

# Truman State University

## Intramural Recreational Sports Softball Tournament Rules



*Truman State University Intramural Softball will follow ASA/USA Slow-Pitch Softball Rules. The following is a listing of the more common rules applying to Intramural play along with Intramural Recreational Sports Modifications. The complete rulebook is available for viewing in the Intramural Recreational Sports Office.*

### **SECTION 1: GENERAL RULES & REGULATIONS**

#### **TEAM REQUIREMENTS**

1. A team shall consist of ten (10) players on defense.
2. An eleventh (11) player may be used as an extra hitter if that the player is present at the start of the game.
3. A team can play with a minimum of eight (8) players. The maximum roster size is fifteen (15) members. A game may start as long as there are eight (8) members present for each team at game time. Remember, game time is forfeit time.
4. All team members must be registered on IMLeagues prior to playing. All players must be checked in with the Intramural employee and be recorded on the game sheet before they are allowed to participate.

#### **EQUIPMENT & FACILITIES**

1. All players must wear close-toed shoes.
2. Rubber cleated shoes will be allowed. No screw-in cleats, hard soled or metal cleats will be allowed.
3. All jewelry must be removed prior to participating.
4. All games will be played at the North Park Complex. The specific fields will be determined prior to play in coordination with Kirksville Parks & Recreation department
  - a. 2710 Novinger Street, Kirksville, MO 63501
5. The Intramural Recreational Sports department will provide the following equipment:
  - a. Game balls: ASA Certified Softball, 52/300, 12" softball. This is the ONLY approved ball to be used for Intramural play. Participants should not use their own ball at any time. It is the pitchers responsibility to ensure that the appropriate ball is being used.
    - i. Penalty: If the ball is hit, the play will stand
  - b. Game bats: ASA Certified Bats. Participants are allowed to use their own bats, provided they bear the certification logo of ASA or NSA. Any bats in questions should be approved prior to usage.
    - i. Penalty: The participant will immediately be declared out, runners are not allowed to advance, and then that participant is ejected.

### **SECTION 2: GAMEPLAY**

#### **GENERAL GAMEPLAY**

1. Teams must use the same batting order throughout the game once the game begins.
2. A pitched ball must have an arc of at least six feet and no more than 12 feet.
3. A strike mat will be used to determine balls and strikes. If the ball hits home plate, it shall be called a ball.
4. Each batter begins with a one ball, one strike count.
5. Each batter shall be granted one 'courtesy foul' on their third strike. If the batter fouls off a second third strike, they are recorded as out.
6. A game consists of six (6) innings or a 50 minute time limit. No new inning will begin after 40 minutes of play, unless the score is tied. An inning ends when the final out is recorded.
7. There are no courtesy runners for Intramural play, except in the event of an injury.
8. Runners must avoid contact on plays at all bases. Participants are allowed to slide.
  - a. If player initiates intentional contact, they will be declared out. (This includes 'cleating' on a slide)
  - b. The catcher is not allowed to block the plate.

## **EXTRA INNINGS**

1. If a game is tied at the end of six innings/when the time limit has expired, the International Tie Breaker will be used.
  - a. The last person to bat the previous inning will be placed on second base and the game will continue. This is done for both teams.

## **CO-REC ADAPTATIONS**

1. Team Composition:
  - a. Eight players must be present to start a game. Ten players are permitted defensively with males and females equally divided among the infield and outfield positions.
  - b. The pitcher/catcher combination must be composed of one male and one female at all times.
  - c. The acceptable combinations to start a game are: (4M/4F), (4M/5F), (5M/4F), (5M/5F).
2. Batting Order
  - a. The batting order must alternate between male and female. If at any time two batters of the same gender bat consecutively, then an out shall be recorded.
    - i. In the event of an uneven numbered team, the batting order should continue to alternate between male and female batters, even though it displaces the original order.

## **UMPIRE & SCOREKEEPING**

1. The Intramural Recreational Sports department will provide one (1) umpire per game. This umpire will signal balls and strikes in accordance with the aforementioned pitch requirements and the strike plate.
2. The umpire will be the official scorekeeper. The HOME team will also keep score throughout the game and report to the umpire to confirm the score between each half inning.

## **SECTION 3: MISCELLANEOUS INFORMATION**

### **PROTESTS**

1. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of a judgment call. Only rule interpretations may be protested.
2. A protest must be made with the Intramural employee immediately following the call in question or before the start of the next play.
3. Protests involving ineligible players may be made any time before the game, in between innings, or immediately following the conclusion of the game. All eligibility protests will be marked by the Intramural employee as being played under protest, but the game will be completed. A written protest must be submitted to the Director via the Intramural employee by noon the following day in order for the protest to be heard. Protests that do not follow these guidelines will not be heard.

### **PLAYER/PARTICIPANT CONDUCT**

1. We will hold all participants and spectators to a high degree of sportsmanship. This includes respect to authority, other participants and other spectators. Intramural employees may cite any participant or spectator with acts of non-sportsman-like conduct, and we may link spectators to participants for the purposes of assessing penalties.
2. Intramural employees may eject participants and spectators from any contest and/or event facility for acts of non-sportsman-like conduct. Those ejected for any reason may not participate in any further intramural activities until arranging a meeting with the Director of Intramural Recreational Sports to discuss reinstatement.
3. The Intramural Department, in coordination with the Office of Citizenship and Community Standards, will potentially suspend any person ejected from competition two times during the academic year (in any sport or combination thereof) for the remainder of the academic year. If the ejection occurs in the last game of a school year, the penalty will carry over to the next school year, if warranted. These cases are reviewed before a suspension is assessed and handed down.
4. Fighting and malicious contact are strictly prohibited at intramural contests. Those who threaten or physically abuse intramural employees or other applicable authority will potentially be removed from Intramural participation permanently. These cases are reviewed on a situational basis in cooperation with the Office of Citizenship and Community Standards.
5. Participants are responsible for intentional or negligent damage to personal and public property, and the Intramural Department may penalize those involved in such acts as well.

*ALL Intramural rules posted in the handbook are applicable with this sport. Each participant is responsible for reviewing Student Recreation Center guidelines and Intramural guidelines available on the website before participating in any event.*

<http://recreation.truman.edu/recreation/campus-intramurals/>