



## Intramural Softball Rules

### 1. Eligibility

- a. **ID's:** All participants must have a current Rec Sports membership to be eligible to participate. Players are required to show the Intramural Staff your NMU/Membership ID in order to participate. Community members are eligible to participate but must be 16 years of age, and must purchase a Rec Sports membership.
  - i. *Note:* Participants who are found to be playing without a current membership will have three business days to purchase their membership. Community members/students with less than six (6) credits may purchase their membership through the Recreational Sports office in the PEIF. For students that are taking 6 or more credits, they may add the student recreation fee to their account by emailing the Student Services Center (ssc@nmu.edu). If students do not opt-in for the fee, a \$25 fee will be charged to their student account for participating illegally.
- b. **Varsity Athletes:** Varsity athletes are eligible to play. There is no limit on the number of varsity players per team.
- c. **Club Sports:** No more than 40% of the players participating in the field of play for a single team may be members of that corresponding sport club/comparable sport club. A sport club member is defined as one who has practiced or played for the respective sport club during the current academic year and is officially registered with that club.
- d. **League Rules:** CoRec. Minimum of 5 females and 5 males must be on the roster.
- e. **Playoff Eligibility:** Teams must average a 3.0 sportsmanship rating in order to qualify for the playoffs.
  - i. Players must play in at least one regular season game in order to be eligible to play in the playoffs.
- f. **Concussion:** Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be removed from the game and will not be able to return to play until

cleared by an appropriate healthcare professional. A copy of approval must be submitted to the Rec Sports Office prior to returning to play.

- g. **Blood Rule:** Any player who starts to bleed will not be able to re-enter the game until the bleeding has stopped. If the player's clothes have blood on them, the player must change clothing in order to re-enter the game.

## 2. Equipment

- a. Shirts and close-toed shoes are required.
- b. **Cleats are not allowed.** Multi-purpose shoes are recommended. Basketball, tennis, and turf shoes are permitted.
- c. Backward-billed hats, metal bracelets, necklaces, rings, earrings, or watches are not allowed. Jewelry may be taped in the case that the jewelry cannot be removed.
- d. Any player who must wear a necessary metal brace must cover all metal parts of the brace before playing.
  - i. *Note:* The head referee reserves the right to allow/disallow any piece of equipment in which they deem unsafe towards the participants.
- e. Gloves/mitts are not allowed.
- f. Batting gloves may only be used for batting.
- g. Masks are optional.
- h. Bats:
  - i. All bats must be "ASA" certified slow-pitch bats.
  - ii. No homemade or altered bats are allowed.
  - iii. No wooden bats.
  - iv. All bats must be checked by the umpires prior to play.
  - v. No throwing of the bats. A warning may be issued per team. The batter may be called out if necessary.

## 3. Playing Area

- a. Games will be played at the Superior Dome.
- b. Bases will be set at a distance of 60 feet, with the mound being at approx. 40 feet.

## 4. General Guidelines

- a. Please arrive 10-15 minutes before your scheduled game to sign in.
- b. Each player must provide their valid NMU ID to the scorekeeper/supervisor and sign in next to their name.
- c. All players must be on the roster. No write in names are allowed.
- d. If a team is unable to provide the minimum amount of players allowed (7) at their scheduled game time, they will be given 10 minutes to arrive after the clock begins. When a team is late, the team that was on-time will be awarded 2 runs. The on-time team will get an additional 2 runs every 5 minutes the opposing team is late until a forfeit occurs. A forfeit will be declared if the team is more than 10 minutes late.

## 5. Captains Responsibilities

- a. The captain is responsible for passing rule information on to their team.
- b. All players must be on the official roster on IMLeagues.com.
- c. Late arrivals must sign in before they can play.
- d. Players must play in at least one regular season game to be eligible for tournament play.
- e. Captains are responsible of informing their teammates of the time and location of all scheduled contests.
- f. Captains are held responsible for their team and fan control.
- g. Discussion with officials may only take place between the designated team captain and the officials. These discussions must be made in an appropriate manner.

## 6. Forfeits

- a. Teams are expected to begin on time. A team has 10 minutes to arrive after the clock begins. When a team is late, the team that was on-time will be awarded 2 runs. The on-time team will get an additional 2 runs every five minutes the opposing team is late until a forfeit occurs. If a team is more than 10 minutes late, a forfeit will be declared and a \$25.00 fee will be charged to the captain's student account. Certain circumstances may apply.
- b. Teams who forfeit twice during the regular season will be dropped from further competition and will be charged a total of \$50.00.
- c. Teams that are unable to attend their scheduled game time must contact the Intramural Sports Manager by emailing Chrsmith@nmu.edu or calling 906-227-1561 at least 48 hours prior to their game time in order to avoid the forfeit fee. Make sure to leave the team name, game time, and league.

## 7. Tobacco/Alcohol Policy

- a. Alcoholic beverages, tobacco, and/or drugs are not permitted on or around the playing area. Contests will not be played and will be forfeited if alcohol, tobacco, and/or drugs are present. Any NMU Rec Sports employee reserves the right to remove participants and/or forfeit games if substance abuse occurs.
- b. A player that is removed for substance abuse will be indefinitely suspended, pending a meeting with the Intramural Sports Manager.

## 8. Protests

- a. All protests must be filed by the team manager at the time the question occurs.
- b. Protests concerning rule interpretations will be settled at the game site by the officials or sport supervisor.
- c. If a team manager believes the decisions rendered to be in error, they must notify the officials and supervisors that the contest will continue under protest.

- d. A protest concerning eligibility can be made before, during, or after a contest.
  - i. Eligibility protest:
    - 1. If an eligibility question is before or during a contest, the player and team manager will be notified and given the choice of whether or not the player will play.
    - 2. If the player choose to play and is found ineligible, the contest will be forfeited and that player will be suspended from Intramural Sports participation.
    - 3. If the player leaves the contest and is found to be ineligible, the contest may be subject to review by the Intramural Sports Manager.
    - 4. A protest regarding the eligibility of players must be made before either team plays its next scheduled game.
    - 5. All eligibility questions will be investigated by the Intramural Sports Manager. Participants found ineligible will be penalized accordingly.

## 9. Game Play

### a. **Co-Rec League:**

- i. Teams shall consist of ten (10) players; 5M and 5F in the field of play.
- ii. If a team has ten (10) players, they must have a catcher. If less than ten (10) players, it will be the team's choice to play with or without a catcher.
- iii. Teams can play with a minimum of seven (7) players: 4F or 3M, or 3F and 4M.
  - 1. If 8 players: 4F and 4M or 5F/3M or 3F/5M
  - 2. If 9 players: 5F/4M or 4F/5M.

### b. **Length of game:**

- i. A game will consist of 7 innings or 45 minutes of play from the scheduled game time. No extra innings will occur in regular season play. Extra innings will occur in playoffs if necessary.
  - 1. Exceptions:
    - a. Time limit expires and teams have no completed equal number of innings. The game will continue until that team batting last completes the inning.
  - 2. Run limit: 10 runs per inning for the first three innings. No run limit after the third inning.
- ii. There will be no timeouts.

- c. **Mercy Rule:** Anytime when a team leads by ten (10) or more runs after four (4) full innings have been played.

d. **Substitutions:**

- i. Players may enter the game any number of times. Substitutions in the field of play must be on a male for male and female for female basis.

e. **Signing In:**

- i. Players must have their name on the scoresheet in order to play. Players must sign in and provide their ID. IDs will be returned to the team captain once the game has concluded.

10. Rules

a. **Batting Order:**

- i. Each team will submit a male and female batting order prior to the game starting.
- ii. There is no max of number of males/females in a batting order.
- iii. Batting orders will alternate between the male and female batting order.
- iv. Late arrivals will be added to the bottom of the batting order.

b. **Batting:**

- i. Each batter will start with 1 ball and 1 strike.
- ii. If the ball is hit in foul territory/foul tip on the third strike, then it is an automatic out.
- iii. No dropped strikes will be used.
- iv. No bunting or chopping. A full swing is required or the batter will be called out.
- v. Players that bat out of order will be called out.
- vi. Batters are encouraged to run through first base. Batters shall round off to the right of the bag. If batters round off to the left, they may be considered on the way to second base and can be tagged out, at the umpire's discretion.
- vii. Do not throw the bat. A warning may be given or an out may be called.

c. **Pitching:**

- i. The pitch shall be delivered in an underhand motion with at least one foot on the mound.
- ii. All pitches must be thrown between 6-12 feet in the air.
- iii. All pitchers will be asked to limit their warm-ups between innings to two pitches. Five pitches will be allowed in the first inning.
- iv. The umpire will let the pitcher know when to pitch the next ball.

d. **Infield Fly rule:**

- i. The batter will be automatically called out when hitting an infield fly in the following situations:
  - 1. One or no outs, with runners on first and second.
  - 2. One or no outs, with runners on first, second, and third.
  - 3. Note: This is a judgment call. Non-protestable.

**e. Fielding:**

- i. A batter will be out when the following occurs:
  1. A fly ball is caught.
  2. A player, off the base, is tagged by the ball held by the fielding team.
  3. A force out at a base. Ball must be fully secured in the fielding players hand(s), with their foot on the base, prior to the running stepping on the base.
- ii. Infielders (1B, 2B, 3B, SS) must have equal distribution among males/females if 8+ players. Pitcher, outfielders, and the catcher have no restriction on gender.
  1. Teams can only have 4 infielders, not including pitcher/catcher. Outfielders must be behind imaginary basepath lines.

**f. Out of bounds:**

- i. There will be no home runs.
- ii. Out of bounds lines will be marked by cones. Balls caught out of bounds will not be considered an out. Players must have both feet in the field of play in order for an out to be called.
- iii. Out of bounds in right field will result in a ground rule double.
- iv. Out of bounds anywhere else will result in one additional base. If on 2<sup>nd</sup>, go to 3<sup>rd</sup>. If between 2<sup>nd</sup> and 3<sup>rd</sup>, go to 3<sup>rd</sup>.

**g. Runners hit by a fairly batted ball:**

- i. The baserunner is automatically out.
- ii. The batter gets one base and is credited with a single.

**h. Advancement of baserunners:**

- i. A runner may advance on a hit or an error, but the runners are always liable to be called out. Only exceptions are when the umpire shall call out time, and when the umpire declares a foul tip or foul ball that a defensive player does not catch.
- ii. Runners must “tag up” if they wish to advance on a caught fair ball or foul ball. Runners cannot advance on a dropped foul ball.
- iii. There will be no stealing or leading off. Players will return to the previous base.
- iv. Sliding is allowed, however, no head first sliding is allowed. The player will be called out.
  1. Sliding/running into a player, if deemed intentional will result in the player being called out. Ejection may occur.

*The NMU Recreational Sports Office reserves the right to modify and/or remove any of these guidelines or rules for the improvement of the sport. All participants are expected to comply with these rules and policies that are stated within this publication.*