

FSC Intramurals FALL 2011 "3 Pitch Softball Rules"

***You pitch to your own team (batter has 3 pitches to hit it fair or the batter is out)**

ROSTERS:

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC Id card to the team's game to be added to the roster. The player must check in with the IM Staff and sign the waiver part of the roster before being allowed to play. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

ELIGIBILITY REQUIREMENTS: Intramurals are open to current FSC students, faculty, staff with FSC ID.

All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Intramural Coordinator for cause. Participation in the Intramural program is entirely voluntary and is a privilege not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article.

Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has accident medical insurance.
- Has paid the college activity fee.
- Received approval from the Intramural Coordinator.

Olympic athletes and professional athletes, current and former, are not eligible to participate in their respective sports. A varsity team member is defined as anyone participating in one or more scheduled contests (scrimmages do not count) after the first scheduled contest of the school year. The player's ineligibility for that Intramural sport shall be in effect until July 1st. Red-shirt athletes may participate with their coach's approval.

Intramural teams are limited to a maximum of two red-shirt or club sport athletes per team.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

SPORTSMANSHIP:

In an effort to maintain a high quality of sportsmanship in our Intramural Sports program, the following sportsmanship expectations have been adopted.

Team Sportsmanship Rating System: The development of team and individual sportsmanship is of fundamental importance in all intramural sports activities. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sport contest is included in the rating. The team manager is responsible for education and informing all players and spectators affiliated with his/her team about the system. To encourage acceptable conduct before, during, and after intramural sports contests, officials and/or supervisors shall make decisions whether to warn, penalize, or eject persons for poor sportsmanship.

A team is responsible for the actions of the individual team members and spectators related to it. The team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.

Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.

Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports.

Rating Method:

Each team in each contest shall be rated by the officials. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the scoresheet.

In all cases, IM supervisors and the Intramural Sports administrative staff may provide input which may raise or lower the rating. Supervisors may amend any rating for inappropriate conduct by a team or its spectators before, during, or after a contest. Intramural Sports administrative staff members may amend a rating at any time for inappropriate conduct, use of an ineligible player, use of a suspended player, and/or inaccuracy in reporting.

Rating Factors

The following actions and behaviors by team members, spectators, and/or team followers can have a **positive** effect on a team's sportsmanship rating:

Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.

Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.

Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.

Respect is shown for FSC Wellness staff, facilities and equipment.

The following actions and behaviors by team members, spectators, and/or team followers can have a **negative** effect on a team's sportsmanship rating:

Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.

Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.

Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.

Taunting an opponent or opposing team spectator (trash talk).

Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.

Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.

Any threatening behavior (verbal and/or nonverbal) to any FSC Intramural Sports or Wellness center employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.

Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.

Damage to or destruction of any FSC or FSC Wellness center facilities

Rating Scale

Team sportsmanship is graded following each contest according to the following scale and criteria:

4 points(Normal Game): Excellent Sportsmanship

Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each others efforts. At no time was this team disrespectful towards participants or officials.

3 points(Some Static): Acceptable Sportsmanship

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor.

2 points(Difficulty): Sportsmanship Needs Improvement

Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "2" rating.

1 point(Harassment, Ejections): Unacceptable Sportsmanship

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. Teams which receive a second unacceptable rating ("1") in the same sport or activity are subject to immediate dismissal from league or tournament play.

0 points: Season Ending Rating

The following actions can result in an "F" sportsmanship rating:

Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).

Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.

Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

Team fails to cooperate / comply with intramural sports administrative staff / University officials while performing their duties; falsely represents or withholds any requested information.

Teams which receive an "0" rating are subject to immediate dismissal from league or tournament play.

Team Sportsmanship & Playoff Eligibility

A team must have a "2.75" average or better sportsmanship rating during regular season league games to be eligible for the playoffs. The average sportsmanship rating will be calculated similar to the grade point / game ratio.

Playoff Tournament Sportsmanship

A team must maintain a "3" average or better sportsmanship rating during the playoffs.

Any team which receives an "0" sportsmanship rating during the playoffs will be immediately dismissed from further tournament play and subject to further disciplinary action (if necessary).

A losing team which receives a "1" or "0" sportsmanship rating in their final playoff game, is subject to further disciplinary action as a team in subsequent sports, as individuals when appropriate, or to the team captain.

Protests: Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of a game official. Protests will be received and considered when concerning:

- 1) a misinterpretation of a playing rule;
- 2) a misapplication of a rule to a given situation;
- 3) failure to impose the correct penalty for a given violation;
- 4) matters of player eligibility.

To protest, the following procedures must be strictly observed.

1. Notification of intent to protest must be made at the point the matter in question occurs, and immediately before play continues. The coach or manager of the protesting team shall notify the officials that s/he wants to file a protest.
2. The sport supervisor on duty will then render a decision and play will continue.
3. If the captain wants to protest the decision rendered by the sport supervisor, then s/he must write a brief statement concerning the protest and submit it to the office. (see #4)
4. To file a formal protest, contact the sport supervisor. A protest must be submitted in writing to the Intramural Sports Coordinator office by noon of the business day following the incident. Eligibility protests should be made prior to or during the intramural contest. Player eligibility protests MUST be made by noon the business day following the contest.
5. **Formal protests require a \$5 deposit fee. If the protest is upheld, the fee shall be refunded. If the protest is rejected, the fee shall not be refunded.**
6. The Intramural/Wellness Center Office does not assume responsibility for investigating the eligibility of all participants but will investigate any properly protested cases.

Weather Cancellation – In the event of inclement weather, decisions regarding playing conditions will not be made before one hour prior to the day's first game. Teams should not **assume** that games are cancelled. The Office will try to contact captains if games have been cancelled. We will

also post information on our facebook group "Florida Southern College Intramurals" as well as the intramural website. The office will also try to send emails out to all captains before the game is supposed to start.

Games will be postponed for the following weather related reasons:

- Lightning. All outside activities will be cancelled when lightning is seen or thunder is heard. We will wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
- Tornado/hurricane watch or warning is issued for the Lakeland area.
- When rain or hail makes an outside field unsafe.

If a contest is postponed due to weather, the coordinator will attempt to reschedule the game.

1. Players, Substitutes, Rosters, and ID's

A. Depending on the number of teams that sign up- we will try to schedule each team for 3 regular season games. Followed by a single elimination playoff.

B. Men/Women Maximum # of players=Ten (10) play the game, Minimum # of players= Eight (8),

*Can bat up to 12 batters

At any point in the game when the 9th , 10th player(s) shows up, he/she can be added immediately after checking in with the supervisor. No team shall be permitted to start or to continue a game with less than eight (8) players.

C. Roster Additions/Changes- Once a player has checked in on a game scoresheet he/she is considered on that team and cannot play for another team. To add players to your roster: have the individual show up with FSC I.D. card and sign the wavier while checking in for the game. **Once a player plays for a team he/she cannot be dropped and picked up by another team.**

D. Open substitutions will apply

E. Courtesy runners will be allowed based on the approval of the opposing team's captain. The courtesy runner must be the person of the same gender who made the last out.

F. All 2011 intercollegiate or club softball or baseball players are ineligible to participate.

G. To participate in intramurals players must be an FSC student, faculty, or staff member with FSC picture I.D. and wavier signed.

When players are checked the next day in the office, if they weren't eligible, the contest is forfeited and the team earns an 1 for sportsmanship

H. All players must show valid FSC Id at every game and every field.

2. Playing Area and Conditions

A. All women games will be played at lake bonny park and all guys games will be played at Barnett field.

B. Grounds Obstructions: If a batted ball lands or rolls into another field, AND it would be unsafe for the fielder to pursue it, ALL runners will be awarded two (2) bases from the last base attained when the ball entered the other playing field.

Otherwise, the ball remains live.

C. Weather information – We will TRY to email captains if a cancellation decision is made.

CAPTAINS can call the Rec Sports Office, 863-680-4123, after 3:30 p.m. on the day you play. Please inform your players to not call the Office for weather information. If in doubt SHOW UP to play.

D. During intramurals, chewing or smoking tobacco products is prohibited at all indoor and outdoor sites on campus.

Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.

E. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to the Wellness Center Front Desk.

F. If severe weather threatens during play the on-site supervisor will make the final decision. Please seek shelter in the nearest facility.

3. Equipment and Uniform

A. Teams should wear the same color shirts with whole numbers (00-99), but they're not required.

B. Shoes must be "athletic" shoes No hiking boots etc. Shoes with rubber or plastic cleats will be allowed (no metal on any spikes). **Metal spikes discovered during play will lead to an ejection. (this includes the tips)**

C. All newly designed equipment is subject to the approval of the Intramural Office. (current ASA Softball certified bats only)

4. Safety and Prevention

A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.

B. Players wearing glasses *should* have shatter proof lenses and straps.

C. No casts allowed (plaster or any hard substances). Any exposed metal may be considered legal if covered by material and taped (i.e. knee brace).

D. Players are encouraged to wear athletic pants or high socks to prevent burns on their legs from sliding at bases.

E. Jewelry shall not be worn (including rubber bands, wedding rings) Exception - medical ID tags which must be taped to the body.

JEWELRY POLICY

-Captains will be given a warning before the game- that all jewelry should be taken off -it is up to the captain to inform his/her players before the game!

-If after that a player is caught with jewelry on- both team captains will get another warning and the specific player is subject to sport specific punishments (see # 9)

-After the 2nd warning any player that is caught with jewelry that team will receive a forfeit.

5. Participant Conduct and Fair Play

A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the facility and future Intramural sports.

B. Teams will be given a sportsmanship grade for all games (acceptable, unacceptable, or season ending). *See the managers packet for specifics.*

C. Any player that is ejected must leave the facility (including parking lot) immediately, failure to do so could result in his/her team receiving a forfeit. Before he/she can play any intramural sport he/she must meet with the Intramural Coordinator. He/She must email the intramural coordinator at aslone@flosouthern.edu to make an appointment.

6. Time Regulations and the Length of Game

A. Games will start at the scheduled time if both teams have at least the minimum number of players. There will be a 5 minute grace period for a team to get the required number of players present. For each minute past game time the team that is ready to play with the required number of players will earn 1 run for each minute. End of 5 minutes score 5-0

B. The game shall consist of 7 innings or 50 minutes, whichever comes first. No new inning will start 45 minutes after the game begins. Time is kept by the official/supervisor.

C. If the game must be called for weather, lights, etc., 4 completed innings will constitute an official game or 3 ½ if the home team is winning.

D. **Mercy Rule:** 21 after 3 innings, 15 after 4 innings, 10 after 5 innings.

E. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid FSC ID. If the player can present a valid ID, he/she will be removed from the game. If the person is found to be illegal the team will earn a forfeit for the game.

F. A coin toss will determine home team.

G. Forfeiting twice in regular season drops that team from further play. One forfeit for playoffs drops a team from the bracket.

H. Captains must fill out the scoresheet in the correct batting order before play begins.

G. Any time a team falls below **eight** eligible players the game will be forfeited.

8. Playing Rules and Scoring

A. Batting

1. Team at bat will furnish a pitcher. Only 3 pitches are permitted to hit a fair ball or batter is out. If a batted ball hits the pitcher - batter is out, ball is dead, runners return to their original bases. A foul on the 3rd pitch- batter is out.

2. Batting (can bat up to 12 batters) order must remain consistent

B. Defensive positioning

Whether playing with 8, 9, or 10, there are no restrictions on infield/outfield positions except the defensive team must provide a catcher. The game may not be delayed for excessive switches. Since the pitcher is a member of the batting team, an extra defensive player should be placed in the area of the pitcher but is not required.

C. Pitching rule

1. **Pitchers will be members of the batting team**, and catchers will be members of the fielding team. Pitchers don't have to be listed as one of the batters in the lineup, so there can be a designated pitcher who never bats.

2. A pitcher beginning the game gets five (5) warm-up pitches. A pitcher beginning innings 2-7 gets one (1) warm-up pitch. Mid-inning replacement pitchers get **no** warm-ups. Pitchers may only be changed for new batters.

3. Legal pitches must have an arc of at least 6 feet and be no higher than 12 feet. (if the pitch is called "illegal" by the umpire it is counted as one of the 3 pitches)

4. **No strike outs or walks. Batter must hit the ball fair in three pitches or the batter will be out.**

5. Pitcher shall wait until fielding team is ready before delivering the pitch.

D. No pitch

1. No pitch shall be declared when the pitcher pitches during a suspension of play, or when the pitcher attempts a quick return of the ball before the defense is ready. Ball is dead and all play is suspended.

2. A batter cannot hit a ball that bounces off the ground/plate etc.

E. Illegal pitches

1. An illegal pitch counts as one of the 3 allowed!

a. An illegal pitch becomes a dead ball immediately. No runner or runners can advance. Illegal pitch constitutes non-compliance with rule 8c.

F. Foul hit ball/out-of-play

1. Foul tip balls caught by the catcher will only count as an out if the batted ball was higher than the batter's head and within the field of play (or on the third pitch).

G. When batter is out

1. If the official batting order is not followed.
2. If the batter attempts to hinder the catcher from fielding or throwing the ball.
3. Infield fly rule: if there are runners on 1st and 2nd base or the bases are loaded and there are zero, or one out; the batter hits a fly ball that can be easily fielded by an infielder regardless if the fielder catches the ball or lets it drop, the batter is out and the runners can advance at their own risk once the ball has been touched.
4. If the batter bunts the ball.
5. If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.
6. Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.
7. Hits the ball and it hits the "offensive" pitcher, or if the pitcher interferes with the defense while trying to make a play.

H. When base runners are out

1. If the runner interferes with the play being made at a base.
2. If the runner fails to avoid a fielder attempting to field a batted ball.
3. If the runner leaves the base before the batter contacts the ball. No base stealing allowed. No leading off.
4. If the runner is hit by a batted ball when they are off the base, in fair territory, they are out, the ball is dead, and the batter is awarded 1st base. If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared and the batter is awarded first base.
5. If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.
6. If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.
7. **If it is a close play the runner must slide and avoid contact.** Players are encouraged to wear pants or long socks to avoid injury to skin.

I. Other base running

1. Sliding is allowed for all bases.

J. Overthrow

1. Two bases shall be awarded for an overthrow that goes out of play. This shall be determined from when the player (thrower) releases the ball. It shall be two bases from point of release. If overthrown into an "in-play" area, runners advance at their own risk.

K. Coaches, players, and spectators must remain a minimum of 10 feet from baseline and no one behind the backstop.

L. Officials will only discuss with team captains. Captain must be a player on the active roster and of good standing with the officials. The supervisor can appoint a NEW captain if there have been previous problems with a captain/player.

M. Official A.S.A. slow-pitch softball rules will prevail in all cases not covered previously, as long as they fall within the spirit of Intramurals.

9. Fouls, Violations, and Penalties

A. Jewelry violations: (if viewed as dangerous by the supervisor/official)

1. Offensive batter in the box, or runner on field: One **out** for every violation, and must remove jewelry.
2. Defensive player on field: Batter advances to second base, and all runners also advance two bases. Must remove jewelry.

B. Supervisors and officials may issue the following penalties:

1. Offensive delay of game
 - a. Warning
 - b. Batter is out
 - c. Batting team forfeits
2. Defensive delay of game
 - a. Warning
 - b. Batter is awarded a home run
 - c. Fielding team forfeits

C. Captains are expected to ensure proper behavior by their players and spectators should an altercation develop. Details, including penalties, are spelled out in the manager's packet/Intramural policies.

10. Tie Games and Overtimes

A. If at the end of 7 innings/time limit the score is tied, the last batter from the previous inning will start on second when each team comes to bat each inning, and play will continue until there is a winner.

11. Officials and Supervisors Duties

A. Officials and supervisors will check ID's, answer questions, and clarify and enforce all Intramural and facility rules and regulations. When necessary, they have the authority to eject individuals from play, as well as from the facility.

B. Teams will be responsible for scoring the game. One homeplate umpire and one base umpire will be provided. The IM supervisors have the authority to declare a game canceled because of weather conditions and/or behavior problems.

12. Miscellaneous

A. Participation in the Intramural program is voluntary. The college is not responsible for injuries incurred while participating in Intramural sports. Each participant is advised to carry personal health and accident insurance.

For reporting purposes, participants injured during play must have an appropriate report form completed and turned in to the Intramural Office within 48 hours of injury.

B. T-shirts will be awarded to those participants on each championship team who played in the championship game. The t-shirts will be given out the day after the finals in the intramural coordinators office.

C. Any questions please contact the intramural coordinator or check out the intramural manager's packet. The manager's packet can be found on the intramural website.