Policies and Procedures

Additions and revisions are highlighted in grey

Eligibility
Eligibility rules for Intramural sports are designed to provide an opportunity for everyone to participate in a safe, balanced, and fair competition. The rules listed below cannot provide for all possibilities; therefore, the Intramural staff reserves the right to rule on the eligibility status of participants not covered specifically by the following rules. It is important that all participants observe the rules equally so that no team or individual may gain an advantage over those abiding by the rules. Each participant is responsible for the verification of his/her own eligibility. Each team manager is responsible for the eligibility of his/her team members.

A. All participants must be current WCU undergraduate, graduate, faculty/staff, faculty/staff spouses and domestic partners
   a. Student and Faculty/Staff spouses and domestic partners must obtain a CatCard and pay $10 per semester to Campus Recreation and Wellness to participate
C. An individual may not participate for more than one team within a division in a given sport. For example: a male may not play in Men's Competitive league and Men's Rec league, but is allowed to play on a Men's team and a Co-Rec team.
D. Any person who is a member of a varsity or junior varsity squad, red shirt freshmen, practice squad, walk on, shall not be eligible to participate in that sport or corresponding sports. (see participant handbook). Varsity athletes are considered as such during the entire academic year.
E. Varsity athletes may compete in non-corresponding sports however the number of varsity athletes allowed on each team is limited in each sport.
F. Club sports athletes are identified as those appearing on the club sport roster or waiver form. They are still considered as such one semester after they last appear on the roster or waiver
G. In order to participate for a fraternity or sorority an individual must be associated with that organization as a member or member going through process
H. Consequences for using an ineligible player(s):
   a. The team shall forfeit all contests in which the ineligible individual(s) played.
   b. Players participating illegally are referred to the Assistant Director of Intramurals Sports for further disciplinary action.

Reschedules
A. The rescheduling option is only available if there are open times. No guarantees.
B. Requests for open game times and rescheduling games will only be taken or completed during business hours. (Monday-Friday)
C. The assistant director has to talk with both captains before a reschedule is confirmed and this must be done by 5pm the day before the original game or reschedule game time. By 4pm on Fridays for Sunday or Monday games.
D. Do not assume a game is rescheduled, unless confirmation has been given by the AD of IMs

Forfeits
A. Teams or individuals not ready to play with enough players present to start the game based on the rules for the sport in question, within 10 minutes after the scheduled time for the contest, will lose by forfeit.

Softball Policies and Rules
B. A team claiming an at game time forfeit must be present at the scheduled game time and ready-to-play with the minimum number of players needed for the specific sport.
C. Teams arriving late for a scheduled contest, but within the 10 minute forfeit time, will be assessed a penalty (see rules below for penalty)
D. If neither of the teams arrives by the scheduled game time, the game will be recorded as a double forfeit and each team will be given a loss and a forfeit on their record.
E. If a team has two forfeits, or two defaults, or one forfeit and one default, they are dropped from further competition.
F. Playing with ineligible players will result in a team receiving a forfeit

Protests
A. The team manager must file all protests with the Intramurals sports Supervisor/official at the time a question occurs.
B. Only protests that concern rule interpretations, policy and procedure, or player eligibility will be considered.
C. Rule interpretation protests:
   a. PROTESTS THAT CHALLENGE THE ACCURACY OF A JUDGEMENT CALL BY AN OFFICIAL/SUPERVISOR WILL NOT BE ACCEPTED.
   b. Rule protests must be filed at the time a question occurs and will be settled at that time by the Supervisor (before the next play).
   c. NO contests or portions thereof will be replayed due to improper rules enforcement. If you have a question captains, please ASK it.
   d. The IM Supervisor will record all protests that challenge rule interpretation.
D. Player eligibility protests
   a. All players eligibility protests must be filed by a formal written protest.
   b. Regular season can be filed before, during or after the game
   c. Playoffs must be filed before the game begins or when the player in question arrives
   d. Eligibility protests will be decided at the time the question is raised whenever possible.
   e. Players found to be ineligible after the contest will result in that contest being forfeited and/or that player being suspended.
   f. See participant handbook for further protest procedures

Conduct
The Intramural Sports program promotes positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbeknownst to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. No alcohol, chewing, dipping, smoking tobacco is allowed during an intramural activity or any playing facility.

Ejections
A. Any player ejected from a game must leave the facility immediately and will be suspended from participating in all Intramural Sports activities as well as suspended from the CRC. The ejected player must then make an appointment with the Assistant Director of Intramural Sports to determine the length of suspension and any other sanctions. The following actions can result in ejections from Intramural Sports:
   a. Use of Tobacco and/or Alcohol during event
   b. Unsporting conduct/fighting of any kind
   c. Constant bantering, disrespect or disregard of officials or intramural sports staff

For any additional information on eligibility, forfeits, protests, policies and procedures, please see the Intramural Sports 2013-2014 Participant Handbook, which can be viewed online at reccenter.wcu.edu or imleagues.com/wcu.
Softball Rules

All games will be governed by the Third Edition NIRSA Slowpitch Softball rules with the following Intramural Sports modifications. Intramural Sports reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

Additions and revisions are highlighted in grey

I. Rosters
   a. **CatCards are required. NO I.D. = NO PLAY! No exceptions!**
   b. Teams consist of 10 players on the field.
   c. A team must have a minimum of 8 players “Ready to play” includes having the scorecard filled out, player ready and ID’s checked. If an additional player arrives after the game begins, that may only be placed at the end of the batting order. No auto outs will be recorded if playing with 8 or 9 for Men’s and Women’s.
   d. **Extra Player Rule<EP>:** A team may bat 11 players providing is it announced prior to the start of the game and must continue to be used the entire game. The EP must remain in the same position of the batting order for the entire game. Defensive positions can be changed but the batting order must remain the same.
   e. Maximum roster size is 20
   f. **Restricted players:** must compete at the highest level of play (Competitive)
      i. Varsity Athletes - Teams are only allowed four varsity athletes (non softball) on entire roster. Check with Assistant Director regarding

II. Substitutions
    a. **Type 1 substitution**
       i. Teams can list 10 players that will bat and play defense on the line-up card. Substitutions to the batting order are allowed and provided such player occupies the same position in the batting order. Substitutions must be reported to Umpire. Teams can only make add players and batting changes in between innings. The starting player may be taken out of the game one time and may re-enter the game one time.
       ii. Teams can only bat 10 players. Extra player does not apply. Pinch runners are not allowed.
    iii. **CoRec – If batting nine, ghost automatic out still applies**
    b. **Type 2 substitution**
       i. Teams can list all players that will bat and play defense on the line-up card. This number may exceed 10 players. However, only 10 players may play defense at a time. Every player listed on the score sheet must bat. Players may go in and come out of the game as many times as they choose and teams can make defensive changes between or during innings. Pinch runners are not allowed.
       ii. There are no subs
       iii. Ghost automatic outs can not apply (unless injured or ejected player)
iv. **CoRec – Team must have even # of male and females**

c. Teams must announce their substitution method to the umpire prior to the start of the game. Once the choice has been made, a team must abide by the respective rules.

d. An automatic out will be awarded if a player who is listed in the batting order is unable to bat (assuming a substitute is not available). An automatic out will also be awarded at the time of player’s at bat if that player has been ejected from the game. (assuming a substitute is not available)

III. **Game Format**

a. All game shall consist of 7 innings or 50 minutes, whichever comes first. No new inning may begin after 50 minutes has expired. Any inning which has been started prior to the time limit expiring will be completed. Championship games will not have a time limit. The game clock begins after the captains meeting.

b. **Extra Innings:** During the regular season games may end in a tie. During playoffs, the tiebreaker rule will be in affect. Each extra inning shall begin with the player who batted last in the previous inning being placed on second. This will continue until one team as scored more runs than the other or until the home team has score more runs.

c. **Run Rule:** 15 after 4 innings (3 1/2 innings if the home team is winning) and 10 after 5 innings (4 1/2 innings if the home team is winning)

d. Regular season games cancelled (prior to game time) due to weather or field conditions will be considered a ‘no result’ for both teams. If inclement weather causes a started game to end early:
   i. The game (and score) is final if the game has reached bottom of the fourth inning or at least one-half hour has elapsed.

e. Playoff games cancelled due to weather or field conditions will be rescheduled if the game has not yet reached the bottom of the fourth inning or at least one-half hour has elapsed.
   i. If a game has not reach the above mentioned, the game will be restarted from beginning, regardless of score at time of cancellation.
   ii. If a game has reached the above mention at time of cancellation, the game (and score) is final.

f. **Late Penalty**
   i. 0-3 Minutes = home or visitor, 1 run
   ii. 3-9 Minutes = home or visitor, 1 run for every minute late
   iii. At 10 minutes = game forfeited (8-0)

IV. **Field**

a. Teams may not warm up in the field/on the bases before the game starts. Hitting practice is only allowed on the sideline.

b. Games will be played on the intramural fields at Camp Lab. Base distance is 65 feet between bases and 50 feet to home plate

c. No tobacco or alcohol beverages will be allowed on the Intramural Fields and surrounding area

d. Dogs are allowed, but they must be on a leash and supervised at all times.
V. Equipment
   a. Participants must wear athletic attire to play. Clothing that restricts the natural movement of the participant is not allowed. No bare feet, or open toed shoes of any type allowed, and no metal cleats.
   b. All players must wear only athletic type soccer/football, running, court, or turf shoes with or without molded plastic or rubber cleats. Metal/sharp plastic cleats are not allowed. No sandals, boots, or bare feet.
   c. Jewelry: No metal, hoops, bars rings or necklaces. Studs and bracelets may be worn. The IM Staff will not provide tape. All equipment and jewelry decisions are at the discretion of the supervisor.
   d. Players wearing a cast or splint will not be allowed to play.
   e. Teams must use the intramural softballs provided.
   f. Practice balls and gloves will not be provided.
   g. Catcher’s masks are available at the field for your safety.
   h. Bats: Bats will be available to use during the game, however teams may use their own bat. Each bat must have an ASA approved stamp (2000, 2004, 2013) on the barrel. Furthermore, the bat must not be listed on the ASA Recall List, nor be altered in any manner. A complete list of approved and non-approved bats can be found on the ASA website or with any Intramural Supervisor. Intramural Supervisors have the authority to rule on any bat. The Intramural program still as the right to determine if a bat is eligible or not.
   i. Baseball and fast pitch bats may not be used.

VI. Pitching
   a. The pitching arch is between 6 and 12 feet. The ball must arch at least 6’ above the ground but not more then 12’.
   b. The strike zone is below the front shoulder and above the back knee.
   c. The pitcher must have at least one foot on the pitching rubber during delivery.
   d. The pitcher must show the ball to the umpire and batter before pitching. No quick pitches. The pitch must be released in one continuous motion. The pitcher’s arm may not swing higher than his/her shoulder on the backswing. There are no wind-ups.
   e. If the ball is pitched illegally the umpire shall say “illegal pitch” at which time the batter may either swing at the pitch & take the result, or not swing and take an automatic ball.
   f. There are no balks.
   g. A batter hit by a pitch does not advance to first base.
   h. Pitchers may wave a batter to first base if they wish to walk the batter intentionally.
   i. Pitchers are allowed a maximum of three warm-up pitches in one minute between innings.
   j. If a pitch hits ANY part of home plate, it is a ball!
VII. Batters
   a. Batters will begin with a one ball and one strike count.
   b. If a batter hits a foul ball on two strikes he/she must put the next ball into play. Batters get one courtesy foul ball.
   c. A batter who steps on or across home plate is out on a fair ball. The ball is dead and all runners return to their original base.
   d. Batter is out if he/she attempts to bunt or chop down on the ball.
   e. A player who throws a bat shall be declared out. The play shall be declared dead and base runners may NOT advance.

VIII. Base Runners
   a. NO sliding or diving into any base. The runner is out. It is the judgment of the umpire if a person falls. (No running over people intentionally.)
   b. Runners may run through all bases and must come immediately back to the base. However any attempt (head turn, body turn, commitment) towards the next base, then that player has potentially to be out.
   c. There are no pinch runners. If a player is on base and cannot continue an out will be called.
   d. There is no leading or stealing. A runner leaving a base before the ball crosses home plate or is batted is out, no pitch is declared (Dead Ball)
   e. A base runner is NOT out if he/she runs out of the baseline to avoid interference with a fielder attempting to field the ball.
   f. A base runner is not out if hit by a batted ball that touched or has gone through a fielder.
   g. A base runner running, more than 3’ outside the baseline (either way) to avoid a tag is out.
   h. If a player on the offensive team (fans, coaches, batter or base runners) interferes with the fielding team making a play on the ball in either fair or foul territory, the player closest to the base is out and all other base runners must return to the base they last obtained. If the interference breaks up a potential double play, that base runner and the base runner closest to home shall be declared out.
   i. If a batted ball, which has not passed a fielder other than the pitcher hits a base runner, the base runner is out and all other runners must return to the base last obtained. (A base runner hit by a batted ball while standing on the base is not out. The ball is fair and play shall continue.)

IX. Out of Play
   a. If a ball is thrown or rolls out of play, each runner is awarded two bases from the base they possess when the ball was thrown. (NOT where they were when the ball went out of play). The umpire should yell, "DEAD BALL. OUT OF PLAY," so runners will not get injured.
      i. Play 1: There is a runner on first base, the batter hits a ball to the pitcher who throws the ball to first base and it goes out of play.
         Ruling: The runner that started at first should be awarded 3rd base and the batter should be awarded 2nd base. At the time of the throw, the runner at 1st base was not at 2nd base when the ball was thrown so 1st base was the base possessed at the time of the throw. The batter did not
reach first base by the time of the throw so home plate was the base possessed at the time of the throw (2 bases awarded from the base possessed at time of throw).

ii. **Play 2:** There is a runner on 1st base. The shortstop catches a line drive and tries for the double play at first base. The ball is thrown out of play. The runner on 1st was on the way back to 1st base when the ball was thrown. **Ruling:** The runner should be awarded 3rd base because at the time of the throw 1st base was the last base that was possessed.

b. If a fly foul ball is caught before the deadball territory and carried over the line, the batter is out and all runners advance one base.

X. **Infield Fly Rule**
   a. An infield fly ball is a fair fly which can be caught by an infielder with ordinary effort with runners on first and second or first, second and third with less than two outs. The batter is automatically out and runner(s) may advance at their own risk. If the ball is caught, base runners must tag up. If the ball is dropped the batter is still out, & the ball is live. Base runners may advance at their own risk. The umpire yells, "INFIELD FLY, BATTER IS OUT, IF FAIR," so all players can hear.

XI. **Appeal Play**
   a. Must be a verbal appeal by the defense before the next pitch or before the infielders of the defensive team have left the field. Once the ball has returned to the infield and time has been called, any infielder, with or without possession of the ball, may make a verbal appeal on a runner missing a base or leaving a base too soon.
   i. Missing a base
   ii. Leaving a base early on before the ball is touched
   iii. Batting out of order

XII. **Field Rules**
    a. Light pole hit in the air by ball is a dead ball ground rule double.
    b. Light pole hit after ball bounces is live and must be played
    c. Any ball hit in the air to the creek, parking lot (either field), or wooded area shall be declared a HR.
    d. Any ball that rolls or bounces into the creek, parking lot (either field), or wooded area shall be declared out of play and a two base award from last base possessed at the time of the throw.

XIII. **CoRec Modifications**
    a. Each CoRec team shall consist of 10 players (5 male and 5 female) and minimum of 8. Allowed ratios: 5m:5f, 4m:5f, or 5m:4f, 4m:4f. If team starts with nine, the 10th position is considered automatic out. A late 9th or 10th player can only be added at the bottom of the order.
    b. The batting order must rotate male/female (or vice-versa). If team bats 9 players, the gender with more players must hit first in the lineup.
    c. If the batter before the automatic out is walked (intentionally or not), then
the automatic out is not in effect. Out count have not factor.

d. Two EP’s will be allowed but only if both male and female and if the team started with 10 players. All 12 players must bat in the listed batting order and any 10 may play defense. Batting order must stay the same.

e. If using unlimited substitution method, then must still alternate male and female

f. Teams may never have more than five males or five females on the field.

g. If a male batter is walked (intentionally or not), they shall advance to second base automatically. The next batter (a female) must attempt to bat, unless there are two outs and then she has the option to walk or bat.

h. 12 inch ball will be used.

i. A 165-foot CoRec line (arc) will be painted in the outfield during CoRec games. Three of the four outfield players must be positioned behind this line during each offensive player’s turn at bat. Outfielders may cross the line once the ball has been contacted by the batter. IF A FIELDER CROSSES THE LINE PRIOR TO CONTACT BY THE BATTER, THE OFFENDED TEAM MAY CHOOSE TO TAKE THE RESULT OF THE PLAY OR RETURN THE BATTER AND RESUME THE COUNT PRIOR TO THAT PITCH.

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