

Campus **Recreation**

University of South Carolina Student Life

10v10 Intramural Softball League

Please refer to the Participant's Manual for a complete list of all Intramural Sport guidelines & procedures

Rule changes from previous seasons have been highlighted in yellow

Section 1: General Information

A. General IM Procedures

1. Teams should arrive 15 minutes before the game to check-in with the supervisor.
2. All participants must display a valid Carolina Card before each game to play.
 - i. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
3. Teams are expected to begin the game at the scheduled time.

B. Defaults

1. A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
2. The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.
3. If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in a forfeit fee of \$25 being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE. The team will receive a 3-sportsmanship rating for each default.
4. The UofSC Sport Programs Office can be reached:
 - i. By email at sportprograms@mailbox.sc.edu
 - ii. By phone at 803.576.9387
 - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

C. Forfeits

1. A forfeit will result in the team automatically losing and receiving a 1-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. A forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.
2. If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. A second forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.

D. Team Choice (5 minutes: 5 minutes)

1. The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
 - i. If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
 - ii. During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
2. 10v10 Softball (5points: 5 points)

E. Sportsmanship

1. Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.

F. Playoffs

1. All teams are eligible for post-season play if they do not forfeit more than once or default more than twice and complete the season with the required sportsmanship rating (3.0).

G. Miscellaneous

1. To receive the latest UofSC Intramural Sports schedules, scores, and updates be sure to log onto sc.dserec.com/online/dashboard
2. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
3. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. To protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

Section 2: Rules & Sport Specific Information

The game will be played according to the current Amateur Softball Association's rules if not explicitly stated in this document.

A. Location:

1. All games will be played at the Blatt PE fields.

B. Players

1. A team will consist of ten (10) or eleven (11) players if they elect to use an Extra Player.
2. A team must have eight (8) players to avoid a forfeit.
3. If a team plays with eight (8) or nine (9) players, they do not have to take automatic outs.
4. If a team uses the Extra Player rule, only ten (10) players play the field but eleven (11) are allowed to bat. A different ten (10) can play the field each inning provided the same batting order is kept.
5. Every starter may re-enter once per game. Starters must be placed into the spot in the batting order they previously occupied.
6. The captain making the substitution shall immediately notify the home plate umpire prior to the sub entering the field.
7. The on-deck batter and 3rd base coach may be the only players from the batting team on the left side of the field.
 - i. Rest of the team/spectators need to be up on the steps. This includes all team equipment.

C. CoRec Modifications

1. Players

- i. Each team will consist of ten (10) players on the field at one time. Possible combinations include:
 - a. 5 men & 5 women
 - b. 6 men & 4 women
 - c. 4 men & 6 women
- ii. To avoid a forfeit, a team may start with no less than eight (8) players.
 - a. 5 M & 3 F, 4 M & 4 F, or 3 M & 5 F.
- iii. A team can bat up to 12 players (The extra batters must be one male and one female)
- iv. Teams do not need to alternate the batting lineup based on gender.
- v. Players may play any position on the field. There is no stipulation as to where males and females may play.
- vi. If a team wishes to use a courtesy runner, the base runner must be from the same gender.

D. Equipment

1. All equipment may be provided by Intramural Sports and will be brought to the game by the umpire. Teams are responsible for supplying their own gloves.

2. Athletic shoes or molded rubber cleats are allowed as well as hard plastic cleats. No metal cleats allowed, or cleats deemed unsafe for play for supervisor and/or umpire. All players must **always** wear closed-toed shoes.
3. Players may use their own bats as long as they are ASA single walled bats. Composite bats are not considered single walled and are classified as illegal. All bats will be checked and marked by the Sport Programs staff before use. - Subtract
 - i. If a player is found using an illegal bat during an at bat, that player will be declared out. The game may also be declared a forfeit.
 - ii. The umpires and supervisors reserve the right to deem any personal bat illegal as determined by the Intramural Sports staff.

E. Game Clock

1. Games will be a max of seven (7) innings in length.
 - i. No inning may be started forty-five (45) minutes after the beginning of the game.
 - ii. No game will continue after fifty-five (55) minutes, to continue with the next games on time (during the regular season only.)
2. In the event a game ends in a tie after seven (7) innings, the game will be recorded as such (during the regular season only.)
3. A game will be termed “official” after four (4) complete innings (or 3 ½ if the home team is ahead.)

F. Scoring

1. There is a ten (10) run limit per inning.
 - i. Once a team as scored ten (10) runs in an inning regardless how many runners are on base or outs the inning will be over
2. Mercy rule: If a team is up by
 - i. Twenty (20) after three (3) innings
 - ii. Fifteen (15) after four (4) innings
 - iii. Eleven (11) after five (5) innings
3. Team captains must submit a batting line-up, in addition to making sure all team members sign in with the supervisor, prior to the game.
 - i. Line-ups should be turned in before the game.

G. Pitching:

1. Strike Zone
 - i. A pitch is considered a strike if it crosses over the home plate and the batter’s plane, which is defined by the batter’s front knee to back shoulder.
2. Illegal Pitch
 - i. An illegal pitch occurs when:
 - a. The ball is not delivered within the minimum arc of six (6) feet and a maximum of twelve (12) feet.
 - b. The pitcher does not use one fluid motion to deliver the ball (fakes will not be allowed.)
 - c. The pitcher does not maintain one foot on the pitching rubber at all times
 - ii. A player who elects to hit an illegal pitch, takes the result of the play.

H. Batting:

1. Batters will enter the box with a “1-1” count.
2. There will be one (1) “courtesy foul” with a two (2) strike count. The next foul ball will be called an out.
3. No bunting or intentional chopping of the ball will be allowed (dead ball, out).
4. The batter is not awarded first base if hit by a pitch.
5. Any ball that hits the sidewalk or crosses it on the fly will be considered a home run
6. Any ball that crosses the sidewalk in the outfield after it has hit in play will be considered a ground rule triple.

I. Base Running

1. No leading off or stealing is allowed. A base runner may not leave the base until the ball has been hit.
2. A team is permitted, but not required, one (1) courtesy runner per inning. The courtesy runner will take the place of the runner in question. The only stipulation is that the courtesy runner is the last out made by a player of the same gender regardless of the inning of the out.

3. Sliding is permitted in all leagues, except for diving headfirst into home.
 - i. Any player who slides headfirst into home will automatically be called out.
 - ii. A player who slides and initiates any contact with the defender shall be called out

J. Plays at first base

1. The white base is for the fielder; the orange is for the runner.
2. Umpire may call a runner out or eject a player for purposely interfering with a play at 1st base

K. Interference

1. If the catcher or fielder interferes with the batter, the ball is called dead, and the batter is awarded first base
2. If the runner is interfered with by the fielder, the umpire awards the runner safe at the base they are running towards

L. Overthrows:

1. When the ball is in play and is overthrown (beyond the boundary line), awarded bases will be determined by the last base established by the base the runner was going towards plus one (1).
 - i. Example: If a runner is running to first and the ball is overthrown, the runner is awarded second base.

M. Infield Fly Rule:

1. An infield fly is a fair fly (not including a line drive) which can be caught by an infielder with ordinary effort in the judgment of the umpire (rule does not preclude outfielders from being allowed to attempt to make the catch), and provided the hit is made before two (2) are out and at a time when first and second bases or all bases are occupied.
 - i. The runners may advance at their own risk but must return to their bases if the ball is caught.
 - ii. If a declared infield fly falls to the ground untouched, it will still be considered an infield fly as long as it stays in fair territory
 - a. The ball does not have to be caught for this rule to apply.

N. Playable Areas

1. No player may climb the hill in left field foul territory in an attempt to retrieve/catch a ball
 - i. The ball will be called dead
2. No player may attempt to catch a ball after it strikes any obstruction (i.e. trees, poles, etc. in foul territory)
 - i. The ball will be called dead
3. If a ball is caught after it strikes any obstruction (i.e. trees, poles, etc. in fair territory)
 - i. There is no out recorded and play will continue as normal.

O. Playoffs:

1. All teams are eligible for post-season play provided that they do not forfeit, do not default more than twice, have a 3.0 sportsmanship rating average
2. If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the playoffs. A team that receives below a 2 in any playoff game will automatically be forfeited.
3. There will be extra innings in the playoffs as needed.