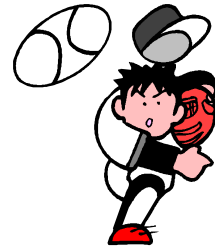


Intramural SOFTBALL



Refundable Team Forfeit Fee (\$25) and Registration Forms Due:
August 31st (Monday) – September 2nd (Wednesday)
All teams must be registered by 9:00 PM on Wednesday, September 2nd
Office hours: 8:30 AM - 9:00 PM

DIVISIONS OF COMPETITION:

Men's Open- 15 teams

Men's A- 40 teams

Women's- 5 teams

MANDATORY CAPTAINS' MEETING:

September 11th (Friday) at 2:30 PM
Student Union Theatre

A mandatory captains' meeting will be held to discuss rules and program operations. **If a team captain or representative does not attend this meeting the team will surrender their forfeit fee.** In addition, the team will be replaced by a team on the waiting list (whose representative is present at the meeting). If there are no waiting list teams, the team may re-join the league/tournament by paying a \$25 re-entry fee (non-refundable) to the Department of Recreational Services.

FORMAT: This is a 9 player league. Teams will be placed in round robin pool play with the top teams advancing to a single elimination playoff tournament. The league will take place from September 13th through October 18th. Games are scheduled between 10AM–6PM, Saturdays and Sundays. All games will be played at the AG, Jungle, and E.O. Smith softball fields. The registration will be limited to the first 40 teams for the Men's A division, the first 15 teams for the Men's Open division and the first 5 teams for the Women's division. Once the divisions are full, teams will be put on the waiting list.

TEAM FORFEIT FEE: In an attempt to discourage teams from not showing up to scheduled contests, each team is required to pay a \$25 forfeit fee (which will be returned to the team if they show up to all of their scheduled contests and captains' meeting). This must be paid in cash or check during the registration period, otherwise the team cannot participate. At the end of the season, if a team did not forfeit any games, their money will be refunded. However, if a team forfeits a contest or misses the captains' meeting, the money will be forfeited to the Department of Recreational Services.

ELIGIBILITY: An individual may not, under any circumstances, play or register on more than one intramural team in this league regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (page 6). **Teams will be allowed to add new players to their roster throughout the season, including playoffs.** All roster additions will be handled at the game site.

VALID UCONN ID CARDS: Before anyone can participate, **each player must scan their UConn picture ID when they check in at all events.** If, for whatever reason(s), the ID is denied, the individual will not be allowed to participate in any Intramurals or Special Events at that time, NO EXCEPTIONS. If a student or SRF member forgets his/her ID card, he/she may gain access to the SRF/competition by purchasing a \$5 refundable pass at the front desk of the SRF. The \$5 will be returned upon presentation of the refundable pass receipt and a valid UConn ID within seven days. If a player is using a refundable pass to check into a game, they must already be on the team's roster in order to participate. **A participant must have their UConn ID if they are participating in that sport for the first time.**

RAIN OUTS: If weather or field conditions are questionable, call the Department hotline (486-2837- then push #3) on the day of your competition. **No teams will be called.**

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the score at 3-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

If a team forfeits a game, they will surrender their forfeit fee. In addition, they will be required to pay a re-entry fee of \$25 (non-refundable) at our front office in the Student Recreation Facility by 4:30 PM the next business day in order to remain in the league.

SAFETY:

1. Proper attire must be worn. No jeans or dress pants allowed. It is recommended that participants wear sweatpants or wind pants due to field conditions.
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: head gear, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. **Taping of exposed jewelry will not be permitted.** This is for your safety as well as others.
3. Religious medallions or medical identifications must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Assistant Director of Intramurals and Special Events for the use of orthopedic devices essential to protect an injury.
5. Players bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.
6. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

The NIRSA Slow Pitch Softball Rules shall govern play for all intramural softball games with the exceptions listed in these rules; the Assistant Director of Intramurals and Special Events has the authority to modify said rules at his discretion.

GENERAL RULES:

1. Players furnish their own gloves.
2. Rubber cleats (of molded variety) and tennis/running shoes will be permitted.
ABSOLUTELY NO METAL/PLASTIC SPIKES, SCREW-INS, BARE FEET OR SANDALS OF ANY TYPE!!!
3. Bats must be ASA certified softball bats. Baseball or wooden bats are not allowed.
4. All catchers must wear a catcher's mask (provided by the Department).

IMPORTANT RULE CLARIFICATIONS & MODIFICATIONS:

1. **Each team must have 9 players to start the game.** In the case of an injury or other reasons, the team may finish with less than 9 players (but must take an automatic out for that spot in the batting order if no substitutes are available).
2. **SLOW PITCH RULES:** Ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding maximum height of 12 feet from the ground. The umpires will call a "no pitch" if the ball does not meet these requirements. Strikes and balls will be determined by the pitcher's mat (umpire makes the call).

1 no pitch = 1 ball	2 no pitches for the same batter = a walk	
3 strikes = an out	After 2 strikes, then a foul ball = an out	4 balls = a walk

 - The batter has the right to swing at a "no pitch". After swinging it will no longer be considered a "no pitch", and the result of the play will stand.
3. **The pitching count will start at 1 ball and 1 strike for every batter.**
4. Games will be six innings or 60 minutes (whichever occurs first). Games called on account of darkness, rain, etc., after 4 complete innings shall stand as full games.
5. Mercy Rule: The game will end if one team is leading by 15 runs or more after the 5th inning.
6. **NO STEALING, NO LEADING:** Umpires will immediately declare a runner out for leaving early. Runner(s) must wait for the swing. If the runner is standing off the base when the ball is pitched, they are immediately declared out.
7. **NO BUNTING ALLOWED:** Players must attempt a full swing; bunts of any kind (including slap bunts) are illegal. The batter is immediately declared out and all runners must return to the base previously occupied before the pitch.
8. **INFIELD FLY RULE:** Defined as a fair fly ball that can be caught by an infielder with ordinary effort when there are base runners at first and second, or first, second, and third bases, and less than two outs. The umpire will immediately declare an infield fly as soon as it is apparent, and the batter is automatically out. Runners may run at their own risk in accordance with regular fly ball rules. Should the ball go foul, it is played as any foul ball.

9. **COURTESY RUNNERS ARE ILLEGAL:** If the individual cannot run due to an injury prior to batting, they should not bat. If a base runner is injured while running to a base the team may replace them with a substitute runner not in the line up. The replacement runner must play a complete inning before being removed. The injured player cannot re-enter the game if they are replaced. When no eligible substitutes are available the last player who recorded an out on that team will be the replacement runner.
10. **SUBSTITUTION IN THE BATTING ORDER:** If someone is taken out of the batting order, they must sit out a full rotation from the time they exited the line up before re-entering. After sitting out a full rotation the player may re-enter in any spot in the line up.
11. **INJURY OR LOSS OF PLAYER:** Once in the batting order, if a player leaves the game for whatever reason(s) and there are no substitutes, the team receives an automatic out each time that player should bat for the remainder of the game.
12. Home team will be decided by a coin toss.
13. **SAFETY ON CLOSE PLAYS:** A runner must try to avoid contact with the catcher/fielder (s) on close plays at all bases. If they do not attempt to avoid the fielder, the runner will be automatically called out. The player may be ejected if there is excessive contact; this is at the umpires' discretion, with safety the priority. Sliding is not mandatory. Players may choose to avoid contact by either: sliding, going around the fielder(s), jumping over them, or giving themselves up. Fielders/catchers must not block the bases or the base paths when making a play. **Regular interference and obstruction rules will apply at the umpires' discretion.**

GROUND RULES:

AG Field

- All balls hit over the fence, into the gazebo or the garden area (marked by cones), or into the bushes and trees in left field on the fly will be an automatic double.
- All balls that roll into the bushes or trees will be declared dead and bases will be awarded accordingly (please have the outfielder(s) alert the umpire(s) by raising their hands to notify the ball is not playable).
- Please keep all equipment and players as far up the first and third baselines as possible to keep the baselines near home plate clear.

Jungle Field

- All balls hit over the fence to the right of the pole by the stairs in right field will be an automatic double. All balls hit over the fence to the left of the pole by the stairs in right field will be an automatic home run.
- All balls hit onto the volleyball or basketball courts on the fly or on the ground will be an automatic home run. All balls that remain on the grass to the left of the volleyball courts will be live (all you can get).
- All balls hit into the left field trees on the fly will be an automatic double. All balls that roll into the trees in left field will be declared dead and bases will be awarded accordingly.
- Any batted ball that contacts a tree limb hanging over playable area will be in play if the flight of the ball is not altered. If the flight of the ball is altered, the pitch will be replayed; the pitch count will remain as it was before that pitch.
- Please keep all equipment and players (besides the on-deck batter) behind the fences to help keep the first and third baselines clear.

E.O. Smith Field

- All balls hit over the fence in left or left center field will be an automatic double.
- All other balls will remain live (all you can get), unless they roll into the woods, at which point the umpire(s) will declare a dead ball and award base(s) accordingly.
- Please keep all equipment and players behind the fences to help keep the first and third baselines clear.

All fields

- On dead balls or overthrows all runners will receive the base(s) the umpires viewed in their judgment they would have reached at the time the dead ball was called.
- There will be areas that will be out of play regardless of whether the fielder can make a play or not. These areas will be discussed during the captains' meetings.
- Anytime the ball hits any equipment, any player/spectator not in the game, trees (that are located out of play), or goes out of play (i.e.. over the fence or behind the backstop) the play will

immediately be called dead and all base runners will be awarded base(s) accordingly at the umpires' discretion.

ALL-STARS: At the conclusion of the season there will be an All-Star team selected. The team will consist of players from all divisions and will be chosen with the input from captains, officials, intramural staff, and opponents. Skills, impact, attitude, and sportsmanlike conduct will be taken into consideration when selecting the team. If anyone would like to nominate an individual for the team please contact the Intramural Office at 486-2357.

MEDICAL PROCEDURES: The Department of Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants are reminded that their participation is completely voluntary. Each year a small number of injuries occur which require professional treatment. The nature of sport activities and the large number of participants in our program make the occurrences of some injuries inevitable. It is strongly recommended that all participants have a physical examination prior to participating. Any injuries or accidents occurring during recreational activities should be reported immediately to on-duty personnel. Participants with a health issue and individuals who are on medication are urged to confidentially inform the Assistant Director of Intramurals and Special Events of their specific situation.

ALCOHOL AND DRUG POLICY: Individuals, teams, and spectators who arrive intoxicated, suspected of consumption, or possessing alcohol or other illegal substances will not be permitted to play and will be asked to leave the playing area. The game may be called a forfeit and the offending individuals immediately suspended. The Department of Recreational Services will not tolerate such behavior and will act in a manner that is prudent, with the safety of all participants the priority. Such individuals will be dealt with harshly, given a minimum of a 365-day suspension and will be subject to University disciplinary procedures.

Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by the Department of Recreational Services.

SPORTSMANSHIP RATING: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. The Department of Recreational Services reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. The Department of Recreational Services disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

Teams qualifying for the playoff tournament (using W/L record) must average at least a "B" (3.0) rating to be included. In addition, teams must maintain a "B" (3.0) rating throughout the playoff tournament. Teams dropping below a 3.0 average during the playoffs will be eliminated from the tournament. Teams will not receive a grade for a game forfeited or won by forfeit. All ratings will be cumulative based only on the number of games played.

RATING CRITERIA

- A= Team members participate with excellent sportsmanship within the established rules throughout the contest.**
- B= Team or individual team members occasionally complain to officials. Sportsmanship and understanding of the rules is acceptable, but could be better.**
- C = More than one warning issued for unsportsmanlike conduct.**
- D = A player ejected from the game for unsportsmanlike conduct.**
- F = Any individual involved in a fight. More than one player ejected from the game for unsportsmanlike conduct.**

The Intramural Supervisors reserve the right to reevaluate and amend any grade based on team/player's sportsmanship.

If you have any questions regarding the intramural softball rules, please contact Bhavin Parekh (Assistant Director for Intramurals and Special Events) at 486-2206 or e-mail: bhavin.parekh@uconn.edu

Schedules and results will be available on the intramural boards and the department webpage at web.uconn.edu/recreation