



# UW-WHITewater INTRAMURAL SPORTS SOFTBALL RULES

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SOFTBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

## TEAM CAPTAIN'S MEETING

This is a sport that requires a preseason captain's meeting. Be attentive to your email regarding either an in-person meeting date or a link for a webex meeting.

## ENTRY FEE

The entry fee of \$40/team must be paid at time of registration.

## LEAGUE SCHEDULES

Schedules for league play will be posted on IMLeagues and the UWW Rec Sports app.

## QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities with any questions or concerns at 262.472.1145 or email [imsports@uww.edu](mailto:imsports@uww.edu).

## **GENERAL PROCEDURES**

Please use the Captain's Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

ALL BATS MUST BE CHECKED IN AT THE OFFICE OF RECREATION SPORTS, WILLIAMS CENTER ROOM 100. PROCEDURES WILL BE EXPLAINED IN DURING THE CAPTAIN'S MEETING.

## **MEN AND WOMEN**

### STARTING THE GAME

1. **START TIME:** Teams are to be at the field and signed in before the official game time. If any team is not at the field and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid UW - Whitewater identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **SCORING:** The home plate umpire will keep the official score for each game.
4. **FIELD RULES:** Only officials, players (including substitutes) and one coach per team wearing proper shoes are permitted on the field. TOBACCO USE at the Intramural Fields is PROHIBITED. Failure to comply with all Intramural Rules by players and spectators will result in immediate expulsion of the players or spectators and possible forfeiture of the game.
5. **TEAMS:** Ten (10) players constitute a team; a game may be started with no less than eight (8) players per team; the game cannot continue with less than six (6) players per team.

6. **EXTRA HITTERS:** Teams are permitted (but not required) to have extra hitters in the lineup. An extra hitter is considered a spot in the lineup, but the player(s) does not play in the field. An extra hitter may switch positions with a field player at any time during the game. The only stipulation is that the batting order may not change. A team may use as many extra hitters as it desires, but the total number of places in a lineup may not change once the game begins unless due to injury or ejection. A substitute may enter the game into an extra hitter's position. That player is now considered an extra hitter. Designated hitters are not permitted.
7. **GAME TIME:** No new inning may be started after the field supervisor has made the announcement that the 50 minute time limit has expired. According to National Federation rules, a new inning has started immediately when the third out of the previous inning has been called.  
Exception: All-Campus Championship games will be played through the 7<sup>th</sup> inning, unless the mercy rule can be applied.
8. **GAME EQUIPMENT:** Team's must use the ball provided by the UW - Whitewater Intramural Sports Department. Teams may use their own bats, provided they are ASA-approved slow pitch softball bats.
9. **PAST VARSITY ATHLETES:** A maximum of four (4) past varsity baseball and/or softball players are permitted on a team's roster. The same rule applies to Club members. A maximum of four (4) Club Baseball and/or Club Softball are permitted on a team's roster. Please refer to the Captains' Manual for a definition of "varsity athlete."

#### PLAYING THE GAME

10. **TIE GAMES:** All games ending in a tie score during the regular season will be recorded as a tie in the win/loss record. During the playoffs, extra innings as described in the ASA Rules shall be used to determine a winner.
11. **SUBSTITUTES:** All substitutes will be permitted one re-entry for any reason, including injury. Therefore, all players will be permitted one re-entry provided they return to the same spot in the batting order.
12. **BATTING:** Batters must use an ASA-approved softball bat. All bats must be checked by the Recreation Sports staff and be given an approved sticker before using the bat in a game. Bunting and chop-swings are prohibited. Batters may not leave the batter's box to swing at a ball. The result will be a dead ball out, and all runners will have to return to their previous base.
13. **THROWING A BAT:** If a player is ruled to have intentionally thrown their bat by the umpire, a warning shall be given to both teams. After the one (1) warning total for both teams, any player that intentionally throws their bat is ejected.
14. **BATTER'S COUNT:** Batters will begin each at-bat with a 1 ball, 1 strike count. All legal pitches that the umpire calls a strike, missed swings, and foul balls will be counted as a strike. All pitches that are illegal or are not called a strike will be counted as a ball (See Rule # 16). *Clarification: if a player hits a foul ball with a 2-strike count, that player will be out.*
15. **BALL HITTING THE BATTER:** When a batter's own batted ball hits him or her outside the batter's box in fair territory the batter is out.
16. **INTENTIONALLY DROPPED BALLS:** The batter is only out when a fielder intentionally drops a fair fly ball or line drive that he or she could have caught with ordinary effort, at least one base is occupied and none or one is out.
17. **FOUL TIP BALL THAT IS CAUGHT:** A ball that is foul tipped and caught is an out. It does not matter the height of the ball.

18. **BASE RUNNING:** Stealing and leading off are prohibited (this includes on a swing and miss by the batter). Sliding is permitted, but not required. A base runner is NEVER required to slide. **However, a player who initiates malicious contact, in the judgment of the umpire(s), will be called out and ejected from the game. Running over a fielder attempting to tag the runner is an example of malicious contact.** Batters/runners may not advance to first base on a dropped third strike.
19. **PINCH RUNNERS:** Pinch runners are allowed only in the case where a player is injured and cannot run the bases. The person making the last out is the only person who is allowed to pinch run. The umpires have the final ruling on determining if a player is physically unable to run the bases. Further, if a player is removed from the game because they cannot run the bases, they will NOT be permitted to play the field and they will be out of the game. This can only happen ONCE during a game! The Supervisor will have the final ruling!
20. **PITCHING:** The pitcher must have at least one foot on the pitching rubber from the time the pitching motion begins until the ball is released or the pitcher may stand within 3 feet directly behind the plate.
21. **PITCH ARC:** Pitches must have a perceptible arc of between six (6) and twelve (12) feet. If not, the umpire will call an "illegal pitch" while the ball is in flight. If the batter takes the pitch, it will be called a ball, regardless of where the pitch lands. However, the batter may swing at the pitch. If so, the result of the swing (miss, foul ball, or ball in play) will override the "illegal pitch" call and a ball in play will be considered a live ball.
22. **OBVIOUS PITCHING INFRACTIONS:** Any team, in the judgment of the umpires, deliberately avoiding to pitch to any batter in any game in any league (examples include obvious pitches less than six (6) and/or more than twelve (12) feet high, or "rolling" the ball on the ground to the plate), will receive a verbal warning. If a second offense occurs, then the umpire shall declare an immediate forfeit and the batting team shall win, regardless of the score at the time of the 2<sup>nd</sup> warning. Note: a legally pitched ball that hits the ground prior to the batter swinging and contacting the ball with the bat shall be declared a "dead ball." A slow-pitch softball is dead once it hits the ground.
23. **STRIKE MAT:** Any pitch that falls within the legal pitch arc range (see #16) and lands on the plate or the strike mat will be a strike.
24. **BALLS OUT OF PLAY:** The umpire will call timeout anytime a ball crosses the out of play line. If a batted ball travels out of play in the air, it will be considered a foul ball. If a live ball is thrown out of play, runners shall advance two (2) bases from the point when the ball was thrown. If a live ball is carried out of play by a defensive player, runners shall advance one (1) base from the time the defensive player crosses the out of play line.
25. **BALLS ROLLING INTO DRAIN:** If the ball rolls into a sewer drain in the outfield, the ball is out of play and it shall be ruled a Ground Rule Double.
26. **APPEAL PLAYS:** An appeal for leaving a base early or missing a base may be made by the defense after the ball is declared dead by the umpire and before the next legal pitch. The appeal must be announced to the umpire, and then the base in question must be touched by a defensive player in possession of the ball. The umpire's decision on an appeal is not subject to protest.
27. **MERCY RULE:** Games shall end if one team is ahead by twenty (20) runs after the third inning, fifteen (15) runs after the fourth inning, or ten (10) runs after the fifth inning, after the team behind has had its turn to bat that inning. There is no mercy rule for all-campus championship games.

## SPORTSMANSHIP

28. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in intramurals until meeting with the Intramural Sports Coordinator. Games will be supervised, but unofficiated. The supervisor has the authority to impose penalties for teams behaving in an unsportsmanlike manner.
29. DISQUALIFIED PLAYERS: A player disqualified from the game for unsportsmanlike conduct must leave the court area IMMEDIATELY, and will be declared ineligible for play in any intramural sports activity until he/she has met with the Intramural Sports Coordinator. The player shall be suspended for no less than one game. Failure to leave may result in disqualification of the captain, or forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season.
30. DRINK POLICY: Teams and their fans/non players are not allowed to bring glass or metal containers to any intramural game, and no alcoholic beverages will be consumed during the intramural games. Violators will be removed from the intramural facilities with possible forfeiture of the game and suspension from further participation in intramurals.
31. DRUG & ALCOHOL POLICY: Teams coming to games under the influence of alcohol and/or drugs will face a penalty as listed above, if in the opinion of the Intramural Supervisor and/or Coordinator of Intramural Sports they pose a threat to the safety and welfare of players, officials, or spectators/nonplayers.
32. IM SPORTS EQUIPMENT: Equipment provided by Intramural Sports is very expensive; therefore, any unnecessary abuse will result in the team being charged replacement costs for new equipment and must be paid before the team may continue to play.
33. THROWING YOUR GLOVE/BAT: If a player throws their glove with intention of hitting a live ball the batter receives an automatic Home Run, and both teams are warned. If another player throws their glove at the ball, that player is ejected and the batter receives a Home Run. If a player throws their bat they are ejected.
34. HOME/AWAY TEAM: During the regular season, the home/away team will be determined by the schedule that is posted online. During the playoffs, home/away will be determined by a coin flip conducted by the home plate umpire prior to the game.
35. GROUND RULES: Special ground rules may be implemented by the Intramural Supervisor if special conditions exist that would warrant an alteration of ground rules already in place.

## **CO-RECREATION**

All of the above rules apply with the following exceptions:

36. TEAMS: Five (5) men and five (5) women constitute a team, and this ratio must be maintained as long as a team has 10 players present. A team may start a game with as few as eight (8) players; however the male/female ratio must be 4:4. These players only need to be signed into the scoresheet to be considered played in that game. If only nine (9) players are available, the male/female ratio may be 5:4 or 4:5.

37. **BATTING ORDER:** Team members must bat in alternating order (i.e., woman, man, woman, or man, woman, man, etc.). If a team is playing with nine (9) players (see rule #28), ten spots must be made in the lineup and the last spot will be counted as an out whenever it appears in the batting order. If a tenth player arrives late, he or she may take the vacant spot without penalty.
38. **EXTRA HITTERS:** Teams are permitted (but not required) to have extra hitters in the lineup. An extra hitter is considered a spot in the lineup, but the player(s) does not play in the field. An extra hitter may switch positions with a field player at any time during the game. The only stipulation is that the batting order may not change. A team may use as many extra hitters as it desires, but the total number of places in a lineup may not change once the game begins unless due to injury or ejection. A substitute may enter the game into an extra hitter's position. That player is now considered an extra hitter. Designated hitters are not permitted.
39. **PITCHING:** Teams will pitch to the opposing team using the rules stated above, specifically #19-22.
40. **WALKING A MALE:** If a male batter walks, the female that follows must bat in her normal position in the batting order and take the result of the at-bat. The alternate batting order rule applies (see rule #35) as normal.
41. **FIELD PLAYERS:** Players may play any position on the field, but it must be a 5:5 ratio at all times.
42. **SUBSTITUTIONS:** Males must substitute for males, and females must substitute for females
43. *Other than the above exceptions the game will be played according to the Amateur Softball Association Slow Pitch Softball Rules.*