

CU • STUDENT REC CENTER INTRAMURALS
SOFTBALL • RULES
Office Line: 303-492-2893 • Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 12 PLAYERS
Teams winning a championship will receive a maximum of 8 t-shirts.

Games will be governed by the current rules of the National Federation of State High School Associations (NFHS), with the following points of emphasis and modifications:

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any Recreation Center Property and at all Intramural sanctioned events. Participation while under the influence of these substances is also prohibited these areas. Violations will be grounds for immediate ejection, forfeiture and possible season suspension.
- NO JEWELRY is allowed in any Intramural Competition.
- **Game time is forfeit time! Players should check in with the Intramural Supervisor at least 15 minutes before their scheduled game time. If you do not have enough players to field a team at your game time, your team will receive a Forfeit. NO EXCEPTIONS!**
- **No Buff OneCard = No Play! All Intramural Participants are required to have either their Buff OneCard or Recreation Center Membership card with them at EVERY Intramural Event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**
- The following are situations in which your team WILL NOT be allowed to advance to the post-season tournament:
 - If you forfeit two regular season games.
 - If you accumulate two or more Honest Effort Forfeits (HEF).
 - If you receive two or more Defaults for failure to comply with equipment regulations.
 - If your team fails to average a 3.00 or better sportsmanship rating.
- The Intramural Office **DOES NOT** reschedule regular season or post-season tournament games once the schedule has been posted. If your team is unable to make a regular season game, **your team captain must** email the Intramural Office at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 5:00pm on the Friday preceding a Sunday game. The Intramural Office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to notify the Intramural Office by the deadline stated will result in a Forfeit. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF).
- All games picked up by a team count as a real game and will count on your record and sportsmanship rating.

FORFEIT POLICY

- TEAMS RECEIVING ONE FORFEIT

- **If a team accumulates one Forfeit during the regular season, they will automatically be charged a \$20 fee that must be paid within the four business days following the forfeited game.**
- **If a team receiving one forfeit pays the assessed \$20 fee within the four business days, this team will be allowed to continue in the league for the remainder of the regular season and will still be eligible for the post-season tournament.**
- **If the team fails to pay this \$20 fine within the four business days, they will still be responsible for the \$20 fee, but will be automatically dropped from the remainder of the regular season and will not be allowed to participate in the post-season tournament.**

- TEAMS RECEIVING TWO FORFEITS

- **If a team accumulates two Forfeits during the regular season, they will automatically be charged an additional \$10 fee. This team will then be dropped from the remainder of regular season play and will be ineligible for the post-season tournament.**

ELIGIBILITY

- Every eligible Intramural Participant must be a full fee paying CU Student or Recreation Center Member.
- Every eligible Intramural Participant must present their “Buff OneCard” or Recreation Center Membership Card in order to check in before every game. If a player fails to have one of these two proofs of identification, they will not be allowed to participate. **NO EXCEPTIONS!**
- Players may play on only one team per sport per session (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport).
- A player must have played in at least one of the first four regular season games in order to be eligible to play in the post-season tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire academic year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

TEAMS/ SUBSTITUTIONS

- Teams are comprised of ten players on the field at one time.
- Teams may have a maximum of twenty two players on their team all of which are able to be in the batting order. If a team has more than ten players they may:
 - Select ten players to play. From this point the team may make substitutions.
 - Allow all players to be on the batting order. In this case all players on the team are on the batting order and the may play defense at any time.
- An Honest Effort Forfeit (HEF) will be given to teams that have only seven players at game time. Teams with any less than this will be given a standard Forfeit. Any team receiving an HEF will be given 3.0 points towards their sportsmanship rating.
- Teams must provide a scorekeeper. Scorekeepers will be responsible for keeping an accurate score and ensuring teams follow the batting order.

UNIFORM/EQUIPMENT

- Intramural sports will provide regulation softballs and bases, bats, and gloves.
- Personal bats may be used by the must be ASA certified.
- Teams must use balls provided by IM sports
- Participants wearing illegal equipment will be called out if illegal equipment is worn to a plate appearance.
- Players must wear appropriate athletic-style clothing to all Intramural Events. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, boots, etc. The Intramural Staff has the final decision on what is deemed appropriate and inappropriate.
- Players may not wear watches or any sort of jewelry.

THE GAME

LENGTH OF GAME

- Games are six innings in length. Regular season games that end in a tie shall be recorded as ties. Games may be shortened under the following conditions:
 - No new innings may begin after 40 minutes of game play, the umpires watch shall be the factor to determine game time.
 - If a team is leading the game by 10 or more runs after the completion of 4 innings (3 ½ if the home team is leading) the game shall end
 - If the game is cancelled due to inclement weather any game through 4 innings will be considered complete

CAPTAIN'S MEETING

- At the beginning of each game there will be a captain's meeting. Officials will go over any questions or rule changes with captains at this time.

PITCHING

- The pitcher must begin the pitching motion with one foot on the pitching plate and facing the batter
- The pitch must be made in a smooth motion with no stops or hesitations
- The pitch must be delivered at a slow speed and with an arc of 6 feet to 12 feet
- Failure to conform to any of the above results in an illegal pitch
 - If the batter swings at an illegal pitch, the result of the swing shall stand
 - If the batter does not swing at the pitch, the pitch shall be ruled a ball
- The pitcher must give the batter adequate time to ready him/herself before pitching the ball
- If the pitcher accidentally drops the ball during their delivery the ball is dead and no pitch is declared.
- The pitcher may declare an intentional walk at any time. This declaration is irrevocable.
- Any pitch within the legal pitch arc range and hit the strike mat is considered a strike.
 - If the ball hit the plate it is a ball

BATTING

- Each batter shall start with a 1 balls and 1 strike count
- Any foul ball after strike two will be considered an out
- The batter is out if
 - They bunt or chop the ball
 - The contact a pitched ball with one foot completely out of the batters' box or one foot touching the plate
 - The hit a fair ball that is intentionally dropped by an infielder
 - Infield fly rule will apply

BASE RUNNING

- During a play, that in the judgment of the Umpire is an obvious double play opportunity, the runner must slide, or get out of the way of the throw.
- Runners may not leave their base until the ball has been hit or crossed the plate. Base stealing is not permitted.
- If a ball is overthrown and out of play the runner will get two bases from the last base touched.
- A runner is out if a fair, batted ball strikes them when they are not on a base and the ball has not yet passed an infielder other than the pitcher
- Courtesy runners may only be granted if the batter-runner is on a base. The last out of the batting team shall be the courtesy runner.
- A runner may not deliberately run into a fielder
- A defensive player cannot stand in the base path or obstruct the path of a base runner unless they are making a play on the ball.
- Fake tags by any fielder are illegal.

CONDUCT/SPORTSMANSHIP

- Fighting and unsportsmanlike conduct will not be tolerated and are grounds for the entire team and all its members being dropped from the league and/or Intramural Program. Any team whose members leave the bench will result in the entire team being suspended for at least the semester.
- Any abusive language, physical gestures and untimely or inappropriate questioning of calls directed at any Intramural Staff, Participant or Spectator is grounds for ejection. Bench technicals may be called; therefore team captains are responsible for controlling their respective benches.
- Pre and post-game: harassing of any Intramural Staff, Participant or Spectator, any unsportsmanlike conduct or lack of cooperation, is subject to penalty from a mild warning to complete expulsion from the program.
- The Intramural Supervisor has the ability to award penalties and/or ejections to any Intramural Participant or Spectator at any point in time.
- Only Captains may address the Intramural Staff on matters of interpretation and discussion.
- Teams are required to clean up after themselves and keep the Intramural playing area clean. Failure to do so can impact your sportsmanship rating.
- **Teams must average no less than a 3.0 sportsmanship rating. Failure to do so will result in expulsion from the post-season tournament.**

TOURNAMENT SCHEDULES

- Teams are considered ineligible for the post-season tournament for the following reasons:
 - Accruing one Forfeit and failing to pay the assessed \$20 fee within the four business days following the forfeited game.
 - Accruing two Forfeits.
 - Accruing two Honest Effort Forfeits (HEF).
 - Receiving less than a 3.0 sportsmanship rating average.
 - Failing to complete the Intramural Captain's Test by the deadline set.
- Post-season tournament schedules will be posted the last week of the regular season.
- Teams receiving two Honest Effort Forfeits (HEF), two Defaults or failing to complete the Intramural's Captain's Test by the set deadline will be allowed to but their way into the post-season tournament for an additional \$20.