA 2004 bat standard. All bats having the 2004 certification mark will be allowed if they are not on the ASA Non-Approved Bat List. The ASA website has a listing of bats that are illegal but have the approved stamp on them. Please visit the respective manufacturer's website for details on their ASA approved retrofit procedure for these bat models.

For more information please visit:

<http://www.teamusa.org/usa-softball/play-usa-softball/certified-usa-softball-equipment>

2.4.2 Players caught using an illegal bat will be ejected from the game and must set up a reinstatement meeting with the Coordinator of Intramural Sports. To prevent any possibility of ejection, please do not bring the bat into the softball complex or use it for practice swings or anything of that nature.

2.5 Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed. A player may not remove a knee brace and continue to play. The athletic trainer on duty will approve any questionable braces.

3. The Game

3.1 Line-ups must be completed and issued to the umpire at the time of the chance game.

3.2 The winner of a chance game between both team captains prior to the game has the choice of home or visiting team.

3.3 A regulation game consists of a maximum of seven (7) innings. No innings will be started after 50 minutes of playing time has elapsed. If an inning is started, it must be completed. Innings are considered started once the third out of the previous inning is made.

3.4 There will be no warm-up time given to either team because of the time limit. Teams should warm up in the designated areas off the field before their game.

3.5 Completed games which end in a tie during the regular season will stand. A game is considered official after four innings (Example: rain in the middle of the 6th inning, score reverts to end of the 5th inning.)

3.6 If a twelve-run difference occurs during a contest after four innings, or 3 1/2 with the home team winning, the game will be stopped and considered a complete game.

3.7 No time limit will be in effect during championship games, but the mercy rule still applies.

4. Substitutions

4.1 A substitute will be considered any player not in the original batting lineup.

4.2 Free substitution is NOT allowed. A substitute must inform the home plate umpire if they are replacing a starter in either the lineup or in the field. They must hit in the same slot as the player they are replacing. The starter may re-enter the game only once, returning to their original spot in the lineup. The substitute player cannot re-enter the game once replaced by the original starter.

4.3 Any base runner may be replaced by a courtesy runner who made the last batted out.

4.3.1 Any player who is injured while in the field will require normal substitution procedures (see rule 3.2).

4.4 An automatic out will be awarded if:

4.4.1 A player who is listed in the batting order is unable to bat (assuming a substitute is not available).

4.4.2 At the time of players at bat if that player has been ejected from the game. No substitute will be permitted to take an ejected batter's place.

4.5 If a walk is issued prior to any automatic out, the out will count unless is it the third out of the inning.

5. Sportsmanship

5.1 At the umpire's discretion, a player may be warned, called out, and/or ejected from the game for

swinging or throwing the bat in a dangerous manner. All runners must return to their original bases. If the bat was thrown in a malicious manner, then the offending player will be ejected and cannot be replaced.

5.2 If at any time a team has 2 players and/or coaches and/or spectators ejected from the game, the offending team will immediately default the game.

5.3 The offensive team is responsible for retrieving all foul balls and homerun balls.

5.4 Teams must leave the dugout and remove all trash and equipment immediately following their game.

5.5 During the game all equipment must remain in the dugout; gloves will not be permitted on the fence.

5.6 Each team will begin the game with a sportsmanship rating of 8. The conduct and demeanor of the team before, during, and after the event will determine whether the sportsmanship rating is raised, lowered, or kept the same. It is highly encouraged that you speak with the on-site supervisor to check your sportsmanship rating during and after a game. Your overall rating can be checked on IM Leagues. You need an average sportsmanship rating of 7.0 to make it into the playoffs.

6. Running

6.1 No stealing is allowed. Runners may leave the base when the pitch is hit. If the runner is off the base before the pitch reaches the plate, the runner is out, and no pitch is declared by the umpire.

6.2 The base distance is 65 feet.

6.3 When the ball is thrown over the fence or into the dugout, all runners will be awarded two bases, and the award will be governed by the positions of the runners when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner. The base to which the runner is running has no effect on the award.

6.4 Any runner who deliberately runs into a fielder (waiting to make a tag or a force out) will be called out immediately and each runner will return to the last base occupied at the time of the collision. If the runner's act is flagrant, he/she will be ejected. Other runners involved in the play may be called out at the umpire's discretion.

6.5 Any runner who is not in contact with a base and is in fair territory when struck by a batted ball, and the ball had not passed a defensive player other than the pitcher, will be called out. An immediate dead ball should be called, the runner is out, and the batter is awarded first base.

6.6 A runner may choose either to slide into a base or simply avoid contact. Please always be aware that sliding into a base may cause injury. Intramural Sports does not require players to slide, however, if a runner chooses not to slide, they must still avoid contact and may be tagged out. Collisions may result in immediate ejections. A runner who leaves the base path will be called "out".

6.7 In the case of a possible double play, the base runner must slide directly into the base (rather than the fielder) or get out of the way of the thrown ball or both he/she and the batter-base runner may be called out.

6.8 A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event of an obstruction, the umpire shall award the obstructed runner and each other runner affected by the obstruction the bases they would have, in his/her opinion, reached had there been no obstruction.

6.9 Interference is the act of an offensive player or team member that impedes, hinders, or confuses a defensive player who is attempting to make a play. Interference includes physical contact, verbal distraction, visual distraction, or any other kind of distraction that might hinder a fielder who is attempting to make a play. Defensive players must have an unhindered opportunity to field or throw the ball anywhere on the field. A dead ball is immediately called, and the interfering runner is called out. Other runners shall be sent back to the base they last legally reached, and the batter reaches first if he/she has yet to reach base.

6.9 The base runner **MUST** use the orange bag and the 1st baseman **MUST** use the white 1st base bag during a close play. We strongly encourage base runners to use the orange bag and fielders to use the white bag at all times to avoid any possible collisions.

6.10 Fake tags by any fielder are illegal. Penalty for a fake tag is that the player committing the infraction is ejected from the game. The ejected player may be replaced.

7. Batting

7.1 The batter starts with a count of one ball and one strike.

7.2 Chopping and bunting are not allowed. The batter must take a full swing.

7.2.1 Penalty: batter is called out and base runners must return to their original bases.

7.3 The batter has 10 seconds to enter the batter's box. If the batter does not enter the box, the umpire shall call a strike on the batter.

7.4 Once the batter has 2 strikes, he/she **will not be declared out upon first and second foul ball hit. He/She will be declared out upon any subsequent foul ball hit.**

7.4.1 Runners may still tag-up and advance if a ball is caught in foul territory.

7.5 An extra hitter (EH) may be used. He/She is an 11th (or 12th for Co-Rec.) hitter in the lineup. This person cannot be added once the game has started. If an EH is used, the position cannot be terminated during the game. An EH may substitute in the field; however, they must maintain the same position in the batting order.

7.6 (Only applies to over-the-fence home runs) After three home runs, a "one-up" policy is in effect. Teams are permitted to hit three home runs a game, regardless. When a team reaches three home runs, and for all at-bats thereafter, they are not permitted to hit another home run that will lead them to have two home runs more than the opposition. For example, Team A cannot hit their fourth home run, until Team B has hit their third or fourth home run. A violation of this will result in an out. Runners will return to their bases at the time of the pitch.

7.7 After hitting a homerun over the fence, the batter does not have to touch any of the bases. We will be following ASA's "hit and sit" rule. All runners on base at the time of the homerun do not have to touch any more bases. The players may simply run off the field if desired.

7.8 When batting, a team may only have the current batter, the on-deck batter, and base coaches outside of the dugout. The rest of the team must stay in the dugout.

8. Pitching

8.1 Preliminary to pitching, the pitcher shall come to a full and complete stop with both feet firmly on the ground, and with one or both feet in contact with the pitching rubber. The ball must be held in the pitching hand or both hands in front of the body. This position must be maintained at least one second but not more than 10 seconds before starting the delivery. The pitcher has 20 seconds to pitch the ball and this time starts when the previous pitch ends.

8.2 In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the hand.

8.3 A legal delivery shall be a ball that is delivered to the batter underhand. The pitch shall be what is commonly known as a slow pitch.

8.4 The ball must be pitched with a minimum arc of at least 6 feet from the ground and must not reach a height of more than 12 feet at its highest point from the ground. Penalty: Illegal pitch. The batter has the option to swing at an illegal pitch or take it as a ball.

9. Fielding

9.1 Each team must provide a pitcher and a catcher. The catcher must be behind home plate until the ball is contacted by the batter. There are no other defensive restrictions.

9.2 When there is a fair fly ball that, in the umpire's judgment, an infielder can catch with normal effort when none or one is out and when runners occupy first and second bases or first, second, and third bases the infield fly rule is in effect. The umpire makes the infield-fly ruling based on the position of the closest infielder when the ball reaches its highest point, regardless of who makes the play.

9.3 Overthrows that land out of play result in a dead ball. All runners are awarded the base they are advancing towards plus one base.

10. Appeal Play

10.1 An appeal play is a play in which an umpire cannot make a decision until requested by a coach or player. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field. The defensive team has left the field when the pitcher and all the infielders have left fair territory.

10.2 There are 3 types of appeal plays:

10.2.1 missing a base

10.2.2 leaving a base on a caught fly ball before the ball is first touched

10.2.3 batting out of order

10.3 Once a dead ball has been called, any infielder (including the pitcher and catcher), with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon. The plate umpire should acknowledge the appeal, and the administering umpire should make a decision on the play. Base runners cannot leave their bases during the appeal.

11. Rule Clarification

11.1 A ball slips from the pitcher's hand during the back swing, is dead and no pitch is declared. All subsequent action on that pitch is canceled.

11.2 Any runner who is physically assisted by a coach or anyone except another base runner is to be declared out. The ball is dead, and runners must return to the last base they touched.

11.3 A missed base must be appealed. An umpire cannot call a player out unless the offended team appeals.

11.4 If a batting team has an "automatic out" due to an ejection or injury following the current batter and the current batter is walked, the "automatic out" will NOT be counted and the batting order will continue, skipping the out.

12. Game Cancellations Due to Weather

12.1 A game may be canceled at any point due to inclement weather.

12.2 If a game is canceled and has been played through 3 1/2 innings (the home team winning), or the 4th inning (the visiting team winning) it is considered a complete game.

12.3 If a game is canceled and has been played past the 4th inning, the score will stand as it was in the last complete inning. (Example: rain in the middle of the 6th inning, score reverts to end of the 5th inning.)

12.4 Games that are canceled prior to being played due to weather will be recorded as "no result."

12.5 For playoff contests or games in which a winner must be determined, if the game does not reach complete game status before being called off due to inclement weather/field conditions, the game will be restarted.

13. Co-Rec Slow-Pitch Softball

13.1 A regulation co-rec team may have up to ten (10) players in the field and twelve (12) players in the lineup. A team must have a minimum of eight (8) players to play a full game. Teams can have any combination of males and females provided that they do not exceed the limit for each individual gender (for example: a team can never have more than 5 males in the field or 6 males in the line-up, regardless of the number of females).

13.1.1 When a team is one player short of the required minimum, the contest will begin as scheduled. The team will have ten (10) minutes from scheduled game time to field a team with the required minimum number of players. If the team is unable to field the required minimum to continue within ten (10) minutes of the scheduled game time, the contest is deemed a forfeit after the allotted ten (10) minute period.

13.1.2 If a team starts a game with 8 or 9 players, they may add up to 10 players anytime during the game. Each additional player must be added to the bottom of the line-up.

13.1.4 An eleventh or twelfth batter will not be permitted to add once the game has started.

13.1.5 In the event a team participating with 8 players has a player ejected or injured and is unable to continue, the team must take a default.

13.2 Batting:

13.2.1 The batting order must alternate gender. Men and women courtesy runners must replace men and women respectively.

13.2.2 An Extra Hitter (EH) is allowed in Co-Rec slow pitch softball. The EH can be either a male or female. The EH may only be used if the team has five males and five females in the field. A male or female may replace either sex in the EH position. If two EH's are used, one must be male and one must be female.

13.2.3 If a male batter walks and is followed by a female batter, he automatically advances to second base. The following female batter has the option to take first or to hit with any number of outs.

13.2.4 Males and females will both hit the same size softball. There will NOT be a women's softball.

13.3 Fielding:

13.3.1 Men and women may take the field in any position, the infield, or the outfield.

13.3.2 Teams may not have more than five (5) players of any single gender in the field at any time.

13.3.3 All outfielders must remain behind the 200' line until the ball is hit **for any batter**. All infielders must remain on the "dirt" until the ball is hit **for any batter**. Penalty: the batter may accept the result of the play, or he/she is awarded first base.

13.3.4 A maximum of 5 infielders will be permitted for the defensive team during any batter's at-bat. An infielder is described as all fielders starting in the dirt excluding the designated pitcher and catcher.