Intramural Open Softball Tournament Rules

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 and Forfeits vary depending on league or tournament design
A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility for that team and is responsible for submitting a default for your game and paying the $20 forfeit fee.

Defaults can be submitted via Fusion IM by clicking the “Default” Button with your corresponding game at least three (3) hours prior to your scheduled game time. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating.
Failure to submit your default before designated time will result in a forfeit and the $20 forfeit fee will be assessed.
Two (2) defaults result in a forfeit or are the same as a forfeit. The team captain, Greek Chair or Residential Chair must pay the forfeit fee before the next scheduled contest.

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.
LEAGUE OR TOURNAMENT PLAY
Current Amateur Softball Association (ASA) Slow Pitch Rules in conjunction with NIRSA Slow Pitch Softball 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.
  - A roster may consist of 16 males or 16 females, 13 males and 3 females, or 8 males and 8 females, etc.
  - 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.

ROSTERS
- Sixteen (16) player limit for all teams.
- The softball tournament is OPEN.
- Teams may also 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 Fusion IM 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
- 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.

EQUIPMENT
- Intramurals will provide each team with softball bats and balls.
  - Personal bats WILL NOT be allowed!
- Jewelry is not permitted and must be removed upon request of the Intramural Staff
- Athletic apparel must be worn for athletic events.
- Team shirts/jerseys must be similar in color. IM 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 TIME AND LENGTH
- Teams must be prepared to play at the scheduled time, including line-ups completed.
- Games will be seven (7) innings or 45 minutes, whichever comes first.
  - New innings WILL NOT be started after 45 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 rules is in effect
- Any team not prepared to play with the minimum of eight (8) players will be penalized 2 runs at the start of the game clock and another two runs at the 5 minute mark.
- After 10 minutes has elapsed, the game will be a forfeit.

Mercy Rule:
- If a team is leading by information below the team leading is automatically declared the winner:
  - 20 runs after three complete innings
  - 15 runs after four complete innings
  - 10 runs after five complete innings
GAME TIME AND LENGTH  (Continued)
- Games ending due to the following reasons:
  - Time, weather conditions, malfunction of lights, unforeseen issues determined by the Intramural staff
  - All games stopped after the completion of five complete innings or when the home team is leading after the visiting team has batted in the top of the fifth inning will be ruled official games.

BEGINNING A GAME
- Each game shall begin with a captain’s meeting.
- There will be a coin toss to decide who is home vs. away.
- The away team will bat first.

GAME RULES
- 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.

BATTING
- Teams MUST bat their entire roster.
- Teams with players of each gender may bat in any order they choose.
- No digging in at bat!
- 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, it must reach a minimum height of 6 feet and a maximum height of 10 feet.
  - 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 batter runner the defense must use the white portion and the batter-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 batter-runner may touch the white or colored portion.
    - Should the batter-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 overthrow.
    - 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.
BASERUNNING

- 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
- 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 headfirst
- 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

- Any 10 players in the batting order may play the field.
- 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
  - Fielder without the ball deceives the runner by impeding progress will be awarded the base.
  - If continuous the umpire may eject the player
- No field warm up pitches between innings

PITCHING

- 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 ASA fast pitch pitcher
  - Pitch the ball behind their back or through their legs and cannot deliver a pitch from the glove
- No quick pitches

OVERTIME RULES

- If a game is tied after seven (7) innings or 45 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.