Intramural Open Softball Tournament Rules (Revised 8/23/17)

GENERAL INFORMATION
All participants must register at https://recwellservices.uky.edu/ to participate
To access Fusion IM, Log In with your UK Link Blue account, select Fusion IM & Register
Electronically sign the online waiver and pass a participant quiz based on Participant Handbook

Participation in ALL Intramural Events Require:
Valid UK or BCTC student, faculty or staff ID required for all contests to participate
Jewelry is NOT permitted
No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the “Recreation Fee” before access to Fusion IM or participation
Information about “Recreation Fee” http://www.uky.edu/plusaccount/uk-estore-information
Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/ and retain your electronical receipt
Then email the Intramural Director, Natosha Harris at neharris1@uky.edu before participation; please provide your email address you’d like to use to log into your Fusion IM account. She will create you an account within the Fusion system enabling you to register for a team and then participate

These groups must send an email neharris1@uky.edu to have an account made:
Religious Advisors
Spouses of current UK student/faculty/staff can only play on CoRec teams

Inclement Weather/Defaults/Forfeits:
Decisions on inclement weather will not be made until at least 3pm on game day and a message will be sent through Fusion IM and or social media.

Defaults vary depending on tournament design
A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility for that team and agrees that if the team forfeits a contest, the team captain, Greek chair or Residential chair will be assessed a $20 forfeit fee and must pay the fee before the next scheduled contest
Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating while two defaults result in a forfeit or are the same as a forfeit.

Submit Default for your game via Fusion IM by clicking the “Default” Button with your corresponding game at least three (3) hours prior to your scheduled game time. Failure to submit your default before designated time will result in a forfeit and the $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.

Forfeits applies to various team sports and 10 minute rule applies to various sports:
If a team is not prepared to play with the required or minimum number of players signed-in when the appointed time arrives, that team will have 10 minutes to become ready to play. To obtain a contest victory by forfeit, the required or minimum number of participants must be present, signed-in on the score sheet and ready to play. If a double forfeit occurs, both teams will receive a forfeit; in tournament play both teams with receive a forfeit and no team will advance to the next round.
ROSTERS
Sixteen (16) player limit for all teams.
The softball tournament is **OPEN**.
Players are not officially on a team until they have joined the team on Fusion IM and signed in using their ID for at least one tournament game.
Rosters will freeze at the scheduled start time of the first game of the tournament.

LEAGUE OR TOURNAMENT PLAY
Current **Amateur Softball Association (ASA)** Slow Pitch Rules will be followed with the exception of these UK Intramural supplements.

OPEN TOURNAMENT
- There are no gender restrictions for team rosters.
- Teams may have any number combination of males and females on the roster, there are not minimum requirements per gender.
  - Ex: A roster may consist of 16 males or 16 females, 13 males and 3 females, or 8 males and 8 females, etc.
- Teams may also field any combination of males and females on the court during a game.
  - Ex: If a team meets the minimum number of players required to play (8) they may use 8 males or 8 females, 1 male and 7 females, etc.

PLAYERS
- Roster limits for all teams are 16 players.
- Rosters are frozen at the start of the first played game.
- A full team shall consist of 10 players.
- Eight players are needed for an official game to be played with the ninth and tenth batter being outs.

GAME TIME AND LENGTH
- Teams must be prepared to play at the scheduled time, including line-ups completed.
- Games will be seven (7) innings or 50 minutes, whichever comes first.
- New innings WILL NOT be started after 50 minutes of play has elapsed. Once an inning has started, however, it will be completed.
- Extra innings will be used to break a tie.
- **Forfeit Rule**: A 10-Minute Rule is in effect. Any team not prepared to play with the minimum of nine (9) players will be penalized two (2) runs at the start of the game clock and each subsequent minute they are unprepared. After 10 minutes has elapsed the game will be forfeit.
- **Mercy Rule**: A game in which a team is down by 20 or more runs after the 4th inning or 15 runs after the 5th inning will be ended.

EQUIPMENT
- Intramurals will provide each team with softball bats and balls. Personal bats WILL NOT be allowed.
- Jewelry is not permitted.
- Athletic apparel must be worn for athletic events.
- Team shirts/jerseys must be similar in color. IM jerseys will be available. Numbers are required and must be on the front, back or preferably both.
- 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. These are basically the same requirements as with flag football.

BEGINNING A GAME
- Each game shall begin with a captain’s meeting.
- The visiting team shall bat first.
GAME RULES

- 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 bounds.
- Any ball hit or thrown over the drainage mound by the Johnson Center shall be out of bounds.
- Other out of bounds areas will be marked with orange paint lines.
- Any hit ball clearing the designated fence on a fly will be a home run.
- Any hit ball bouncing over the designated fence shall be ruled a ground rule double.
- There is no digging in during an at-bat. First Team Offense will be a warning. Second and subsequent offenses will result in outs.
- CONTACT --- Base-runners must slide into bases at which plays are being made or avoid contact altogether. Contact in this case may result in the base-runner being called out for not sliding. Excessive contact may result in an ejection of the base-runner.

BATTING

- Batters will start with a 1-1 count. Meaning one strike and one ball.
- There is a 3-foul ball maximum per at bat.
- Teams may bat their entire roster if they choose.
- Teams with players of each gender may bat in any order they choose.

BASERUNNING

- No leading off. Any baserunner that leaves the base before the ball is hit will be called out.
- No stealing.
- No headfirst slides into any base. Any headfirst slide will result in an automatic out.
- Players are strongly encouraged to avoid contact of any kind other than applied tags.

IN THE FIELD

- Any 10 players in the batting order may play the field.
- There are no restrictions regarding gender as to where the fielders play in the field.
- There must be a catcher.
- There are no restrictions regarding gender for pitcher and catcher.

PITCHING

- Batters will start with a one and one count. Meaning one strike and one ball.
- Players will pitch to the opposing team
- Pitchers must go at least 6 feet high and be lower than 12 feet.

OVERTIME RULES

- If a game is tied after seven (7) innings or 50 minutes extra innings will be played until there is a winner.

CONDUCT

- It is the desire of the Campus Recreation and Wellness Unit that all participants display good sportsmanship.
- Any player 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 player to setup an appointment with the Intramural Director via email, 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.
- Fighting will not be tolerated in any form. Teams will be responsible for their players and spectators. Teams and/or individuals may be subjected to expulsion from any further Intramural Sports.
Any team criticizing or otherwise ridiculing, or attempting to demean an official or any Intramural staff member shall be liable to expulsion and disciplinary action. In addition, the game may be forfeited at the discretion of the referee, supervisor, or tournament director.

**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.