

Softball Rules

Eligibility: All intramural events are open to ECU students, faculty, staff, and alumni. The intramural rule for alumni is the participant has to have graduated from ECU.

“Like Sport” Rule

ECU Softball or Baseball players are excluded from participating in Intramural Softball if they have participated for the ECU Softball/Baseball team at any time during this academic year.

Game Location: Games will take place at the new Ada Sports Complex that is located North-West of town. This complex is located at **1020 Egypt Road, Ada, Oklahoma.**

Equipment: The Intramural Department will provide the softballs. If a player wishes to use his/her own bat then they will have to clear it with the umpire. If any Equipment is found to be “illegal” (determined by Intramural Staff) actions will be taken to correct the issue and possible disciplinary actions will be taken on the player and/or Captain.

Length: Games shall last no more than 45 minutes or 5 innings, whichever comes first.

Mercy Rule: If a team is winning by 20 runs after the 2nd inning, 15 runs after the 3rd inning, 10 runs after the 4th inning the game will be declared over. If a team is caught “sand-bagging” to allow their opponents not to get run ruled then that team will forfeit the match by a 15-0 margin at the point the team was caught. This call will be made by the head umpire on the field at the time of the foul. **There are no exceptions nor will a head umpire change the call after he/she has made it.**

Extra Innings: NO extra innings will be given for a tie. If the game ends in a tie then the game will be declared a tie in the record book. If the time limit is met before the innings cap, an additional 5 mins will be given, as long as: the losing team still needs to bat in that same inning and they are within 5 runs. Playoff games will be given an extra inning to determine a winner.

Umpiring: Umpiring, scoring, and clocking will be the responsibility of the I.M. staff. Be prepared to have a person from your team (fan, player, parent, etc....) available to keep stats in case there are no staff members available to keep them.

Dugout Usage: Each team will be given a dugout in which they are to use during the game. Vandalism on dugouts is prohibited and will result in the entire team’s expulsion from the league. **Each team is required to clean their dugouts after their game.** Any trash left in dugouts will result in as low as a \$10 fine due/payable by next game or an automatic forfeit for the next resulting game. Also make sure stands are clear of any trash

Accepted Behavior towards Umpires: The umpires are students of the Intramural Sports Department, any disrespect towards them will not be tolerated **and will result in an ejection from the game and the league and a fine will be enforced!** Any problem with the umpires can be discussed with the Intramural Coordinator on duty.

Start of Game: GAMES WILL BEGIN ON TIME!! Players should arrive 10 minutes early before their scheduled game. There is not any time added after game time before a forfeit is called. All players must bring either a school issued ECU ID card in order to sign in for EVERY game!!!! NO EXCEPTIONS!! NO ID CARD NO PLAY!!! **If a team does not have the correct number of players available and signed in by their scheduled game time then they will forfeit the match.** The Intramural Coordinator on duty will have the official time. Any questions should be brought up with the Coordinator on duty. A team must have at least 9 players on their original roster signed in to start the game. If a team fails to show up to a game then they will be fined. If that team fails to pay the fine before their next game then they are kicked out of that league. **The only way to avoid being fined or kicked out of the league for forfeiting a game is by contacting the Intramural Coordinator (kramey@ecok.edu) by student email 24 hours in advance so that the Intramural Staff may get in contact with the opposing team to let that team's captain know of the forfeit.**

Batting Order: Each team's batting order is the same as the order in which each player signed in on that day's stat sheet. If a batter bats out of order then he/she is out. There are no additions to the stat sheet once the game has started. Any player wishing to show up late can have a team member sign them in, however if that person is up to bat and they are not present at the time of their bat then the team must take an automatic out.
Batting Order ex: Boy, Girl, Boy, Girl, Boy, Girl, etc.

Roster Sheet: Roster sheets are final at game start.

Shoes: Cleats are allowed. Metal cleats are **NOT** allowed. If a player is found to have metal cleats they will be removed from the game and possibly league.

INTENTIONAL WALKS: there will be **NO** intentional walks... Its slow pitch

Rescheduling: There are no guaranteed rescheduled games! In case of inclement weather or any other reason the school is closed (holidays, power outage, etc...) then all intramural games will be cancelled for those days as well. We will try to see if we can fit make up games into the season, canceled games will result in a tie if needed for post season play.

Rainouts: If games are rained out then your captain will be notified by the Intramural Coordinator and that game may not be rescheduled.

Behavior: Under the Influence of Alcohol or Illegal Drugs

Any participant who shows up to an intramural event under the influence of alcohol or illegal drugs will be asked to leave the intramural field. The participant who does get caught under the influence will also be placed on a probationary period for the remainder of that season in which they will be under close eye of the supervisor on duty. That participant could also be fined and may need to meet with the Dean of Students.

Leagues Are open only to ECU students, faculty, staff, and alumni

Coed League: This league is open to female and male students, faculty, alumni, and staff. There must be 4 girls in the field of the play at all times: at least 2 in the outfield and at least 2 in the infield (**Can Not be pitcher and catcher without at least 1 female playing a base**) There does not need to be the same number of hitters (males and females) however if there are more males, the team will take an “OUT” after every male that bats back to back.

Fighting: Anybody who fights will be kicked out of the game and will not be allowed to participate in intramurals for one full year and will be fined.

Foul Language: We will not tolerate foul language. Players must keep words to themselves. **Any foul language that is directed towards an official or an opposing team member results in ejection from the game which is a \$20 fine and possible suspension. Severity of punishment is up to Intramural staff**

Roster Size: A roster of 12 deep is allowed. No other exceptions!

Liability Release: Each player listed on the roster is required to sign the liability release that is provided for them on player registration. This release is a form in which each participant signs stating that he/she is aware of the risks involved with playing softball. **Without this release players will not be allowed to participate in the activity.** If a player does participate in an activity without signing the liability release then that player’s team forfeits the match and the captain is fined \$50 and further punishment will be discussed with Intramural Department.

RULES ON NEXT PAGE!!

CO-ED Slow Pitch Softball Game Rules:

1. Each player comes up to the plate with a 1 and 1 count. 3 balls are a walk and 2 strikes are a strikeout. **If a player fouls off their last strike they are out.**
2. If the ball goes out of play then the player may not advance past the point when the ball went out of play.
3. In field fly rule: When declared by the umpire, a fair fly ball (not a line drive or an attempted bunt) in the in field and can be caught easily by an infielder when runners are on 1st and 2nd base or all three bases and before there are two outs in the inning is called an in field fly and the batter is out regardless of whether or not the ball was caught, and runners can advance at their own risk as long as they tag up after the ball is touched.
4. A coin toss will begin the game. The winner of the coin toss has to decide on whether they want to be home team or visiting team.
5. Home team takes the field first and bats last.
6. **NO STEALING**, if caught stealing player is automatically called out by Umpire. Call is final!
7. Boys will use wooden bats, provided by Intramural Dept.
8. There is an 8 BOY Homerun limit per team, per game. Boy Homeruns hit after this limit will result in an "OUT" call with NO recorded run.
9. **Teams who hit a HOMERUN must send one of their players in the dugout to go retrieve the ball failure to do so will result in outs.**
10. Pitched balls must be at least 4ft off the ground with an arc no higher than 8ft
11. There is a "Pitcher Halo" rule that will be at the umpire's discretion
12. Teams playing the field shall consist of 10 players, with at least 4 female players (2 in field, 2 outfield). A team may not start a game without at least 9 players. In this instance a team must have 4 females and 5 males. **No other combination is legal.**
13. Teams must also alternate their batting order of male/female. Example: If a male bats then a female bats and so on. No males can hit back to back without results in an OUT.
14. If a male player is walked then the next female player can choose to hit or walk.