



The University of Michigan
Department of Recreational Sports
Intramural Sports Program

SOFTBALL RULES

I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual, which can be found on our website at www.recsports.umich.edu/intramurals.)

A. ROSTER AND ROSTER ADDITIONS

1. **Team Sports:** A team's roster is formed throughout the regular season. All players participating in a game must be listed on that game's scorecard. The players who are listed will be entered onto that team's roster and will appear on all future scorecards under that team's name. The manager is responsible for ensuring that each scorecard, including the printed roster, is complete and accurate (i.e. all team members who participated in that game are listed on the scorecard). Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player's name as well as his/her ID number on the scorecard. A player must play in at least one regular season game to be eligible to participate in the playoffs.

B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
 - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
 - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.
 - c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
 - d. The player must come in the next working day between 9:00am and 4:00pm with their valid student ID to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.
3. **Club Sport Members and Intercollegiate Athletes:** Teams may not play with any Intercollegiate Baseball or Softball member. Teams may play with a maximum of one individual who is a Club Baseball or Softball member **AND** one Ex-Varsity Softball or Baseball athletes. Check the IM Manager's Manual for information regarding the definition of a Club Sports member.

C. FORFEITS

1. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest.
2. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.
NOTE: Both teams are recommended to list the players present at the game site in order to have those players considered as having “participated” in that game.
3. A team may waive the right to forfeit and wait for the opposing team to arrive.
 - If a team decides to wait the 10 minutes for the opposing team to show they **must wait the entire 10 minutes**.
 - If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present **must accept** the forfeit.
 - Should the opposing team arrive before the 10-minute time limit, the contest shall be played. The time lost shall not be made up.
 - If a team waives their right to a win by forfeit, and the match begins, that team cannot rescind their decision and take the forfeit.
 - If at game time neither teams have the minimum number required to play the officials will wait 10 minutes to see if either or both teams acquire enough participants to play or accept the forfeit.

D. SPORTSMANSHIP RATINGS

1. Each team in each contest shall be rated by the officials. A team begins an intramural game or event with a total of 10 sportsmanship points. During the course of the contest, teams may lose points if their behavior deteriorates. A contest will be terminated if the SRS Rating becomes zero or below.
2. Level 1 Sportsmanship Infraction: For each Sportsmanship infraction a team receives, one point will be deducted.
3. Level 2 Sportsmanship Penalty: For each Sportsmanship Penalty a team receives, three points will be deducted.
4. Level 3 Sportsmanship Ejection: For each Sportsmanship Ejection a team receives, seven points will be deducted.
5. Forfeits: Forfeiting a contest shall result in a seven point deduction.
6. Playoffs: In order to be eligible for the playoffs a team must have a SRS score of 31 or higher for the regular season. If in any playoff game, including the Championship, should a team’s actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the playoffs. The declared winner must not have a SRS rating of less than seven.

	All-Inclusive	Softball
Level 1: Sportsmanship Infraction (1 point deduction)	? Any verbal warning that addresses conduct	? Inadvertent contact with runners ? Argument over balls/strikes
Level 2: Sportsmanship Penalty (3 point deduction)	? Alcohol use by spectators ? Spectator interference	? Throwing bat after verbal warning
Level 3: Sportsmanship Ejection (7 point deduction)	? Alcohol use by player ? Physical contact with an official ? Fighting ? Intentionally injuring or attempting to injure an opponent ? Threatening/Verbal abuse of an official ? Use of an ineligible player ? Use of a suspended player ? Forfeiting a game	? Runner intentional contacts fielder (in possession of ball) with great force ? Use of altered, non-approved, or doctored bat ? Leaving position to argue a call ? Repeated argument of a judgment call

II. SPORT RULES

NOTE: The Official Rules of the Amateur Softball Association apply to Intramural contests except for the local modifications listed below. Copies of the Official rules may be checked out at the Main Office of the Intramural Sports Building. In addition, the Field Supervisor will have a copy at all times.

A. EQUIPMENT

1. The Intramural Program will furnish scorecards and balls.
2. Bats and catchers masks can be checked out with ID. Catcher's masks are recommended.
3. Each team is to supply their own scorekeeper.
4. For safety and injury prevention, exposed jewelry, such as wrist watches, bracelets, earrings, and neck chains must not be worn during games.
5. METAL SPIKES MAY NOT BE WORN IN INTRAMURAL SOFTBALL.
6. Casts are illegal.
7. Clothing which has blood on it must be removed before the player may continue competition. A substitute player should enter the game to allow the player with blood to remove the soiled clothing.

B. TIME FACTORS

1. A regulation game will be seven (7) innings in length.
2. A game need not be seven (7) innings for it to be legal.
3. NO new inning may begin after 55 minutes have elapsed from the start of the game.
4. Games called because of inclement weather will follow Official ASA Rules, with intramural tie modifications.
5. Semi-final and Final games will have no time limit.
6. At the discretion of the Field Supervisor or umpire, games may be terminated at the end of a half inning when there is a great difference in the score and continuance of play interferes with the start of the next game.

C. TIE GAME

1. During the regular season, ties will not be resolved, and each team will be credited with a win.
2. If a tie exists in tournament play, extra innings will be played.
3. The umpire may, after a warning, forfeit the game to the opposing team if, in their judgement, a team is using tactics obviously designed to delay or shorten the game. This rule applies especially to games in which there is the threat of rain or time expiration.

D. PLAYERS

1. An official team consists of 10 players.
2. A team must have 8 players to start and continue a game.
3. Any substitutions made after the start of the game must follow Official Softball Rules.
4. If players arrive after the start of the game, they may be inserted into the batting order by adding on to the end of the existing line up.

E. BASE RUNNING

1. When a defensive player **has the ball** a base runner may not deliberately, with great force, crash into the defensive player. Penalty: Baserunner is out. Ball is dead and all runners return to last base touched at the time of the collision.
2. If flagrant, base runner is given an automatic SRS Level 3: Sportsmanship Ejection and is ejected from the game.
3. There is NO must slide rule in IM softball. A base runner must avoid contact with a fielder who has the ball. Sliding is one option to avoid contact.

F. BATTING

1. Batters have a one ball and one strike count upon coming up to bat.

2. Any number of players may be included in a team's batting order.
3. When a player bats it establishes their position in the line-up for the entire game.
4. If, for any reason, a player must leave the batting line-up, the substitute must be a person who has not yet batted. If no qualified substitute is available, an out shall be declared each time the vacated position in the batting order comes up.
5. A player may leave and return to the line-up only once, provided that the player returns to the same spot in the batting order.

NOTE: Please see the Co-Rec Modifications for Co-Rec Play

G. FIELDING

1. There will be total free substitution of players in the field on defense, but never more than ten.
2. The infield fly rule is as follows: A fair fly ball (not including a line drive) which can be caught by an **infielder with ordinary effort** when first and second bases; or the bases loaded are occupied before two are out. Any defensive player who takes a position in the infield at the start of the play shall be considered an infielder. The infield fly is ruled when the ball reaches the highest point based on the position of the closest infielder regardless of who makes the play. When it seems apparent that a batted fly ball will be an infield fly, the umpire shall immediately declare: "Infield Fly." The ball is **live, the batter is automatically out**, and runners may advance at the risk of the ball being caught. The runners can tag up and advance once the batted ball is touched, the same as on any fly ball. If the ball is foul, it is treated as any foul ball.
3. If an infielder intentionally drops a fly ball in a force play situation, the ball is dead, the batter is ruled out, and all runners must return to their bases. If an infield fly is ruled, it has precedence over an intentionally dropped ball.

H. PITCHING

1. A legal pitch is delivered with an underhand motion at a moderate speed and must have a perceptible arch, and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground. Speed and height (flat or excessive) are left entirely to the judgement of the umpire.
2. The strike zone is that space over any part of home plate which is between the batter's back shoulder and their knees when the batter assumes their natural batting stance.
3. Balls and Strikes - a batter receives a base on balls after three (3) balls and is called out after receiving two (2) strikes. Any foul ball resulting in the 2nd strike, is an out.

I. OVERTHROW

1. When a thrown ball enters any designated out-of-play area, the official immediately signals the ball dead and each and every baserunner shall be entitled to two bases from where the base runner was at the time of *the throw*.
2. A ball carried into an out-of-play area by a fielder will result in the award of *one* base for each runner. A person is out of play when one foot is completely beyond the out of play line while that player has possession of the ball.
3. An overthrow hitting the backstop remains in play; runners shall be entitled to advance at their own risk.
4. Any ball hitting a wire, post, or any other obstruction in fair territory remains in play.
5. A batter is NOT out if a batted fly ball is caught by a fielder off a fair territory obstruction, such as a wire. Play proceeds as if the ball was fielded from the ground.

J. DEAD/LIVE BALL

1. When a ball becomes "ALIVE", it remains so until the umpire calls "TIME," which should be done when the ball is held by a player in the infield area, and in the opinion of the umpire, all play has ceased.

K. SCORING

1. Each team must supply a scorekeeper. It is advised teams check the score following each inning.

2. The score must be kept on the official scorecard provided by the Intramural Sports Program.
3. The umpire is not responsible for the score.
4. **Mercy rule.** If a team is winning by 12 runs or more after 5 innings of play (4 1/2 if the home team is winning), a mercy shall be called, and the game shall end.

L. OTHER IMPORTANT SLOW PITCH RULES:

1. Bunting or chopping the ball is not allowed. Result: Batter is OUT.
2. Base stealing is NOT allowed.
3. Runners CANNOT leave their base until the pitch crosses home plate. Result: No Pitch, Runner is OUT.
4. An illegal pitch is a BALL; if the batter swings, the resulting play stands.

M. CO-REC MODIFICATIONS

1. Line-Up
 - a. Co-Rec IM teams will ordinarily consist of five (5) women and five (5) men.
 - b. Either gender may bat a majority of players; however that majority may not be greater than one.
Possible combinations include:

Male Players	Female Players
4	4
5	4
4	5
5	5
6	5
5	6
6	6

Etc.

- d. The batting order must be set with all team members alternating (men/women) until the alteration is affected by the odd number of players coming at the *end of the batting order*.
 - e. Any number of players may be included in a team's batting order as long as the above conditions are met.
2. Fielding
 - a. There will be total free substitution of players in the field on defense.
 - b. There can be no more than 10 players fielding.
 - c. At no time will there be more than five (5) men or five (5) women on the field.
3. 125-Foot Restraining Line
 - a. Three (3) of the (4) outfielders must stay behind this restraining line until the ball crosses home plate or contact has occurred by the player at bat.
4. Female Option to Walk
 - a. In ASA Rules should a man reach first base by a walk, the female following the male batter can either take an automatic walk or bat. This rule has been *removed* in Intramural softball.