



Florida Southern College Intramural Softball Rules

General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) All participants must arrive to the playing surface 15 minutes before game time.

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 then they will be added to the roster. 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, and 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 Assistant Director for just cause at their discretion. 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 paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

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.

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 page "FSC Intramural Sports" or 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 Assistant Director will attempt to reschedule the game.

Captains

Each team shall designate to the Supervisor or Scorekeeper the team captain or captains. The team captain is responsible for all information contained in the Intramural manager's packet.



Team Requirements and Equipment

A team shall consist of 10 players. You must have at least 8 players in order to start. All players must be checked in with the intramural supervisor/scorekeeper before they are allowed to participate. If a team starts with only 8 players, once the 9th and 10th players check-in with the supervisor/scorekeeper they are eligible to participate. No team will be allowed to start or continue a game with less than 8 players unless an injury occurs. If an injury occurs and a team is forced to drop below the minimum 8 players, a supervisor can decide to allow play to continue if the team has a chance to win or remain competitive in the game.

CoRec Team Composition; these are the only combinations that will be allowed

4W/4M, 5W/5M, 6W/6M, 5W/4M, 6W/5M – men can never outnumber women and there can never be more than +1 women
Batting orders must go M/W/M/W or W/M/W/M (alternating). Any instance in which 2 participants of the same gender bat back to back will result in an out for the batting team.

The fielding team must provide a catcher. The pitching team must provide a pitcher.

Teams can bat up to 12 batters.

Casts and/or any other item deemed to be dangerous by the official or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2 inch of slow recovery rubber or similar material will be allowed.

Equipment

Teams must use bats that are provided by FSC Intramurals. Gloves can be borrowed from FSC Intramurals, but must be returned each game. If a participant has their own glove, they may use it. Each member of the fielding team (including the pitcher) must have a glove.

The Game

Games will be played on Chris Bellotto field.

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, this grace period only goes into effect if the team has at least one person checked in. For each minute that the team does not have enough players, the other team will earn 1 run. End of 5 minutes score: 5 – 0.

Sportsmanship Rating for a Forfeit: 4 (Team that Shows) & 0 (No one Shows), 4 (Team that Shows) & 1 (Team has at least 1 person checked in). Forfeiting twice in one season eliminates the team from further competition.

In an attempt to keep games on-time IMLeagues will randomly generate a home and away team, this is how we'll decide who will bat home/away.

The game will 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.

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

Mercy Rule

20 after 3 innings, 15 after 4 innings, 10 after 5 innings

Batting

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

Players must retrieve all balls after their homeruns.

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.



Pitching Rule

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.

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)

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

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

No pitch

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.

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

Illegal Pitches

An illegal pitch counts as one of the 3 allowed

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

Foul hit ball/out-of-play

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).

When batter is out

If the official batting order is not followed.

If the batter attempts to hinder the catcher from fielding or throwing the ball.

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.

If the batter bunts the ball.

If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.

Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.

Hits the ball and it hits the "offensive" pitcher, or if the pitcher interferes with the defense while trying to make a play.

When base runners are out

If the runner interferes with the play being made at a base.

If the runner fails to avoid a fielder attempting to field a batted ball.

If the runner leaves the base before the batter contacts the ball. No base stealing allowed. No leading off.

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.

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.

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.

Participants are no longer required to slide. However, if it is a close play, it is advised that the runner slide and avoid contact. Keep in mind that excessive contact with the player on base may result in the base runner being ruled out by the official. Players are encouraged to wear pants or long socks to avoid injury to skin.

The ASA rule concerning sliding will govern all sliding with the following exception: 1. Contact by the base runner that is deemed intentionally rough or malicious in nature at any time against a fielder will be penalized by being called out and ejected from the game. 2. if malicious contact occurs by the base runner on a scoring play, the run will count if the base runner responsible has legally scored, and the penalty will be an ejection.

Sliding is allowed for all bases.

Pinch Runners

Pinch runners are NOT allowed, except in case of injury. If this happens, the injured player who utilizes the courtesy runner may NOT return to the game. The courtesy runner must be the same gender as the injured runner and it must be the last out recorded by that gender.

**Overthrow**

If ball is thrown out of play (over the out of bounds fence or in the dugout) base runner gets the base they had committed to + one from point of release of throw. If overthrown into an "in-play" area, runners advance at their own risk.

Misc.

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

A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event of an obstruction, the umpire shall award the obstructed runner and each other runner affected by the obstruction the bases they would have, in his/her opinion, reached had there been no obstruction. Interference is the act of an offensive player or team member that impedes, hinders, or confuses a defensive player who is attempting to make a play.

Interference includes physical contact, verbal distraction, visual distraction, or any other kind of distraction that might hinder a fielder who is attempting to make a play. Defensive players must have an unhindered opportunity to field or throw the ball anywhere on the field. A dead ball is immediately called, and the interfering runner is called out. Other runners shall be sent back to the base they last legally reached, and the batter reaches first if he/she has yet to reach base.

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.

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.