INTRAMURAL

Co-Rec Softball

FORMAT: This is a 9 player co-rec softball tournament. Games will be scheduled between 10AM - 6PM. All games will be played at the AG and Jungle Fields. Once the tournament is full, teams will be put on the waiting list. If a team chooses to withdraw from the tournament for any reason after registration is complete, the captain will be charged the $25 forfeit fee.

ROSTERS: Teams must meet the minimum roster requirements by the end of registration in order to be included in the tournament. All roster additions must be done through IMLeagues by 9:00AM on the day of a game. No roster additions will be allowed at the game site.

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:
1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game time will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining and the score at 3-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

If a team forfeits a game, the captain will be charged a $25 fee on his/her University fee bill, depending on the format of the league, the team may remain eligible for the remainder of the tournament.

The NIRSA Slow Pitch Softball Rules shall govern play for all intramural softball games with the exceptions listed in these rules:

GENERAL RULES:
1. Players must furnish their own gloves.
2. Rubber cleats (of molded variety) and tennis/running shoes will be permitted. ABSOLUTELY NO METAL/PLASTIC SPIKES, SCREW-INS, BARE FEET, FIVE-FINGER SHOES OR SANDALS OF ANY TYPE.
3. Bats must be ASA certified softball bats. Baseball or wooden bats are not allowed.
4. All catchers must wear a catcher’s mask (will be provided by the department).

IMPORTANT RULE CLARIFICATIONS & MODIFICATIONS:
1. Each team must have 9 players to start the game. In the case of an injury or other reasons, the team can finish with less than 9 players (but must take an automatic out for that spot in the batting order if no substitutes are available).
2. There may be no more than 6 participants of the same gender playing the field or in the batting order at any time.
3. SLOW PITCH RULES: Ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding maximum height of 12 feet from the ground. The umpires will call a “no pitch” if the ball does not meet these requirements. Strikes and balls will be determined by the strike mat and home plate (umpire makes the call).
   1 No Pitch = 1 ball
   2 no pitches for the same batter = walk
   3 strikes = an out
   After 2 strikes, then a 2nd foul ball = an out
   4 balls = a walk

• The batter has the right to swing at a “no pitch”. After swinging it will no longer be considered a “no pitch”, and the result of the play will stand.

4. The pitching count will start at 1 ball and 1 strike for every batter.
5. Games will be six innings or 60 minutes (whichever occurs first). Games called on account of darkness, rain, etc., after 4 (3.5 if the home team is ahead) complete innings shall stand as full games.
6. Mercy Rule: The game will end if one team is leading by 15 runs or more after the 5th inning.
7. NO STEALING, NO LEADING: Umpires will immediately declare a runner out for leaving early. Runner(s) must wait for contact. If the runner is standing off the base when the ball is pitched, they are immediately declared out.
8. NO BUNTING ALLOWED: Players must attempt a full swing; bunts of any kind (including slap bunts) are illegal. The batter is immediately declared out and all runners must return to the base previously occupied before the pitch.
9. INFIELD FLY RULE: Defined as a fair fly ball that can be caught by an infielder with ordinary effort when there are base runners at first and second, or first, second, and third bases, and less than two outs. The umpire will
immediately declare an infield fly as soon as it is apparent, and the batter is automatically out. Runners may run at their own risk in accordance with regular fly ball rules. Should the ball go foul, it is played as any foul ball.

10. COURTESY RUNNERS ARE ILLEGAL: If the individual cannot run due to an injury prior to batting, they should not bat. If a base runner is injured while running to a base the team may replace them with a substitute runner not in the line-up. The replacement runner must play a complete inning before being removed. The injured player cannot re-enter the game if they are replaced. When no eligible substitutes are available the last player who recorded an out on that team will be the replacement runner.

11. SUBSTITUTION IN BATTING ORDER: If someone is taken out of the batting order, they must sit out a full rotation from the time they exited the line-up before re-entering. After sitting out a full rotation or a full inning (whichever is longer) the player may re-enter in any spot in the line-up.

12. INJURY OR LOSS OF PLAYER: Once in the batting order, if a player leaves the game for whatever reason(s) and there are no substitutes, the team receives an automatic out each time that player should bat for the remainder of the game.

13. Home team will be decided by a coin toss.

14. Safety on close plays: A runner must try to avoid contact with the catcher/fielder(s) on close plays at all bases. If they do not attempt to avoid the fielder, the runner will be automatically called out. The player may be ejected if there is excessive contact. Sliding is not mandatory. Players may choose to avoid contact by either: sliding, going around the fielder(s), jumping over them, or giving themselves up. Fielders/catchers must not block the bases or the base paths when they are not making a play. Regular interference and obstruction rules will apply at the umpires’ discretion.

GROUND RULES:

AG Field
- All balls hit over the fence, into the gazebo or the garden area (marked by cones), or into the bushes and trees in left field on the fly will be an automatic double.
- All balls that roll into the bushes or trees will be declared dead.
- Please keep all equipment and players behind the fence.

Jungle Field
- All balls hit over the fence in right field to the right of the stairwell on the fly will be an automatic double. All balls hit over the fence to the left of the pole by the stairs in right field will be an automatic home run.
- All balls that hit the equipment shed in center field on the fly will be an automatic home run.
- All balls hit beyond the cones in center field, onto the volleyball court, or onto the basketball courts on the fly or on the ground will be an automatic home run.
- All balls hit beyond the cones marking dead ball territory in left field on the fly will be an automatic double.

All fields
- On dead balls or overthrows all runners will receive the base they are running to plus the next base if at the time the ball is declared dead the runner(s) are at least half way to the next base. If at the time the ball is declared dead the runner(s) are not at least half way to the next base they will be awarded only that base.
- There will be areas that will be out of play regardless of whether the fielder can make a play or not. These areas will be discussed during the captains’ meetings.
- Anytime the ball hits any equipment, any player/spectator not in the game, trees (that are located out of bounds when they are not making a play), or goes out of play (i.e. over the fence or behind the backstop) the play will immediately be called dead and all base runners will advance to the base(s) at the umpires’ discretion.

SPORTSMANSHIP RATING: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during and/or after a game (event) will not be tolerated. The team captain assumes full responsibility for the conduct of the team and spectators.

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. UConn Recreation disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

Following each contest, the game officials, intramural manager(s) and scorekeeper will rate each team on their sportsmanship with either an “Acceptable” or “Unacceptable” rating.

The following behavior may result in an Unacceptable rating for sportsmanship:
- Player(s) persistently harass opponents, officials or spectators

The following behavior will result in an Unacceptable rating for sportsmanship
- Any member(s) of the team is ejected from the game
- Members of the team or spectators display unsportsmanlike conduct after the conclusion of a game

Teams receiving their 2nd Unacceptable rating in the same season will be dropped from the tournament. Depending on the severity of the incident, a team may be removed from the league and/or face additional sanctions for only one Unacceptable rating.
The Intramural Managers reserve the right to reevaluate and amend any grade based on team/player’s sportsmanship.

If you have any questions regarding intramural rules, please contact Nick D’Amato (Coordinator for Intramurals and Tournaments) at 860-486-8126 or e-mail: Nicholas.damato@uconn.edu

Schedules and results will be available on the IMLeagues webpage.

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