UMKC INTRAMURAL SOFTBALL LEAGUE RULES

GENERAL INFORMATION

1. Each team must pay a non-refundable entry fee and a refundable forfeit deposit to participate in the intramurals league. If the team does not forfeit any games/matches and/or gives at least 24 hours’ notice to (816) 235-2719 or via e-mail to the Intramural Graduate Intern prior to their scheduled games/matches that they will not be able to participate, a full refund will be issued at the conclusion of the season. If any game is forfeited or proper notice is not given, the forfeit deposit will not be returned.

2. Official judgment calls cannot be protested. However, the outcome of a game can be protested if the protest is based on non-judgment call decisions and is factual in nature. The protest must be submitted to the Campus Recreation and Intramural Office in writing no later than 12:00p noon on the first school day following the game that is being protested. A decision will be rendered within three (3) school days by the Intramurals Director.

3. Participants, employees or contract employees are not allowed use tobacco products or have in their possession or their presence any alcoholic beverages or drugs during any intramural event (whether on campus or not). Officials reserve the right to prevent any person from participating/working if they use tobacco products or are in possession of or suspected to be under the influence of alcohol or drugs.

4. Any student of the University of Missouri-Kansas City is eligible to participate.

5. Intramural teams are allowed to carry up to two (2) former junior or senior college/university athletes who played in the related sport while in college.

6. ID must be carried by all participants in case of eligibility questions.

7. Males can participate on one men’s team or one men’s team and one co-rec team. Females can participate on one women’s team or one women’s team and one co-rec team. Conflicts with scheduling for playoffs may force a player on more than one team to choose with which team to participate.

8. Roster deletions or additions are allowed until the game/match time of your second scheduled game/match.

9. Any player, team or spectator displaying unsportsmanlike conduct will be assessed the appropriate penalty(ies). If a player, team or spectator is ejected from the event, they are required to leave the premises immediately. Failure to abide by this rule may preclude future participation in intramural events. Any player, team, or spectator ejected is automatically ejected from their next scheduled game/match (regular season or playoffs). Additionally, they may face further disciplinary action if deemed necessary by the Campus Recreation Sports Council. A second ejection during the session disqualifies a player, team or spectator from further participation in regular season and playoff games/matches.

10. Sportsmanship is vital in any sport. Each team will begin each game/match with zero sportsmanship points assessed against them. Points will be added accordingly as violations occur, including but not limited to unsportsmanlike conduct, personal fouls, etc. If a team accumulates 35 or more sportsmanship points in a game/match, that game/match will be called and the team with 35 points assessed a forfeit loss of the game (or all three games in volleyball) whether the game occurs in the regular season OR playoffs and forfeit that game/all three games of that match in volleyball). Inappropriate language will be considered unsportsmanlike conduct.

11. Playoffs will be conducted at the end of the regular season. The format, number of teams making playoffs, dates and times of the playoffs is dependent on the number of teams in the leagues, court availability, etc. All teams (generally the captain listed on team roster) will be contacted prior to the playoffs as to their time, date and location of game/match, if applicable.

12. To be eligible for the playoffs, a player must have participated in at least one game/match during the regular season. If a team wins a game/match due to a forfeit that is known prior to game/match time, all players on the team roster of the non-forfeiting team will be presumed to have played.

13. A Championship T-Shirt will be awarded to all roster players on the playoff champion team that have played in at least one regular season game/match.

14. It is the responsibility of each captain to read and understand the rules and relay to his/her team.
STARTING THE GAME
1. Ten (10) players constitute a team for Intramural Softball; however, play may begin with eight (8) players present. There is a five (5) minute grace period effective from the scheduled start time to have the requisite number of players. Failure to have the requisite number of players results in a forfeit.
2. If a team is unable to maintain a full squad, the game will only continue if the umpire reasonably believes that the team with less than a full squad has a chance to win.
3. If neither team has the requisite number of players by the grace period, both teams will receive a forfeit loss (score 1-0).
4. Lineups must be submitted at least ten (10) minutes prior to game time.
5. An odd/even or coin toss will occur shortly before game time. The winner of the odd/even or coin toss will have the option of batting or playing defense first.

SCORING AND LENGTH OF GAME
1. Forfeit score is 1-0 for any game forfeited.
2. Each game will consist 6½ or 7 innings or 55 minutes. If the home team is ahead at the end of 6½ innings, the game is over. If the game reaches 55 minutes, the game will end once each team has had an equal number of half innings at bat. No new inning can begin after 50 minutes have elapsed from the beginning of the game. Extra innings will be played to determine a winner if the score is tied at the end of regulation.
3. In cases of extreme necessity, the umpire may request that the teams shorten the game to a prescribed number of minutes or innings. Both teams will be requested to give input but the final decision will lie with the umpire. Amongst others, instances that may cause this are weather and game timing issues.

THE GAME
1. Each team will pitch to its own team. A three (3) pitch rule will be used. There will be no balls or strikes called. The ball is put into play when the pitcher pitches the ball to home plate and the batter strikes the ball. If the batter fails to put the ball in fair play with the first three (3) pitches, the batter is out.
2. All pitches must achieve a height of at least three (3) feet above the pitchers release point and no more than twelve (12) feet above the ground.
3. A runner who leaves base prior to the pitch being swung at, across the plate, or hit is out and the ball is dead.
4. In order to prevent injury and protect the defensive player attempting to make a play on a base runner, the base runner will be called out, if he/she remains on his/her feet and deliberately, with great force, crashes into a defensive player holding the ball waiting to apply the tag. If the act is deemed to be flagrant, the offender will be ejected.
5. Teams may bat as many players as they want. However, the batting order cannot change once the game has begun unless a player is removed from the game permanently. Eligible players that arrive after the game has begun may be added to the end of the batting order.
6. Each team can play ten (10) players on defense and they can be aligned in any formation desired with one exception: There must be a defensive pitcher. At the point of the release of the pitch, the defensive pitcher must have at least one foot within the ring that surrounds the pitching mound. If no ring is painted, the defensive player must be within six feet of the pitcher at the point of the release.
7. If a hit ball is touched by the offensive pitcher, intentional or not, the batter is out and the ball is dead.
8. The offensive pitcher can be replaced at any time.
10. No team will be allowed to score more than ten (10) runs in any half inning.
11. A mercy rule will apply: A fifteen (15) run lead after three (3) innings or ten (10) run lead after five (5) innings will result in a complete game.
12. Ground rule double and home run rules will be established prior to the game as they are dependent on field location and parameters.
14. If a ball becomes out of bounds by force of the defensive team, all players on base get the next base they would have attained plus one more base. Where a base runner is for these purposes is
determined by the timing of the release of the player throwing the ball that caused the out of bounds.

OTHER RULES
1. Appropriate athletic attire is required. Note that jeans are not considered appropriate athletic attire.
2. Players are permitted to wear rubber cleated shoes (no football or baseball cleats with metal toes or spikes). Players must wear shoes while playing.
3. Brief timeouts will be allowed by players preparing for play. Timeouts are not allowed for team consultation. Timeouts must be granted by the umpire.
4. The ball may not be pitched until the signal is given by the home plate umpire.
5. Jewelry is not allowed. Any jewelry that must remain on for medical or religious purposes must be secured with athletic tape. Officials have final decision regarding the appropriate handling of jewelry.
6. No hard casts or braces allowed on hands or arms. Casts or braces on hands or arms must be made of cloth or pliable plastic. Braces with proper padding will be allowed on other parts of the body. Officials will have final discretion on whether the cast or brace is legal.
7. All bench players must remain in their designated dugout area.
8. Infield fly rule will be used.
9. If an umpire’s call is in question or an interpretation of the rules is requested, the captain can request a conference with an umpire. If the request is an obvious attempt to delay the game, the umpire has discretion to award penalty points and/or forfeit the game against the offending team.
10. Gloves are optional for all players except the pitcher and first base defensive player.
11. Any ball struck and placed in fair play by the batter when the batter has one or more feet completely out of the batter’s designated box will result in an out and any runners must return to their bases.

CO-REC RULES
1. Teams must have at least as many women as men in the lineup.
2. A male may only substitute for a male and a female for a female.
3. The batting order must alternate between females and males. If a team is forced to play with more females than males, females may bat back-to-back.

PLAYOFFS:
1. As time/weather permits, there will be an abbreviated playoff season. The top 4 teams in men’s and women’s leagues, respectively, will compete in a single elimination post-season tournament.

These rules are an adaptation of the American Softball Association of America (ASA). They are not designed to emulate those rules. However, they do reflect the spirit of the general rules. Any rule not stated expressly in this document or situation not addressed by the statements herein will be governed by the current ASA Rules version used by UMKC.