

Ithaca College

Office of Recreational Sports

Intramural Softball League/Tournament Rules



**Intramural Office: Hill 102
(607) 274-3320**

**intramurals@ithaca.edu
www.ithaca.edu/sacl/recsports**

General Information

Eligibility:

1. All teams must have two forfeit bond checks on file to play in an intramural league.
2. All participants must be a current student or faculty and staff member at Ithaca College.
3. Participants can be on the roster of only one single sex team and only one co-rec team.
4. Teams may add new players to their roster up to conclusion of the regular season.
5. Players must participate in at least one regular season game to be eligible for the playoffs.
6. A maximum of three (3) club Softball members may participate on a roster for Pro designated teams. Teams with a Semi-Pro designation may have a maximum of two (2) club members. Teams that are found fielding more than the allowed club players will forfeit all games. **NOTE: Leagues with no Pro/Semi-Pro designation will adhere to the three (3) club player rule.**
7. Intercollegiate Softball & Baseball players are not eligible for intramural softball participation. A team will receive a forfeit for any games where intercollegiate softball/baseball members are used. Any player listed on the current varsity/junior varsity roster is considered to have varsity/JV status, even if the player has quit or left the team for any reason during the season. The Office of Intramurals reserves the right to check varsity and junior varsity rosters for status.

**** All players are required to present a valid Ithaca College ID Prior to every intramural contest. Those who fail to show their ID will not be allowed to participate. ****

Forfeits & Forfeit Bonds:

A team who does not field enough players within ten minutes after a scheduled game time will receive a forfeit. If a team forfeits, it will lose its forfeit bond. After the 1st forfeit a team will be e-mailed that their first bond has been deposited, and the next forfeit will result in removal from the league. A 2nd forfeit will result in the second bond deposited and the team being dropped from the league. If a team knows ahead of time they will not be able to field a team for a scheduled game, they may notify the Intramural Office 24 hours before the game if it's on a weekday, and by 5:00pm on Friday for a weekend & Monday game. By notifying the office, the game will be cancelled and the team will receive a default loss instead of a forfeit. Defaulted games will NOT be rescheduled.

- **Penalty after 5-minute grace period:** Opposing team begins with a three (3) run lead.

Scheduling and Results:

- Due to facility and time constraints, the rescheduling of games will only be done under extreme circumstances as deemed by Recreational Sports.
- Teams will normally play between 4-6 regular season games.
- Any team that doesn't forfeit twice during the regular season will qualify for the playoffs.
- Teams should plan to arrive 10-15 minutes before their scheduled start time, as games will begin on time.
- Game results will be posted on the bulletin board outside the intramural office (Hill Center 102) and also on the recreational sports website: <http://www.ithaca.edu/sacl/recsports/intramurals/offerings.php>
- In an event of a cancellation, team managers will be contacted. You can also call Hill Center 102 (4-3320) or Hill Center 70 (4-1063) to ask about the status of the game. For outdoor activities, rainouts may occur, however assume your game will be played unless contacted by the office.

Player Conduct

All players are expected to remain under control during an intramural event and are expected to treat all other players, officials, and intramural staff with respect. At any time an official or activity supervisor may eject a player for any reason they deem reasonable. If a player is ejected he/she must leave the premises immediately and will be ineligible to play the following game. The player must meet with the Recreational Sports Program Coordinator before they are eligible to play again. Two ejections will result in a player being disqualified from the league.

**** No Smoking or Alcohol Consumption is allowed at an intramural event. ****

Game Location

All games will be played on the Yavits Field, Yavits Extension, and Allen Fields.

Rules and Regulations

All further rules not mentioned here will be as governed by Amateur Softball Association of America (ASA).

The Game and Results:

- A team will consist of ten players in the field.
 - Teams can have more than ten players in the batting lineup, however only ten are allowed in the field at once.
 - All players playing in the field are required to hit.
 - Teams must have at least six players to start a game. If at any time a team has fewer than five available players the game will be stopped and their opponents declared the winner.
 - Two of the players in the field MUST BE pitcher and catcher.
- Unlimited substitutes and changes allowed on defense.
 - A team may substitute players between innings, during a pitching change, or due to an injury.
- Once a batting order is set no changes can be made to the order.
 - Pinch hitters are not allowed. Any new players will be added to the bottom of the batting order.
 - A player can be taken out of the batting order due to injury or ejection.
 - If this occurs a new player may be used as a replacement. If no new player is available, the empty spot will be skipped in the order.
- A game will consist of either seven innings or at most fifty minutes.
 - No new inning will begin after fifty minutes of play.
 - If time expires during the middle of an inning, that inning will be completed.
 - Three full innings (2 ½ innings if the home team is ahead) constitutes a game. If the game is stopped due to rain or darkness after three innings it will be a completed game.
 - Note: Incomplete playoff games will be restarted at the point of interruption and continue for a total of seven innings or fifty minutes.
- The Mercy Rule will be put into effect if the score differential is:
 - 12 runs after 3 innings are completed OR
 - 10 runs after four innings are completed.
- At the end of seven innings or fifty minutes, if the game is tied:
 - Regular season games will remain tied.
 - All playoff games will be continued until a full inning is played and the tie is broken.
- There shall be only one charged conference between a team representative and batter or base runner per inning.
- Umpires will explain the ground rules for the field before each game.
- Bases will be set sixty feet in distance. The pitching mound will be forty-five feet from home plate.
- There shall be no sliding.

Equipment

- Jewelry cannot be worn during play (i.e. necklaces, earrings, bracelets, or anything deemed dangerous by the umpires).
- Hard casts and braces must be checked by umpires before the game. Padding may be required for a player to be eligible.
- A catcher's facemask will be provided, however it is optional for catchers to wear it.
- Players must provide their own gloves
- Game balls and softball bats will be furnished.
- Players may use their own bat with the following regulations:
 - The bat must be an official softball bat; no baseball bats are allowed
 - No bats with multi-wall or shell technology,
 - No titanium or wooden bats are allowed.
 - The bat shall not have exposed rivets, pins, rough or sharp edges, cracks, or any form that presents a hazard.
- All players must wear shoes. Sandals are not allowed
- Cleats can be worn. Cleats containing metal, detachable, or sharp spikes are not allowed.

Double Base (White & Orange Base at 1st)

- Two bases have been placed at 1st base as a safety precaution. In the case of a close play at 1st base, the batter should run to the outside (colored) base to avoid any contact with the defense.
- A batted ball hitting or bouncing over the white base is declared fair, while a batted ball hitting or bouncing over the colored base is declared foul.
- On any force out attempt from the foul side of first base, or an errant throw pulling the defense off the base into foul ground, the defense and the batter can use either the white or colored base.
- On extra base hits or balls hit to the outfield, the batter may touch the white or colored base. Should the batter return to 1st base, the runner must use the white base.
- When tagging up on a fly ball, the white base may be used.

Overthrow Rule

- Runners are always awarded two bases on overthrows which go out of play or become blocked as a result of hitting loose equipment belonging to or a team member of the defensive team that does not belong in the field.
- Regardless of who made the throw, 2 bases are awarded from the last base legally obtained at the time the ball left the hand.
- The award of bases is determined by the position of the front runner if two runners are between the same bases at the time of the award. For example: two runners between 1st and 2nd will be awarded 2nd and 3rd; however, if two runners are between 2nd and 3rd, both will be awarded home.

Pitching Regulations:

- The pitcher shall take position with one or both feet in contact with the pitcher's plate.
- This position must be maintained at least 1 second and not more than 10 seconds with the ball held in one or both hands in front of the body.
- The catcher must be in a position for the pitch that does not block the supervisor's view.
- The pitch starts with any motion that is part of the wind-up. The pitcher may use any wind-up desired provided there are no hesitations or delays. Once the wind-up has begun the pitcher must then immediately deliver the ball to the batter.
- In the act of delivering the ball, the pitcher can take one step (which can be forward or backward) as long as it is simultaneous with the delivery of the ball to the batter. The pivot foot must also remain in contact with the pitcher's plate until the ball leaves the hand.
- The release of the ball and the follow through of the hand and wrist must be forward, past the straight line of the body.
- A legal delivery shall be a pitch:
 - Delivered in an underhand motion
 - Thrown at a moderate speed
 - With an arc at least six feet from the ground and not exceeding twelve feet in height.
 - Any infraction of 1-7 is an illegal pitch.
 - The supervisor will call an illegal pitch and a ball. Runners do not advance. The supervisor will inform the pitcher why the pitch was illegal.
 - Note: A batter may swing at any illegal pitch and the result stands. If the batter swings and misses a strike will be called. If contact is made the ball is live and play continues. When no swing is made the pitch will be called a ball.

Batting & Base Running

- All at-bats will begin with a count of one ball and one strike.
- Any ball that crosses any part of the plate, crosses the batter's body anywhere from front shoulder to back knee, and is also within the 6' – 12' arc is a strike. All other pitches are a ball. NOTE: A pitch that strikes home plate is considered a ball.
- Once a two-strike count is reached, the batter will be called out after hitting two additional foul balls.
- If a batter is walked the ball is dead. Base runners may not advance unless forced.
- A pitcher may walk a batter intentionally by notifying the umpire. The batter will then be awarded first base.
- There is no bunting. Any bunt, attempt to chop the ball downward, or a swing where one or both hands is noticeably moved higher on the bat will be called an out. The ball is dead and runners may not advance.

- If a batter steps on home plate or crosses in front of home plate while making contact with the pitch, the batter will be declared out.
- A batter may be called out for throwing the bat during or after his/her swing. The ball is dead and runners cannot advance.
 - Note: If the same player throws a bat more than once the player may be ejected.
- There is no leading or stealing.
- Runners cannot advance any further after any fielder has returned the ball to the pitching mound (within approximately 5 feet).

Dead Ball Instant Appeal

- When the ball is returned to the pitcher's mound and time has been called the defense can make a dead ball appeal.
 - Any fielder (including the pitcher or catcher) may make a verbal appeal to an umpire about a runner missing a base or leaving a base too soon.
 - After the appeal is made, the corresponding umpire will make an out or safe call immediately.
 - Runners cannot advance since the ball remains dead.

Infield Fly Rule

- This is in effect when:
 - There are less than 2 outs,
 - Runners on 1st and 2nd, or 1st, 2nd, and 3rd
 - A pop fly in the infield or reasonable distance into the outfield
 - Easily catchable by a fielder
- Batter is automatically out, and runners may advance at their own risk.
- **NOTE:** This is in effect even if the umpire does not verbalize the infield fly rule.

CO-REC Modifications

- A team will consist of ten players in the field, consisting of five males and five females.
 - One sex can only exceed the other by one.
 - Example: 5 men, 4 women – legal
 - 5 men, 3 women – illegal
 - If a team has extra players of a certain sex, they may alternate with players in the field and in the batting order, however the correct male-female ratio must remain.
 - A team may start with 4:2 ratio if the minimum amount of players show. However, if more players arrive, then the normal ratio is in effect.
- The batting order will alternate sexes.
 - Either a male or female may begin atop the batting order.
 - Only when the batting order goes from bottom to top can two people of the same sex follow each other.
 - Note: At any other time, two people of the same sex following each other will result in an out being called.
- On defense, players may choose to position themselves regardless of sex.
- At any time players arrive to make an equal number of men and women, they will be added to the bottom of the order, keeping the male to women pattern. Additional players may be able to play the field or be added to the order, as long as the correct male-female ration is kept.