INTRAMURAL

Co-Rec Summer Softball

FORMAT: The league will be played May 30th through August 10th. All games will be played at the AG and Jungle Fields. The registration will be limited to the first 10 paid teams. Once the league is full, teams will be placed on the waiting list.

TEAM REGISTRATION FEE:
Each team will have the option to choose from one of two choices, which have different fees as well as different roster limitations:

1st choice- pay a $500 team fee.
- A maximum of 25 players will be allowed on the roster
- Roster additions can take place throughout the season
- Players must be added and accepted onto the roster on IMLeagues by 4:00PM the day of the game to be eligible to participate in a game that day.

2nd choice- pay a $300 team fee
- A maximum of 25 players will be allowed on the roster
- Team will only be allowed 5 players on the roster who are not current UConn Students.
- Roster additions can take place throughout the season
- All roster additions after May 30th must be submitted to the Intramural Office via e-mail (Nicholas.damato@uconn.edu) by 4pm the day prior to a game (4pm Friday for a Monday game) in order to allow the intramural office time to verify eligibility.

Payments can be made by cash or check at the Customer Service Center at the Student Recreation Facility. Checks should be made out to "UConn Recreation".

ELIGIBILITY: All UConn students, faculty/staff, family and community members are eligible to participate. All Non-University affiliated members must be at least 18 years old. At least 50% of the players on each team’s roster must be affiliated with UConn. Players do not need to be members of the Student Recreation Facility to participate in summer softball.

ROSTERS: Teams can add players to their roster throughout the season, including playoffs, up to the maximum of 25 players. All roster additions must be done through IMLeagues by 4:00PM on the day of a game. No roster additions will be allowed at the game site. Reminder- teams that choose the $300 team fee option have additional roster restrictions (see Team Registration Fee section above)

VALID ID CARDS: Before anyone can participate, each player must present valid picture identification. The following are considered valid picture identification: UConn ID, driver’s license, passport, other state/federal issued photo identification. If you have an ID problem, you must contact the Intramural Office at 860-486-8126 prior to the game. No one will be allowed to participate without proper identification.

TIME PREFERENCES: Teams may input time preferences when registering for the league. Teams must leave at least 2 days open per week in order to register. Note: There will be no games scheduled the week of July 4th.

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. The game will commence once the opponents arrive with 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, they will be required to pay a re-entry fee of $25 (non-refundable) by 4:00PM the next business day in order to remain in the league. The re-entry fee must be paid in cash or check at the Customer Service Center in the Student Recreation Facility.

TEAM SHIRTS: Each team will receive customized shirts. T-shirt sizes for the entire roster, as well as color preference, must be submitted to the Intramural Office (Nicholas.damato@uconn.edu) no later than Monday, June 4th.

SAFETY:
1. Proper attire must be worn. No jeans or dress pants allowed. It is recommended that participants wear pants due to field conditions.
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: head gear, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. **Taping of exposed jewelry will not be permitted.** This is for your safety as well as others.
3. Religious medallions or medical identifications must be approved by the Intramural Coordinator and must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Coordinator of Intramurals and Tournaments for the use of orthopedic devices essential to protect an injury.
5. Players/coaches bleeding or having blood on clothing will be prohibited from participation until bleeding is stopped, and uniform is approved.
6. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

**NIRSA Slow Pitch Softball Rules shall govern play with the following exceptions:**

**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).

**RULE CLARIFICATIONS & MODIFICATIONS:**
1. **Each team must have 9 players (at least 3 must be men & 3 must be women) to start the game.** 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 must be at least 3 men & 3 women playing at all times, including playing the field.** Substitutions are not official until that player takes the field, or that spot in the batting order comes up.
3. Teams can have 11 batters, 10 (of your choice) of which must play the field.
4. **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). The strike mat is only used to determine balls & strikes and is not an extension of home plate; the mat is not in play once the ball is live.

<table>
<thead>
<tr>
<th>1 No Pitch = 1 ball</th>
<th>2 no pitches for the same batter = walk</th>
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<tbody>
<tr>
<td>3 strikes = out</td>
<td>After 2 strikes, then a 2nd foul ball = out</td>
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<td>4 balls = walk</td>
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- 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.

5. **The pitching count will start at 1 ball and 1 strike for every batter.**
6. Games will be 7 innings. During the regular season if the game is tied after 7 innings, one extra inning will be played to determine the winner. If the game is still tied after 8 innings, it will end as a tie. Games called on account of darkness, rain, etc., after 5 complete innings (4.5 if the home team is ahead) shall stand as full games.
7. Mercy Rule: The game will end if one team is leading by 15 runs or more after the 5th inning (4.5 if the home team is ahead).
8. **NO STEALING, NO LEADING:** Umpires will immediately declare a runner out for leaving early. Runner(s) must wait for the batter to make contact with the ball. If the runner is standing off the base when the ball is pitched, they are immediately declared out.
9. **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.
10. **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.
11. **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.
12. **SUBSTITUTION IN BATTING ORDER:** If a player is substituted out of the batting order, they must remain OUT of the lineup until a full rotation through the batting order or a full inning (whichever is longer). The player substituting for them must remain IN the lineup for a full rotation through the batting order or a full inning (whichever is longer).
13. **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.

14. Home team will be decided by a coin toss if it is the only scheduled regular season matchup between two opponents.

15. **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; this is at the umpires’ discretion, with safety the priority. Sliding is not mandatory. Players may choose to avoid contact by either: sliding, going around the fielder(s), or giving themselves up. Fielders/catchers must not block the bases or the base paths when they are not making a play. When blocking a base, while making a play, they must leave space for the runner to reach the base. **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.
- All equipment and players must be behind the fence in the bench area, except for 1st & 3rd base coaches.

**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**
- When a non-batted ball enters deadball territory, runners will be awarded one base from the base they occupy when the ball is declared dead. If, in the umpires judgement, a runner is more than halfway to the next base, they will be deemed to occupy that base.
- When a batted ball is an automatic double, all runners will receive two bases from the base they occupied at the time of the pitch.
- 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 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 season or playoffs. 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 the intramural softball rules, please contact Nick D’Amato (Coordinator of Intramurals and Tournaments) at 486-8126 or e-mail: Nicholas.damato@uconn.edu

Schedules and results will be available on the IMLeagues webpage.

@UConnIntramural