



## INTRAMURAL SOFTBALL RULES AND REGULATIONS

*INTRAMURAL SOFTBALL WILL BE PLAYED UNDER ASA CURRENT RULES, WITH THE FOLLOWING EXCEPTIONS AND/OR AMENDMENTS*

### TEAM CAPTAIN S MEETING

- Attendance at the team captain s meeting is MANDATORY. Any team not represented at this meeting will not be included in the league, unless the captain is able to come to the University Recreation Office and listen to an audio tape of the captain s meeting.

### SCHEDULES

- Schedules can be picked up immediately after the captain s meeting or after listening to the audio tape during office hours (7:45 a.m. — 4:30 p.m.) at the University Recreation Office.

### GENERAL PROCEDURES

1. All intramural participants must be registered with the UW-EC, and have a roster on hand with the University Recreation Department, or is a faculty/staff member affiliated with UW-EC.
2. All team sports will follow an unlimited roster policy. New players can come to the competition and be added to your roster as long as they have their UWEC Blugold I.D.
3. To be eligible for the playoffs, a player must have played at least one regular season game for that team.
4. The regular season of all competitive leagues will be followed by a single elimination playoff tournament when time permits.
5. Abusive, derogatory, and demeaning comments & gestures will NOT be tolerated in Intramural Sports. Violators will face suspension or expulsion from the program. Serious incidents or repeated abuses will be subject to sanctions under the UWEC Code of Conduct.

### GAME RULES

1. Teams consist of ten (10) players. You may begin a game with as few as seven players. Teams may also continue a game with a minimum of seven players after beginning with a greater number. However, the original batting order may not be altered and an out will occur each time a withdrawn player is scheduled to bat. [Men s and Women s leagues can bat 1 extra player, whereas Co-Rec league can bat 2 extra players, 1 male & 1 female]
2. A regulation game shall consist of seven (7) innings, or no new inning shall begin after 55 minutes has elapsed from the start of play. If the time limit has elapsed and the inning in progress has been completed with the score remaining tied; the game will continue for a maximum of 2 extra innings. During playoffs, games tied at the end of regulation will be completed in their entirety.
3. Two (2) complete innings constitutes a complete game. During regular season and playoffs, games called prior to two (2) complete innings due to occurrences beyond our control may be replayed in their entirety upon consent of both team managers and the Intramural Director.
4. Games with a score differential of **10 or more** runs after 4 **complete** innings will be terminated.
5. Each batter is allowed only **TWO** strikes and three balls. There is no courtesy foul.

6. The batting order delivered to the umpire must be followed throughout the game, unless a player is replaced by a substitute. When this occurs, the substitute may take the place of the removed player in the batting order. Therefore, teams which start a game with fewer than ten players may not add additional players to the batting order once the game begins. The number of players in the field cannot exceed the number of players batting.
7. The batting team is responsible for retrieving the game ball, which go out of play. Failure to do so will result in an out being called.
8. **A limit of FIVE home runs per team will be enforced throughout the season. Any home runs after the fifth home run will be declared an out**
9. Men's and women's teams may bat 11 players.
10. Co-Rec teams may play with a gender difference of one (meaning five males and four females, etc., but must maintain a minimum of seven and a maximum of twelve players participating).
11. In co-rec games, unlike ASA rules, there is no alternating sex batting order. In the field, either gender may play any position.
12. Co-rec teams may bat 12 players.

## SPORTSMANSHIP

1. Team managers are responsible for the eligibility and conduct of all their players. Game umpires are instructed to speak with **team captains only!** The umpire may eject players who choose to ignore this rule.
2. The umpire may forfeit the game if physically or verbally abused by any team member or spectator.
3. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for ejection on a daily report. Once on report, a player must meet with an Intramural Director before being reinstated for competition.

## EQUIPMENT

1. Metal spikes are **NOT ALLOWED**, nor are hard plastic or polyurethane spikes that are similar to metal sole and heel plates.
2. A team may wear apparel of their choice. However, shoes and shirts must be worn at all times.
3. **NO JEWELRY** of any kind is permitted while participating in any Intramural activity. Failure to remove jewelry will result in ejection from the contest. Any exposed piercings must be taped.

## FORFEITS

1. Captains of any team forfeiting a contest must stop by the UR Office, in person by 4:30 p.m. of the next business day to re-enter their team. Failure to do this will result in the team being dropped from further competition. Any team forfeiting a game will not be eligible for post-season play.
2. Any team forfeiting two games will be automatically dropped from competition. Any team may be charged with a forfeit for unsportsmanlike conduct.

## DEFAULTS

1. A team unable to attend a game may default their contest, if this is done twenty-four (24) hours in advance of the scheduled game time. Sunday games must be defaulted by Friday noon. A default will result in a loss by the defaulting team, and will have no effect on playoff eligibility.

