

USD INTRAMURAL SPORTS

Slow Pitch Softball Rules

Except as designated below, NCAA rules will apply.

Sec-1 ELIGIBILITY

1. All players must meet the eligibility requirements of the USD Campus Recreation Department.
 - a. Each player must show a valid USD ID or Alumni Pass each game in order to be eligible to play.
2. If after the start of a game, a captain suspects the opposing team of using an ineligible player, the captain may protest the game by identifying the suspected player to the referee.
 - a. The referee shall write on the official score sheet the name of the player in question.
 - b. If the game is lost by the team filing the protest, and the individual in question is indeed found ineligible, then the game shall be forfeited.

Sec-2 TEAM SIZE

A team consists of nine (9) players.

1. There shall be no more than 18 eligible players on a roster.
2. An individual may only play on one men's team.
3. Additions and subtractions to official team rosters must be made prior to that team's final league game.
 - a. No changes or additions will be accepted after that time.
 - b. Players must have played in at least one regular season game with the team in order to play with that team in the playoffs.

Sec-3 GAME TIME/ FORFEIT TIME

1. Game time is start time. Teams must have at least 8 players present to start a game.
2. If at the scheduled game time a team does not have the minimum of 8 players, they will be given 10 minutes to get the minimum number.
 - a. During the ten minutes the game clock will run.
 - b. If at anytime during the ten minute forfeit period the minimum number of players arrive, the game shall begin with the time lost from the game time.
 - c. The offending team will receive the following penalties:
 - i. Lose the right to protest the game
 - ii. Will be designated visitors
3. If one or both teams do not have 8 players present and ready at game time, a non-roster player may participate upon approval from the opposing team captain.
 - a. This player may only play one game for any one particular team.
 - b. The umpire must also be notified of the participation of the non-roster player.
4. If a team doesn't get the minimum number of players during the 10 minute forfeit period they forfeit the game, and must pay a re-entry fee of \$25.00 to be eligible for playoffs.

Sec-4 EQUIPMENT

1. A game ball will be provided by the Recreation Department.
 - a. Teams must provide their own balls for warm-ups.
2. The bats provided by the Recreation Department are the only bats that may be used.
3. Acceptable field attire must be worn at all times
4. SHOES/CLEATS: shoes must be worn at all times
 - a. Soft rubber style cleats will be allowed.
 - b. Screw in rubber spikes are legal but only if the spikes are ½ inch or shorter.
 - c. Metal spikes of any kind are not allowed under any circumstances.
5. Players may not wear any jewelry or protective casts at any time.

Sec-5 PREGAME

1. Each team captain is responsible for filling in his respective score sheet with the first and last names of every player before play begins, in the batting order that will be used.
2. A coin flip shall be used to determine home and visiting team.

Sec-6 SCORING AND TIMING

1. A regulation game shall consist of seven innings or one hour.
 - a. No new inning may start five minutes (55 minutes of game time) before the hour.
2. MERCY RULE: A team ahead by 20 or more runs by the completion of any inning, or 10 or more runs by the completion of the 5th inning or there after, will be declared the winner.

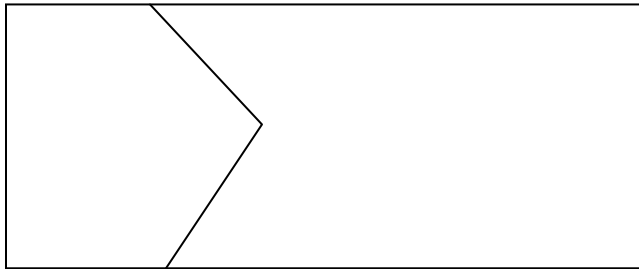
Sec-7 BATTING ORDER AND SUBSTITUTIONS

1. All official roster players present must be included in the official batting order.
2. All team members must bat even though only nine players may take the field on defense.
3. Free substitution will apply at all times for defense.
4. Players who show up late may be added to the bottom of the order.

Sec-8 FIELD DIMENSIONS & GROUND RULES

1. All bases will be 60 feet apart.
2. Manchester Field Ground Rules:
 - a. A ball going into the street is declared dead and out of play
 - b. A ball bouncing off a retaining wall is in play
 - c. A fair ball hit into the bushes on the fly is a homerun.
 - d. A fair ball hit into the bushes on a bounce is a double.

Sec-9 HOME PLATE & STRIKE ZONE



1. Home plate will consist of the plate and an extension. Any legal pitch, which hits any part of the plate or extension, will be called a strike.
2. A runner trying to score may touch any part of the plate or extension.

Sec-10 FIRST BASE

To improve safety and prevent injuries that occur during the ground ball plays at first base, a double base system will be used.

1. The first base area will consist of two separate bases positioned side-by-side. One base will reside in its normal position inside the first base foul line. A second base will be positioned immediately adjacent to the original base outside the first base foul line.
2. Batter-runners attempting to beat out infield ground balls should use the foul territory base on such plays, while the first basemen should whenever possible use the fair territory base.
3. In all situations, however, the double first base bag(s) will be considered as one base and each player (field or runner) is entitled to use any or all parts of both bases.

Sec-11 PITCHING AREA

1. Pitchers must start with at least one foot in contact with the pitching area.
 - a. This foot must remain in contact with the area until the ball is released.

Sec-12 LEGAL PITCH

1. A legal pitch must be of moderate speed and have an arc that rises at least above the hitters head.
2. Any pitch which doesn't conform to this regulation is a ball if not swung at, but the ball is live and may be swung at or hit.
3. There shall be no limit to the height of the arc on any otherwise legal pitch
4. The pitcher must deliver the ball toward home plate on the first forward swing of the pitching arm past the hip.

Sec-13 BALLS & STRIKES / INTENTIONAL WALKS

1. After four balls, the batter is awarded first base.
2. After two strikes, the batter will be declared out.
 - a. All called strikes, swinging strikes and foul balls will count as strikes.
 - b. A foul ball on the second strike is an out.
3. Intentional walks may be requested from the umpire without throwing four pitches

Sec-14 FULL SWING, BUNTS, & CHOPPED BALL

1. All swings must be of a full motion .
2. Bunting is illegal, and the batter will automatically be declared out.
3. A chopped hit ball which the batsman strikes downward with a chopping motion of the bat is illegal and an automatic out.

Sec-15 BASERUNNING

1. SLIDING IS ILLEGAL, AND IS AN AUTOMATIC OUT.
2. Base runners will be called out if they do not avoid a collision at a base.
 - a. Base runners who do not veer away from a fielder trying to complete a double play will be called out automatically along with either a runner or batter-runner advancing to a base that the fielder is throwing to.
3. Base stealing is illegal, and is an automatic out.
4. Base runners may lead off after the ball is pitched.
 - a. Base runners leaving before the ball is pitched are automatically out.
 - b. A thrown ball (from the catcher) that reaches the base before the base runner returns will automatically force the runner out.
 - i. If a team does not have a catcher this force out situation will not exist. The ball will be dead when the pitch hits the ground.
 - c. On overthrows by the catcher, runners may advance at their own risk. Runners must re-touch (tag up) their established base before trying to advance.
5. Dislodged Base- Base runners do not have to touch a base that has been dislodged from its normal position, but must run or stop in the general area of that base.
6. Ball Overthrown Out of Play
 - a. Runners are awarded two bases on a ball thrown out of play.
 - b. The awarding shall be governed by the position of the base runner(s) at the time of the throw.
7. Pinch runner
 - a. Hurt players may have a pinch runner.
 - b. The pinch runner will be the last player to make an out.

Sec-17 DEFENSIVE FIELD POSITION

If teams have nine players present then they must play one of those players in the normal catcher's position.

Sec-18 OTHER RULES

1. APPEAL PLAYS
 - a. Tell the umpire you wish to appeal a certain base in question and throw the ball to that base.
2. All other rules and rule interpretations will be governed by official slow-pitch softball rules available in the Intramural Office.

Sec-19 UNSPORTSMANLIKE CONDUCT

1. Actions that are potentially dangerous to the participants of the game and/or conduct that is detrimental to the purpose of intramural sports will not be tolerated.

2. No players may physically intimidate or verbally abuse student officials. Violations of this nature will be considered unsportsmanlike conduct and at the discretion of the official, may result in removal from the contest.
3. Any player ejected for unsportsmanlike conduct will automatically be suspended from the game and must leave the field.
 - a. In addition he/she will be suspended from all play until he/she meets with the Assistant Director.
4. Any team being assessed a total of 3 unsportsmanlike fouls during a game will result in the game being forfeited and the other team declared the winner.
5. Fighting—any acts of aggressive physical violence will not be tolerated.
 - a. This includes throwing a punch, kicking an individual or any other aggressive acts.
 - b. Any player guilty of such an action immediately before, during, or after an intramural contest shall be expelled from further participation in intramural sports for the duration of one year, and is subject to school disciplinary procedures and possible criminal and/or civil prosecution.