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@UK Campus Recreation and Wellness

Intramural Nickle Softball Rules (Revised 8/16/19)

GENERAL INFORMATION

1. All participants must register at <https://recwellservices.uky.edu/>
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

Participation in ALL Intramural Events Require:

1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the "Recreation Fee" before access to IMLeagues.com or participation

1. Information about "Recreation Fee" <http://www.uky.edu/plusaccount/uk-estore-information>
2. Pay "Recreation Fee" at <https://iweb.uky.edu/ukestore/> and retain your electronic receipt
3. Email the Intramural Director, Natasha Harris at neharris1@uky.edu and provide an email address
4. Provide an email address you'd like to use to log into your IMLeagues.com account

These groups must send an email neharris1@uky.edu to have an account created for participation:

1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams

10-minute Rule/Defaults/Forfeits/Inclement Weather:

1. **10-minute rule applies to various sports:**
 - a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready
 - b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
 - c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance
2. **Defaults vary depending on tournament design**
 - a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
 - b. Two (2) defaults result in a forfeit or are the same as a forfeit
 - c. Submit Default for your game via IMLeagues.com by completing the "Default" link by 5pm the day of your scheduled game time: <https://forms.gle/4o2CNxRGh2ugrVW>
 - d. Failure to submit your default before designated time will result in a forfeit and \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
3. **Forfeits applies to various team sports and tournaments:**
 - a. Team captain, Greek chair or Residential chair assumes responsibility for that team
 - b. *Captain or Chair is suspended and responsible for paying the \$20 forfeit fee*
 - c. *Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game*
 - d. Review our [Wildcard Player Participation Policy](#) to assist team to avoid forfeits
 - e. *Forfeit Fees CAN BE PAID ONLINE at:*
<https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-0000-0000-000000026001>
4. **Inclement weather decisions will be made no later than 3pm on game day**

GAME PLAY (All games will be played Pieratt Field located behind the Johnson Center)

- Games will consist of 3 innings or 45 minutes, whichever comes first.
 - Extra innings will be played until there is a winner
- Runs will be scored like normal softball rules. If the runner steps on home plate without being tagged out, a run will be scored.
- At the end of the game, the team with the most runs will receive three (3) points, the team with the second most runs scored will receive one (1) point, and the team with the least number of runs will receive 0 points.
- If a tie occurs with the two teams with the least number of runs, each team will get 1 point, and the team with the most runs will receive three (3) points.
- If the tie occurs between the two teams with the greatest number of runs, each team will get three (3) points and the losing team will receive zero (0) points.
- The bases will be sixty (60) feet apart, with the pitching mound being forty-three (43) feet from home plate.

Forfeit Rule:

- A 10-Minute Rule is in effect when a minimum of one (1) player is checked in for the scheduled game.
- At the start of the 10-Minute Rule two (2) runs being awarded to the prepared team(s) at the start of the clock and on every 5 minutes until the opposing team(s) is ready to play.
- After 10 minutes elapses, the game will result in a 4-0 forfeit. For Nickel Softball the game clock will not be affected.

ROSTERS

- Twelve (12) player limit for all teams.
- The Nickel Softball Tournament is **OPEN**.
- Teams may field any combination of males and females on the field during a game.
- Players are not officially on a team until they have joined the team on IMLeagues and signed in using their ID for least one tournament game.
- Rosters will freeze at the scheduled start time of the first game of the tournament.

PLAYERS

- Five (5) players will be in the field at one time
 - A minimum of four (4) players are needed to start the game.
 - Once started, the game may continue with less than four (4) players as long as the team has a chance to win.
- If a team only has four (4) players, they will play with one less outfielder.
- If an injury occurs, and no legal substitution is available, teams will have to take an out in that spot of the batting order.
- A batting order will be given to the umpire prior to the start of the game

EQUIPMENT (Athletic apparel and athletic shoes must be worn)

- **Intramurals will provide each team with softball bats and balls)**
- **Personal bats WILL NOT be allowed!**
- **Jewelry is not permitted and must be removed**
- **Baseball hats and sunglasses can be worn**
- Team shirts/jerseys must be similar in color. Intramural jerseys will be available but will be limited.
- **Athletic shoes must be worn!**
 - Metal cleats, screw-on cleats, boots and sandals are not permitted for IM play.
 - Cleats must be either molded rubber or rubber screw-ins provided there is not metal showing in the tips. Equipment rule is consistent with intramural sports including flag football.

GAME RULES

- The captain will give a batting order to the umpire prior to the start of the game.
- The pitcher will be from the team in the infield.
- The catcher will be from the team in the outfield.
- The home plate umpire **MUST** wear a catcher's mask
- The catcher has the option to wear a catcher's mask.
- Umpires shall award runners two bases on overthrows that go out-of-play.
- The two bases awarded shall be from where the runners were when the ball was released from the thrower's hand.
- Any ball hit or thrown over the fence surrounding the IM field complex shall be out of play.
- Any ball hit or thrown over the drainage mound by the Johnson Center shall be out of play.
- Any hit ball bouncing over the designated fence shall be ruled a ground rule double.
- When two fields share the same outfield, it is possible for a fair ball off the bat of the hitter or following an error by a fielder to go in the other field's area of play. If the ball is touched by someone playing on the other field, the batter shall be awarded an automatic double. If, in the judgment of the umpire, the batter would have scored, the batter can be awarded a home run.
- Other out of play areas will be marked with white paint lines.
- Once the batting teams gets three (3) outs, they will be done batting, and the next team will rotate in following the order of the chart. (**See below**)

BATTING

- Teams will bat their entire roster.
- Teams with players of each gender may bat in any order they choose.
- **No digging in the batter's box!**
- **No bunting or slap shots = batter is ruled out!**
- **Batters will start with a 1-1 count = one (1) strike and one (1) ball.**
- **There is a 3-foul ball maximum per individual at bat.**
- **Strike Zone**
 - **For a pitch to be a strike, the ball must peak between 6 to 10 feet in the air and cross between the batter's shoulders and knees over home plate.**
 - **If the pitch hits home plate it is considered a ball**
- **The double base will be used for plays at first base.**
 - Half the base is white (over fair territory) and half is orange (over foul territory).
 - When using the double base at first, the following rules should be enforced:
 - A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.
 - Whenever a play is being made on the runner the defense must use the white portion and the runner the colored portion.
 - On extra base hits or balls hit to the outfield, when there is no play being made at the double base, the runner may touch the white or colored portion of the base.
 - Should the runner return, the runner must return to the white portion.
 - On any force out attempt from the foul side of first base, the defense and the batter-runner can use either the white or colored portion. This includes overthrows.
 - When tagging up on a fly ball, any portion of the base may be used.
- **Infield Fly Rule**
 - A batter is out immediately when he/she hits an infield fly, as declared by the umpire, with runners on first and second or on first, second, and third with less than two out.

BASE RUNNING

- **Players are strongly encouraged to avoid contact of any kind other than applied tags.**
- **Any base runner that leaves the base before the ball is hit will be called out and includes:**
 - No leading off
 - No stealing

BASE RUNNING (Continued)

- In the case of a double play, the runner must get out of the way to avoid obstructing the throw in any way.
- **Excessive contact or the purposeful slide into an opposing player may result in an ejection of the base runner.**
 - Any fielder who contacts a runner in an unnecessary manner will be ejected from the game. The necessity of contact will be the sole judgment of the umpire.
 - Any base runner that flagrantly contacts a fielder having possession of the ball will be declared out and will also be ejected from the game.
 - Acts that are deemed flagrant include, but are not limited to: dropping of the shoulder, raising of the arms for reasons other than protection, etc.
- **Other examples are as follows:**
 - A base runner cannot take out or run over or through an infielder to get to a base
 - A base runner cannot take out or run over or run through a catcher to score a run
 - Base runners may slide feet first into the base at which a play is being made
 - Any player who slides for any other reason will automatically be out
- **Any headfirst slide will result in an automatic out and this includes:**
 - No headfirst slides into any base
 - No diving back into a base head first
- **When a runner dislodges a base from its proper position:**
 - Neither the runner nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position

IN THE FIELD

- Five (5) players on the roster will field at one time.
- There are no restrictions regarding gender for pitcher and catcher.
- There are no restrictions regarding gender as to where the fielders play in the field.
- There must be a catcher and that catcher has the option to wear a catcher's mask.
- **No fake tags**
 - A fielder without the ball deceives the runner by impeding progress will result in the awarding of the base.
 - If continuous the umpire may eject the player.
- **No field warm up pitches between innings.**

PITCHING

- The pitcher will be part of the team in the infield.
- Players will pitch to the opposing team.
- A pitcher gets a maximum of 3 warm-up pitches.
 - Pitching change the new pitcher gets maximum of 3 warm-up pitches.
 - **No field warm up pitches between innings**
- The pitcher must face the batter when pitching = the front of the body must face the batter.
- The pitcher has 10 seconds to release the next pitch after receiving the ball.
- The pitcher must swing the pitching arm past the hip with an underhand motion.
 - The pitch must be in a continuous motion.
- The pitch must have a visible arc AND reach a minimum height of 6 feet and a maximum height of 10 feet.
- The pitcher may not:
 - Pitch overhand or pitch as a "fast pitch softball pitcher."
 - Pitch the ball behind their back or through their legs and cannot deliver a pitch from the glove.
- **No quick pitches**

FIELDING FORMAT

- Teams will be assigned A, B, or C for each game.
- The format for batting, infield and outfield is shown below.

FIELDING FORMAT (Continued)

- This is read by each column.
 - **Example:** The start of the first inning will be read as
 - Team A is batting
 - Team C is in the infield
 - Team B is in the outfield
 - **Once team A has 3 outs**
 - Team B will bat
 - Team A will be in the infield
 - Team C will be in the outfield
- This format will be followed for the entire game

Inning	1 st			2 nd			3 rd		
Batting	A	B	C	A	C	B	A	B	C
Infield	C	A	B	B	A	C	B	C	A
Outfield	B	C	A	C	B	A	C	A	B

UNSPORTSMANLIKE CONDUCT

- **Unsportsmanlike Conduct or fighting will not be tolerated!**
- **A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.**
- **Unsportsmanlike Conduct includes behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct.**
- Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative, ref/official, Intramural Staff or Campus Recreation and Wellness staff
- Unsportsmanlike Conduct that is but not limited to:
 - Arguing a call
 - Behavior, language, action that is abusive, demeaning, insulting, disruptive, threatening
 - Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature
- A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation and Wellness events or programs
- Teams must get a 3.0 sportsmanship rating in knockout rounds or maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs, if a team receives a 2,1, 0 sportsmanship rating that team cannot advance in playoffs.
- **Two (2) unsportsmanlike conduct penalties against a player constitutes an automatic ejection.**
- **Four (4) conduct unsportsmanlike penalties against a team or four of any kind will forfeit the contest.**
- **Six (6) conduct unsportsmanlike penalties against a team during the season will forfeit the team's remaining schedule**
- Game (s) may be forfeited at the discretion of the ref/official, Intramural Staff or Campus Recreation and Wellness staff

CONDUCT (All team representatives are expected to display good sportsmanship)

- Any team representative ejected from a game for any reason shall be suspended from **ALL** Intramural play until they contact the Intramural Director.
- It is the responsibility of the team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at neharris1@uky.edu
- If players are found to be participating before being reinstated, they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

PROTESTS

- There will be no protest involving official's judgment in games that are officiated by the Intramural Staff.
- Protests of rule interpretation must be made before the start of the next dead ball situation.
 - To protest, the protesting team must begin the process immediately following the event in question. The supervisor's decision is final.
 - Protests can be made without team time-outs. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.
- In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.
- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.