



DEPAUL

Campus Recreation: Intramural 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.

RULE 1: Facility, Playing Areas, and Equipment

- I. Facility- Wish Field: The field is located between the Athletic Training Center and McCabe Hall on Belden.
- II. 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.
- III. 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 and not on the ASA Non-Approved Bat List.
 - e. Gloves: women may use gloves only when playing first base or catcher; men do not use gloves in the 16" game!

NOTE: The umpire/supervisor will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

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

- I. All team members are required to know the rules of the game and to abide by them.
- II. The team manager and/or playing captain is responsible for the discipline and proper conduct of team members and spectators. Any difficulties with a person's conduct will be handled through the manager.
- III. The playing captain is the only player who may address the officials, but only on matters of rule interpretations. Judgment calls that are protested may result in penalty for the offending team.
- IV. Sportsmanship Ratings
 - a. 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".
 - b. 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.
 - c. Teams receiving "Season Ending ratings will be subject to immediate removal from the league and possible further sanctions with the Dean of Students office.
- V. Spectators
 - a. May observe intramural activities and must comply with the policies that have been set by the Campus Recreation staff.
 - b. The team manager is ultimately responsible for the conduct of their spectators.

- c. Indoor sports, i.e., basketball, floor hockey, soccer, and volleyball, have limited spectator seating; therefore admittance of spectators may be limited. Outdoor sports, i.e., flag football, soccer, and softball; there is no limit to the number of spectators a team may have present. Spectators are to encourage and support their teams, not to berate or attempt to intimidate the officials or opponents.
- d. Any volatile or unruly acts by a spectator will be handled by Campus Recreation staff and if necessary referred to the Dean of Students. Campus Recreation wants spectators to know that they are part of the game. Their participation is important to the outcome of the game. Have fun and encourage own team, rather than discourage opponent or the officials. Remember the team a spectator is cheering for may be adversely affected if behaviors are inappropriate.

RULE 3: Team Composition and Eligibility

- I. Player eligibility: All DePaul University students, faculty and staff with proper I.D. are eligible provided:
 - a. The player is not already participating with another team in the same division (open, women or co-rec).
 - b. The player has not competed as a varsity athlete (or been red-shirted) in a parallel sport(s) in the previous one year (calendar year). If playing with an ex-varsity college athlete, the team must be in the competitive division.
 - c. No more than two current club members of a parallel sport may be listed on any roster (additionally, if playing with a current club member or former varsity athlete, a team may have no more than two club members/ex-varsity athletes).
 - d. All players are required to provide their DePaul I.D. to officials prior to game time to be eligible to play. No exceptions.
- II. IM Leagues
 - a. Will be used for all scheduling which means that each player must register with IM Leagues.
 - b. Their first and last name MUST match the name on their student, faculty, or staff ID card in order to be eligible to participate.
 - c. Captains MUST accept each player to their playing roster. After they are on the IM Leagues score sheet AND have signed the waiver they will be eligible to play.
 - d. Teams are permitted to add eligible members throughout the season until the playoffs (league play) or until the semi-finals of a tournament.
 - i. Additions must be made in accordance with the policy on adding players.
 - e. A player must have played in at least one previous game to be eligible for the playoffs (league play) or semi-finals (tournament play).
- III. Required Players
 - a. The game will be played between two teams of ten (10) players each.
 - i. *Co-Rec Modification: 5 male and 5 female.*
 - b. Eight players are required at game time to avoid a forfeit
 - i. *Co-Rec Modification: 8 players are needed, 4 male/4 female*
- IV. Shorthanded teams
 - a. A team cannot play with less than the required number of players. If for any reason they fall below the required number, and there are no available substitutes, the shorthanded team will lose by forfeit.

- b. A team that loses two players due to ejection/disqualification in the same contest will be forced to forfeit that contest.
- c. No out will be called for a spot that is vacated in the line-up due to any reason other than an ejection.

V. Substitutions

- a. Substitutions may be made at any time during an inning at the first dead ball.
- b. A substitute must bat in the same spot in the batting line-up as the team member replaced.
- c. Once a player leaves the game (batting line-up) they cannot re-enter.

RULE 4: Timing

I. Games will consist of a maximum of seven innings.

II. No new inning will begin once 45 minutes has elapsed from scheduled game time.

III. Complete Game

- a. Any game called due to the time limit will be considered a complete game regardless of number of innings played.
- b. A game is considered official after one completed inning (if it rains in the middle of the 2nd inning, score will revert back to the end of the 1st inning).

IV. Extra Innings are only played during playoffs. Regular season games ending in a tie are recorded as a tie.

V. Starting the Game

- a. Pre-game Conference- each team captain will meet with the umpire before the game to go over ground rules and intramural modifications.
- b. 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.
- c. 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).
- d. 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.

VI. Ending the Game

- a. Mercy Rule- 15 runs after 4 innings or 10 runs after 5 innings (4 and ½ if the home team is ahead)
- b. Run Rule- A team can score no more than 8 runs in any inning, except for the last inning.
- c. Weather Conditions
 - i. 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 suspended immediately).
 - ii. If games cannot be resumed, they will be cancelled.
 - iii. Cancelled games, for any reason will not be made up.

RULE 7: Pitching Regulations

I. Arc Rule

- a. The pitch must be delivered underhand with an arc of between 6 and 12 feet from the ground.
- b. If a pitch fails to meet this range, it will be declared an illegal pitch.

II. Quick Pitch

- a. The pitcher must come to a full and complete stop with the ball in front of the body prior to pitching.
- b. Otherwise, it will be declared and illegal pitch.

III. Excessive Speed

- a. The pitch must conform to the arc rule and be delivered with a slow speed.
- b. The judgment of excessive speed will be determined by the umpire.
- c. It will be ruled and illegal pitch and the pitcher will be warned.
- d. If the pitcher makes another excessive speed pitch, the pitcher will be removed from the pitcher position for the remainder of the game.

IV. Pitching Position

- a. 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.

V. Strike Zone

- a. The strike zone is established when the batter assumes a natural batting stance adjacent to home plate.
- b. If a legally pitched ball travels through the space over any part of home plate between the batter's back shoulder and front knee it will be ruled a strike.
- c. If the pitch contacts home plate, it will be ruled a ball.

VI. Intentional Walks

- a. Intentional walks may be made by informing the plate umpire.
- b. No pitches need to be thrown.

RULE 8: Batting Regulations

I. Strike Zone

- a. The strike zone is established when the batter assumes a natural batting stance adjacent to home plate.
- b. If a legally pitched ball travels through the space over any part of home plate between the batter's back shoulder and front knee it is a strike.
- c. If the pitch contacts home plate, it will be ruled a ball.

II. Beginning Count

- a. Each batter will begin with one ball and one strike.
- b. Any foul ball after the second strike is declared an out.

III. Illegal Pitch

- a. 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.
- b. If a batter swings at an illegal pitch, the ball will be played.

IV. Batting Position

- a. 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 home plate.

V. Home Runs

- a. In the recreational/fun division, a team cannot at any time hit more than two home runs (out of the park) than the other team.
- b. 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.
- c. There is no home run limit in the competitive division.

VI. Extra Player

- a. If an extra player (EP) is used, all 11 (*12 in co-rec*) must bat and any 10 may play defense.
- b. Defensive positions may be changed, but the batting order must remain the same.

VII. Co-rec Modifications

- a. *Teams must alternate their batting line-up. If two of the same gender bat back to back there will be an out called between them.*
- b. *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.*

RULE 9: Base Running Regulations

I. Overrunning First Base

- a. 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.

II. Interference

- a. 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).
- b. It will be ruled a dead ball, and interfering offensive player will be ruled out, and all other runners must return to their previous base.

III. Contact Rule

- a. Base-runners are not allowed to run over the defensive player.
- b. The offensive player must make every effort to avoid contact.
- c. Any contact that is forceful and flagrant (umpire's judgment) will result in that player being ejected.
- d. Players should **SLIDE OR AVOID CONTACT!**

IV. Courtesy Runners

- a. In the spirit of sportsmanship, courtesy runners are allowed.
- b. Courtesy runners may only be granted if the batter-runner is on base.
- c. The previous out (*of the same gender in coed*) of the batting team shall be the courtesy runner.

RULE 10: Defensive Regulations

I. Obstruction

- a. Obstruction is the act of a defensive team member who:
 - i. Who hinders or impedes a batter from striking at or hitting a pitched ball.
 - ii. A fielder, who impedes the progress of a runner or batter-runner who is legally running the bases unless the fielder is:
 1. In possession of the ball.
 2. In the act of fielding a batted ball.
- b. Note: Contact is not necessary to impede the progress of the runner. No runner may be put out between the bases where they are obstructed.

II. Fake Tags

- a. 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.
- b. The runner does not have to slow down, stop or slide.
- c. A player may be ejected from the game for a fake tag infraction.

III. Overthrows

- a. Each base-runner will be awarded two bases from the time of the throw for a ball that goes beyond the boundary line (dead ball area).

IV. Dead Ball Area

- a. 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.
- b. Two bases if it is ruled that the player intentionally carried the ball out of play.

V. Appeal Play

- a. An appeal play is a play on which an umpire may not make a decision until requested by the captain, coach, or player.
- b. The appeal must be made before the next legal or illegal pitch, or before the defensive team has left the field of play.
- c. There are four major appeal plays:
 - i. Missing a base
 - ii. Leaving a base on a caught fly ball before the ball is first touched
 - iii. Batting out of order
 - iv. Attempting to advance to second base after making the turn at first base.
- d. 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.

VI. Co-Rec Defensive Requirements

- a. *Outfield Positioning*
 - i. *Cones will be used to indicate an arc 150 feet from home plate.*
 - ii. *The arc will extend from the left field foul line to the right field foul line.*
 - iii. *ALL outfielders will be required to remain behind this line when a female is batting until the ball reaches the plate or is swung at by the batter.*
 - iv. *If the pitch is not swung at and the outfielder is in front of the line, there is no penalty.*
 - v. *If the ball is caught by an outfielder who was illegally across the line, the ball is dead. The batter is awarded first base and all runners are awarded one base whether they are forced to advance or not.*
 - vi. *If the ball is not caught, a delayed dead ball shall be called. If the batter reaches first base and all runners advance one base, the ball shall continue to be in play with runners being liable to be put out. If batter fails to reach first base or runners are put out, then the ball is declared dead. Play is then enforced as if ball was caught in front of line*
- b. *With 8 defensive players*
 - i. *Teams must have 3 infielders and 3 outfielders (2 males/1 female or 2 females/1 male in each).*
 - ii. *The pitcher and catcher must be opposite gender.*

- c. *With 9 defensive players*
 - i. *Teams must have 4 infielders and 3 outfielders or 3 infielders and 4 outfielders.*
 - ii. *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.*
 - iii. *The pitcher and catcher can be either male or female.*
- d. *With 10 defensive players*
 - i. *Teams 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).*
 - ii. *The pitcher and catcher must be of opposite gender.*
- e. *For the purpose of placing defensive players, the pitcher and catcher are not considered as infielders.*

RULE 12: Player Ejection

- I. The field monitor/supervisor/official has the right to disqualify any individual at any time for any unsportsmanlike conduct. Malicious play will not be tolerated.
- II. Extremely offensive conduct (obscene or insulting word gestures) towards Intramural staff, spectators or other players results in ejection of a team member(s) from the game in which the offense occurred.
- III. Ejected individuals must leave the playing area and possibly the gym. If they are asked to leave the gym they will be given one minute to gather their belongings and depart. Further delay will result in team forfeiture.
- IV. Reinstatement Procedure
 - a. All players ejected from an intramural contest, for any reason, must set an appointment to meet with the Assistant Director before they or their team is eligible to participate again.
 - b. Ejected players will serve an automatic one-game suspension with the severity of the conflict dictating further suspensions.
 - c. This suspension will not begin until the meeting has taken place.
 - d. A player who is ejected from two contests during a season will not be eligible for playoff competition.
- V. The Assistant Director reserves the right to impose further penalties against the player(s) or team at his own discretion.