SOFTBALL POLICIES AND RULES PRESENTATION

2014
SOFTBALL PRESENTATION

• This presentation is in place of the managers meeting
• It is highly recommended that all participants review this presentation as it contains important information regarding policies and basketball rules.
• Handbook precedes the presentation
• Unawareness is not an excuse
2013-2014 UPDATES

- 3.0 avg. sportsmanship rating now required to make playoffs
- Eligibility protests must be filed in writing by the protestor
- Captains must now pass a sport quiz with a 100% to make playoffs
- Rosters maximums have changed for all sports
- Detailed updates can be found further in this presentation
The Intramural Staff includes:

**Assistant Director for Intramural Sports**
- Jonathan Johnston
- [jdjohnston@wcu.edu](mailto:jdjohnston@wcu.edu)
- 828-227-8807

**Graduate Coordinator for Intramural and Club Sports**
- Kale Jeffords
- [kajeffords@wcu.edu](mailto:kajeffords@wcu.edu)
- 828-227-8806

- 6 supervisors and 18 officials
CONTACT AND TIMES

• Assistant Director
  • 9-12 and 1-5pm Monday-Friday
  • In and out of the office during the day

• Graduate Coordinator
  • Monday and Thursday: 1-5pm
  • Tuesday and Wednesday: 9-noon

• Calls and emails
  • If received after 5pm during the week, you will not get response until next day
  • If received after 5pm on Friday, you will not get a response until Monday
INTRAMURAL SUPERVISORS

- Policies?
- Sport Rules?
- Facility Concerns?
- Employee Concerns?
- Protest?
- Eligibility?
- First Aid?

- Ask an Intramural Supervisor!
STUDENT OFFICIALS

• The success of the Intramural Sports program is contingent upon the quality of its sports officials and participants.
• Intramural contests are officiated by fellow Western Carolina students. They are not professionals and are paid minimum wage for the service they perform.
• They deserve and expect your cooperation, respect and sportsmanlike behavior.
• They are trained to perform these jobs and we expect them to officiate to the best of their ability.
• We invite you to apply for the student officials' job available with our Intramural Sports Program
TEAM CAPTAINS

- Fully responsible for their team including:
  - Eligibility of players
  - Behavior of players and spectators
  - Knowledge of rules and policies
  - Communication and cooperating with all IM Staff
  - Being a team leader
NEW SPORT QUIZ

• To ensure that intramural team participants have a good understanding of our policies and procedures, we have created the Intramural Sports Quiz.

• This quiz must be taken and passed with a 100% score by the individual listed as the captain for any team sport.

• The quiz is based on the intramural handbook and provides important information that will aid each team during their intramural sports season.
IMLEAGUES

- All players must have an imleagues account to be on team.
- Pre-registration is required for all intramural sports unless otherwise stated
- Look up schedules, scores, rosters, standings, policies and rules
- Highly recommended that all players join the team online as game check-in is so much easier
- To be approved and scheduled for the basketball league, teams must have a minimum of three players joined on imleagues by registration end.
TIME PREFERENCES

• Now including time preferences for game times
• Each division has different time options
• Input your teams time preferences before league registration closes
• System will best fit your preferences within your teams schedule
• Not 100% guaranteed
• Time preferences will not apply in playoffs
SCHEDULES

• Schedule posted Sunday, March 16th
• Start play on Monday, March 24th
• Check imleagues schedule frequently and daily
• Four game regular season
• Everyone makes playoffs
FACILITY

- Camp Lab Fields
- NO trash shall be left on the sidelines!
- NO alcohol
- NO tobacco (including chew)
POLICIES AND PROCEDURES
POLICIES AND PROCEDURES

• Detailed information concerning policies and procedures can be found in the Participant Handbook

• The Participant Handbook is viewable at:
  • Intramural Sports webpage (reccenter.wcu.edu)
  • www.imleagues.com/wcu, click on the info link on the left side of page, then click handbooks and manuals
ELIGIBILITY

• Must be a current WCU student, faculty/staff or faculty/staff spouse/partner
• Must show your valid Cat-Card every time to play
• Falsifying name or using another students card will result in forfeit
• Playing with ineligible players will result in forfeit
• Teams can’t agree to play with an ineligible players
• Ask up front with all eligibility to avoid a forfeit in season
FACULTY/STAFF

- Faculty/Staff
  - Must show Faculty/Staff CatCard
  - Must sign liability waiver before playing
  - Waiver only needs to be signed once
- Faculty/Staff Spouses/Partners
  - Must have a Spouse/Partner CatCard
  - Pay a $10 Intramural Fee at the Rec Center
  - IM sticker is put on CatCard
RESTRICTED PLAYERS

• Softball varsity (WCU or other universities) athletes must be two full semesters (summers don't count) removed from playing to be eligible and includes all divisions, red shirts, practice squads, working out with them, etc.

• Allowed four non-corresponding sport varsity athletes on a team for softball

• If Athletics recognizes a player as a varsity athlete in this academic year, then they will be identified as such during the entire academic year
RESTRICTED PLAYERS

- Softball professional and semi-professional players are not allowed to play intramural volleyball
- Club Players
  - Allowed two club players on entire roster
  - Clubs players are identified as those who have appeared on the roster or waiver form and considered as such one semester after their last appearance on roster or waiver form
- Varsity and Club Sport Coaches
  - Coaches may play in their corresponding sport, but they will be considered a club sport player.
ROSTERS

- **Rosters**
  - Players may only play on one CoRec team and one men’s/women’s team
  - Once a player checks in for a team that’s it
  - Max roster size of 20 players

- **Adding**
  - Add any players at any time on IMLeagues and game site
  - Ask all players if they have played with another team

- **Removing**
  - You can remove players if they haven’t checked in a game, once they check in, they are permanent on your team
ROSTER MAX

• 20 - Softball
• Different for each sport, so double check
• Can add if spots available on game sheet
• If no space available, you can scratch out a player who has zero games checked in and add a new player. That player will then be deleted from the team.
• Captains responsibility to know roster
• Remind all players to get an imleagues account and join your roster
RESCHEDULES

• Check with Assistant Director or Graduate Coordinator if there are any available times open
• Communicate with other captain and agree on one of the open times
• Needs to be fully completed/approved by 5pm the day before the original game. Friday by 4pm if a Sunday or Monday game
• We have to receive confirmation from both captains before a reschedule game is approved
• If you have not received confirmation from Intramural Sports, your game is not rescheduled
TOBACCO, ALCOHOL, DRUG USE

• Tobacco (chewing or smoking) is not allowed on the Intramural fields or other activity areas as well as 50 feet from any structure on campus per university policy 45.
• Alcohol/Drugs are not allowed on the intramural fields/facilities
• If a player or spectator is suspected of being under the influence of alcohol or drugs, they will be removed from the contest.
ASSUMPTION OF RISK & INJURIES

• Strive to provide safe and well-supervised activities and facilities, there is an inherent potential for physical injury or death in all sport activities.
• All participants are strongly encouraged to have a yearly medical examination and to carry medical insurance coverage.
• Participation in sporting activities may cause injury and exposure to blood borne pathogens.
• First Aid Care (IM Supervisors)
SPORTSMANSHIP

• Teams and captains are responsible for behavior
• Failure to comply with requests from the Intramural Staff will result in a forfeited contest and further disciplinary actions
• Examples of unsporting behavior
  • Slamming the ball down
  • Grabbing the rim or dunking
  • Cursing or gesturing lewdly at other teams or IM Staff
  • Insubordination
  • Anything else deemed unsporting by IM Staff
SPORTSMANSHIP

• Forfeits, defaults, and eligibility affect your rating
• Poor sportsmanship towards each other will not be tolerated
• Verbal abuse of officials will especially not be tolerated!
• Supervisors and officials have every right to stop any game if they deem it necessary
SPORTSMANSHIP RATING

• Team Conduct Rating System
  • Zero to four scale
  • GAME OFFICIALS give ratings at end of game
  • Ratings given at the game site are NOT NEGOTIABLE
  • Must have 3.0 cumulative score to qualify for playoffs

• One and Zero Ratings
  • Team will be notified and captain will need to meet with the Assistant Director before next game
  • Depending on severity, one or zero ratings could result in a team being dropped from the league
EJECTED PLAYER

• Must leave fields/facility immediately
• Automatically suspended from all Intramural Activities
• CRC is access is denied
• Must set up an appointment with Assistant Director before eligible to play
• Minimum suspension of one game depending on severity and case by case
FORFEITS/DEFAULTS

• Forfeits
  • 10 minute grace period with penalty
  • Clock starts at game time
  • Losing team = 2 and winning team = 4

• Defaults
  • Call by 2 pm the day of the game to default
  • Losing team receives a 3 and winning team a 4

Once a team forfeits or defaults twice or has one forfeit and one default they will be removed from the league.

Do not call other teams telling them you are forfeiting!
LATE PENALTY

- 0-3 Minutes = Option and 1-0
- 3-9 Minutes = Option and one run for every minute late
- At 10 minutes = game forfeited (8-0)
PROTESTS

• A team captain must file the protest with the IM supervisor/official at the instant the question occurs.

• Protests may only be filed concerning rule interpretations, policies or procedures and player eligibility.

• Protests that challenge the accuracy of a judgment call by officials or supervisors will not be accepted.
ELIGIBILITY PROTEST

• All eligibility protests must be filled in writing with a protest form
• Phone calls, hear say, or emails will not be taken as formal eligibility protests
• In the regular season, eligibility protests can be filed before, during, or after the contest
• In playoffs, eligibility protests must be filed before the game starts, if player arrives mid game, then protest may be filed then
FREE AGENTS

• Don’t have a team?
• Sign up as a free agent in each division and sport on imleagues
• Captains use this resource to pick up players before and during the season
• We will attempt to make a free agent team if there are enough free agents
• Free agency is not a guarantee as captains make the choice to pick up free agents
WEATHER

• IM Rain Line updated by 3pm and throughout the evening
• Call: 828-227-8808
  • Do not call the rec center, AD, or GC asking about weather
• Rained out games will not be rescheduled unless its playoffs
• See rules regarding game completion or no result due to weather issues in game.
2013 SOFTBALL RULES
• All games will be governed by the NIRSA Slow-Pitch Softball Rules Book (3rd Edition) with the following Intramural Sports modifications.
• The Intramural Sports Office 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.
• Teams and players may not agree upon a different set of rules
• Unawareness is not an excuse!
• Rules can be found on imleagues.com/wcu under the main softball page, then under handbooks and manuals
NEW RULES

• No penalty for playing down a player in Men’s or Women’s.
• 165 restraining line for CoRec
ATTIRE

• Only athletic style pants, shorts, shoes and shirts are allowed

• Improper attire
  • Metal cleats, open toed shoes, boots, or boat shoes
  • Jeans, cargo or straight shorts, and belts
  • Casts or splints of any nature are not allowed
JEWELRY

• No rings, watches or bracelets
• Must be taped down if wearing bracelets
• If a supervisor deems any jewelry unsafe, you will have a choice to take it off or not play
• Tape will not be provided by IM Staff
EQUIPMENT

• IM-provided softballs will be used during play
• Gloves and practice balls will not be provided
• We will have one bat at each field to use during game if needed
• A catcher’s mask will be provided if player prefers to wear one
• **All equipment, jewelry and attire decisions are at the discretion of the supervisor on duty**
EQUIPMENT-BATS

- IM supers and officials will check all bats pre-game.
- A list of ASA non approved bats will be onsite
- Bats must be slow-pitch bats (*no fast-pitch or baseball bats allowed*)
- Bats must have ASA 2000, 2004 or the 2013 stamps on the barrel to be legal
- Final bat decisions will be made by Assistant Director
PLAYERS

- 10 players (9 needed to start the game)
- Line up is due to umpire at start of game
- Must tell umpire of subs (only at dead ball)
- Men’s and Women’s may bat 11 (EP)
- Can not use EP anytime if started short handed
LINEUPS AND SUBSTITUTIONS

• Get line up card from umpire, unless already have one filled out
• Players still have to check in
• Subs must be listed on the lineup
• Must notify the home plate umpire
• Only occurs during a dead ball
• There are no pinch runners
THE GAME AND FIELD

• 7 innings. 50 minute play time. No new inning will start after 50 minute mark.
• 20 run rule after 3, 15 after 4, and 10 after 5
• No extra innings in regular season.
• 65 foot bases and 50 feet to home plate
• In playoffs only, if extra innings are needed, begin with last player who batted in previous inning on 2nd base.
THE PITCH

• Pitchers must have one foot on the mound
• The pitch has to be between 6ft. And 12ft.
• No quick pitches or wind-ups
• If the ball hits home plate on a pitch it’s an automatic ball.
THE PITCH

• Pitchers can waive a batter on, if they are going to intentionally walk them anyway.
• If a pitch hits a batter, they DO NOT get first base
• All batters start with a 1 AND 1 count (1 ball, 1 strike)
COURTESY FOUL

- After a batter has two strikes, he or she is allowed one free foul ball on first foul ball.
- Example:
  - Batter swings misses (strike two), batter hits foul ball (courtesy foul is gone), batter hits second foul ball (strike 3)
DEAD BALL AREA

- Matters where the fielder is before catching the ball
- If in live area legal catch, if not ball is dead
- One foot in, then drops foot in dead ball area, then not legal play
OVER THROWS AND CATCH & CARRY

• Over-Throw Rule - Two bases are awarded to each runner from the last base touched at the time the ball left the fielder's hand.
• Catch & Carry Rule- If a field catches and carries a ball over the restraining line, batter is out and runners advance one base.
BASE RUNNING

- No stealing or leading off (Runner out)
- No sliding or diving (Runner out)
- The runner is not out if running out of the base-path trying to avoid a hit ball
HITTING

• The batter is out if they intentionally try to bunt or chop down at the ball
• If a player throws the bat, they are automatically declared out. The ball is dead and runners can’t advance
HITTING

• Any ball that hits the light pole in the air is an automatic ground-rule-double
• Any ball that goes into the creek, woods, or parking lot in the air is a Home Run
• Any ball that goes into the creek, woods, or parking lot by rolling is a dead ball and the batter gets two-bases from when called dead
INFIELD FLY RULE

• Fair fly which can be caught by ordinary effort by an infielder 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. (force removed). The umpire yells, "INFIELD FLY, BATTER IS OUT," so all players can hear.
PLAY APPEALS

• An appeal play is a play on which an umpire cannot make a decision until requested by a captain, coach, or player.
• You must appeal when the play occurs.
• Verbal Appeal
CO-REC MODIFICATIONS

• 10 players with 5 males and 5 females. If nine, 5m:4f or 4m:5f
• 10th spot is automatic out if shorthanded (may add 10th player at bottom of order anytime with no penalty)
• Can bat 12, but must be a male and a female EP’s
• After game has started, or shorthanded, EP may not be used
• EP may bat in any spot in batting order
COREC MODIFICATIONS

• Batting order must alternate male and female
• 12 inch softball will be used
• If a male is walked (intentional or not) they get 2nd base and female must bat, unless two outs then female has option of hitting or walking.
• The male batter is not awarded second base if the following spot in the order is a male batter
RESTRAINING LINE

• A 165 restraining line will be added for CoRec
• All outfield players be behind the line until the ball is contacted
• If a fielder crosses the line prior to contact, the offended team may choose to take the result of play or return batter and resume count prior to the pitch
PLAYOFFS

• All teams make playoffs if they fit the following criteria
  • Teams must have an avg. 3.0 conduct rating. (NO EXCEPTIONS)
  • Must maintain 3.0 through playoffs or dropped from competition
  • Brackets will be posted soon after regular season ends
PLAYOFF PLAYER ELIGIBILITY

- Rosters lock after the last night of regular season.
- Players must have participated in at least one regular season game.
- Must have an imleagues account and be listed on the printed imleague’s roster.
- If not listed on game site playoff roster, will not be allowed to play that night.
- Adding players can only be done through the Assistant Director or Graduate Assistant.
PLAYOFF SEEDING

• 1\textsuperscript{st} – Winning %
• 2\textsuperscript{nd} – Head to Head
• 3\textsuperscript{rd} – Point differential
• 4\textsuperscript{th} – Sportsmanship Rating
UPCOMING IM EVENTS

- Tennis Doubles
  - Registration closes Sunday March 16th
  - Play starts March 17th
- Innertube Water Polo
  - Registration closes March 20th
  - Tournament is March 28th
- Badminton Doubles
  - Registration closes March 23rd
  - Tournament is March 25th

- 4 on 4 Flag Football
  - Registration closes Tuesday April 8th
  - Tournament is April 11th and 12th
- Kickball
  - Registration closes April 23rd
  - Tournament is April 26th
FINAL REMINDERS

• Teammates must have an imleagues account in order to join your team!
• Double check player eligibility
• Review over detailed rules and policies
• Registration ends Sunday, March 16th
• Nine players minimum required to make league
• Any questions please come ask!
SOCIAL MEDIA

• For up to date information and activity pictures
• Like us and favorite us:
  • Facebook - WCU Campus Recreation
  • Twitter – WCU Campus Recreation
GOOD LUCK!