Policies and Procedures

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 sport. (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 new member going through the 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 Intramural 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 have confirmation from both captains before a reschedule is established, and this must be done by noon the day of the original game or reschedule game time. By 4pm on Fridays for Sunday games.
D. Do not assumed 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.
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 either two forfeits, two defaults, or one forfeit and one default, they are dropped from further competition.

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 player eligibility protests must be filed by a formally 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 unbecoming 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 at 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 2014-2015 Participant Handbook, which can be viewed online at recenter.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. To start a game, 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, they may only be placed at the end of the batting order. No auto outs will be recorded if playing with 8 or 9 in Men’s and Women’s.
   D. Maximum roster size is 20
   E. Restricted players
      i. Varsity Athletes - Teams are only allowed four non softball athletes on entire roster.
      ii. Club Players – Teams are only allowed three club baseball players on entire roster.
      iii. Intramural Workers – Teams are allowed three intramural workers (including professional staff, supervisors and officials) on entire roster.

II. Line-up/Substitutions
   A. Teams must announce their substitution type to the umpire prior to the start of the game. Once the choice has been made, a team must abide by the respective rules.
   B. 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. Adding players and substitutions must be reported to Umpire and can only happen between innings. The starting player may be taken out of the game one time and may re-enter the game one time.
      ii. No extra players
   C. Type 2 substitution
      i. Teams list all players on roster to 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. Teams can make defensive changes between or during innings unlimited times. There are no subs.
   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)
E. Courtesy Runner
   i. A courtesy runner may run for any player who is injured during the play and is unable to run the bases safely.
   ii. The courtesy runner must be the player who got out last. (if corec: guy for guy and girl for girl)
   iii. The umpire must be notified, only occur during a dead ball and before the first pitch to next batter
   iv. Note: Pinch runners are not allowed.

III. Equipment
A. Balls: All games shall use a IM provided regulation ASA approved 52 core, 300 compression 12 inch softball.
B. Bats: Participants are allowed to use slowpitch softball bats with the 2000, 2004 or the 2013 ASA or the 1.20 USSSA stamp. Additionally, 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/USSSA website or with any Intramural Supervisor. IM bats will be available to use if a team doesn’t have a bat. Intramural Supervisors/Officials have the authority to rule on any bat during the game. The Intramural Sports program has the right to determine if a bat is eligible or not.
C. Baseball and fast pitch softball bats are not permitted
D. Participants must wear athletic attire to play.
E. All players must wear only athletic type soccer/baseball/football, running, court, or turf shoes with or without molded plastic or rubber cleats. Metal cleats are not allowed.
F. Jewelry: No metal, hoops, bars rings or necklaces. Studs and non metal bracelets may be worn. The IM Staff will not provide tape. All equipment and jewelry decisions are at the discretion of the supervisor
G. Players wearing a cast or splint will not be allowed to play
H. Practice balls and gloves will not be provided.
I. Masks are available for your safety and highly recommended.

IV. Game Format
A. Home or visiting team will be decided by coin toss/rock paper/scissors etc. in all games including playoffs.
B. Timing: All games shall consist of 7 innings or 50 minutes, whichever comes first. No new inning may begin after 50 minutes has expired. Any inning which as been started prior to time limit expiring will be completed. Championship games will not have a time limit.
C. Extra Innings: Each extra inning will begin with the player who batted last in the previous inning being placed on second.
   i. Regular season: one extra inning played, games may end in a tie
   ii. Playoffs: As many innings needed until one team has scored more runs or until the home team has scored more runs.
D. Run Rule: 20 after 3, 15 after 4 innings, and 10 after 5 innings (at 1/2 inning if the home team is winning)
E. Called Games: In the event of inclement weather or power failure of more than 15 minutes, the following will constitute a complete game
i. Four innings have been completed (3 ½ if home team is leading)
ii. The game has reached at least 30 minutes in elapsed time
   1. **Regular season:** games cancelled (prior to game time) due to weather or field conditions will be considered a ‘no result
   2. **Playoffs:** games cancelled due to weather or field conditions will be rescheduled if the game has not yet reached the bottom above mentioned. The game will be restarted from exact point where play stopped.

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

G. **Scoring**
   i. A team scores one run each time a runner touches first base, second base, third base, and home plate in succession.
   ii. A team does not score a run if the third out of the inning results from any of the following situations:
      1. A force out.
      2. A runner is put out by a tag or a live ball appeal before the lead runner touches home plate.
      3. A preceding runner is declared out on an appeal play. **NOTE:** An appeal can be made after the third out, if successful, can nullify a run.

I. **The Field/Out of Play**
   A. Teams may not warm up in the field/on the bases before the game starts.
   B. For safety reasons, all players not currently playing defense, occupying the base, coaching position, or at bat or on deck must remain behind the backstop and fence
   C. Games will be played on the intramural fields at Camp Lab. Base distance is 65 feet between bases and 50 feet to home plate
   D. Tobacco of any nature and alcoholic beverage are not permitted on the Intramural Fields and surrounding area. This includes spectators.
   E. Dogs are allowed, but they must be on a leash and supervised at all times.
   F. **Special Intramural Field Rules**
      i. Light pole hit in the air by ball is a dead ball ground rule double.
      ii. Light pole hit after ball bounces is live and must be played
      iii. Any ball hit in the air into the creek, parking lot (either field), practice field or wooded area shall be declared a HR.
      iv. Any ball that rolls or bounces into the creek, parking lot (either field), practice field, or wooded area shall be declared out of play and a two base award from last base possessed.
   G. **Ground Rule Double** – A fair ball that rolls into dead ball territory, any base runners will advance two bases from their original position.
H. **Dead Ball Territory**
   i. If a ball is overthrown into deadball territory, each runner is awarded two bases from the position they were in when the ball left the fielders hand. (NOT where they were when the ball went out of play).
   ii. 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 from where they were at time of pitch.

II. **Pitching**
   A. The ball must arch at least 6’ above the ground but not more then 12’.
   B. The pitcher must have at least one foot on the rubber during delivery.
   C. There are no wind-ups or quick pitches.
   D. The pitch must be released in one continuous motion. The pitcher may not pitch the ball through the legs or behind the back.
   E. If the ball is pitched illegally, the batter is allowed to swing, but takes the results of the play or not swing and take an automatic ball.
   F. When a natural batting stance is assumed, strike zone is the space over any part of home plate and between the back shoulder and batters front knee.
   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.
   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.

III. **Batting**
   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 at two strikes.
   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.
   F. The batting team is responsible for retrieving all balls hit out of play.

IV. **Base Running**
   A. Feet first sliding will be allowed at home plate only this year:
      i. Any other sliding/diving at other bases will result in base runner being called out.
      ii. It is the judgment of the umpire if a person falls. (No running over people intentionally)
   B. There is no leading or stealing, the runner is called out and no pitch is declared (dead ball)
   C. 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.
   D. A base runner is not out if hit by a batted ball that touched or has gone through a fielder.
   E. A base runner may not leave the the base paths while advancing to each base.
F. 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 home 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.

G. 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.)

H. Runners may not run through defensive players.

V. Infield Fly Rule: An “infield fly” occurs with all of the following conditions
   A. A fair fly ball (not including line drive) which can be caught with ordinary effort when 1st and 2nd or 1st, 2nd and 3rd and less than 2 outs.
   B. When all three conditions are met, the umpire will declare “infield fly” and rule the batter out, whether or not the ball was caught. Base runners must tag up if the fly ball is caught. Base runners may advance if the fly ball is dropped, but are not required to run and may not be forced out at next base.

VI. 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

VII. 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 batting Type 2, team must have even # of male and females
   D. If a male batter is walked (intentionally or not), they shall advance to second base automatically. The next batter (a female) must bat, unless there are two outs, then she has the option to walk or bat.
   E. A 165-foot CoRec line (arc) will be painted in the outfield during CoRec games. One outfielder may be positioned in front of the line during each offensive player’s turn at bat. Other 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.
VIII. Player Conduct
   A. If a player is ejected, that position in the line-up may only be filled if a sub is available, automatic out if not.
   B. Two ejections will result in an automatic forfeit of game for offending team

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