



INTRAMURAL CO-REC SUMMER SOFTBALL



**Team Forfeit Fee (\$50) and Roster Due:
May 12th (Monday) - May 15th (Thursday)
Office hours: 8:30 AM - 4:30 PM**

ROSTERS AND FEES WILL NOT BE ACCEPTED AFTER 4:30 PM on Thursday, May 15th

FORMAT: Each team must register for either the M/W or the Tu/Th league. The league play takes place May 19th through August 14th (including playoffs). The registration will be limited to the first 10 teams in each league. Once the leagues are full, teams will be put on the waiting list.

MANDATORY CAPTAINS' MEETING: May 16th (Friday) at 2PM, Student Union Room 304A. 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 will be allowed to remain in the league but will surrender their forfeit fee.

ELIGIBILITY: Intramural Co-Rec Summer Softball is open to everyone (University of Connecticut students, faculty/staff, family members, and community members). All Non-University affiliated members must be at least 18 years old. At least 50% of the players on each team's roster must be university affiliated members! **You can only play for one team. You cannot play in both leagues.** Teams can add additional players to their roster throughout league play, **including playoffs.**

TEAM FORFEIT FEE: In an attempt to discourage teams from not showing up to scheduled contests, each team is required to pay a \$50 forfeit fee (which will be returned to the team if the team shows up to all their scheduled contests and the 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.

INDIVIDUAL ENTRY FEE: There is no fee for full-time UConn students (Storrs campus) who have paid the University activity fee and participants who have purchased a membership to the Student Recreational Facility for the summer. For anyone else, including community members and any non-degree and part time students listed on the team's roster, a \$30 individual entry fee must be paid. **All roster additions must be done during office hours only. Players will not be able to purchase a membership, pay the individual entry fee, or add-on at the game site.**

VALID ID CARDS: Before anyone can participate, each player must present a picture identification (UConn ID, driver's license, passport, etc.) as listed on the score sheet. If you have an ID problem, you must contact the Intramural Office at 486-2357 prior to the game. **NO ONE WILL BE ALLOWED TO PARTICIPATE WITHOUT PROPER IDENTIFICATION!**

RAIN OUTS: If weather or field conditions are questionable, call the Department hotline (486-2837- then press # 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. The game will commence once the opponents arrive with 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.

FORFEIT & READMISSION:

1st Forfeit - The team loses the \$50 forfeit fee to the department. No additional action required.

2nd Forfeit - The team must pay a \$25 re-entry fee (non-refundable) by 4:30PM the day before their next scheduled game in order to remain in the league.

3rd Forfeit - Out of the league.

PRIZES: Custom designed t-shirts will be given to all participants. T-shirts will be distributed at the end of the season. Awards will also be given to the league champions. T-shirt requests (size & color) must be turned into the Intramural office no later than Thursday, June 12th.

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/coaches 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 2006 & 2007 NIRSA Slow Pitch Softball Rules shall govern play for all intramural softball games with the modifications listed in these rules; the Assistant Director-Intramurals & 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 regulation softball bats. Baseball or wooden bats are not allowed.
4. All catchers must wear a catcher's mask (provided by the department).

INTRAMURAL RULES:

1. You must have at least 9 players (3 must be women) to start the game. In case of an injury or other reasons, the team can finish with less than 9 players (but must take the automatic out for that spot in the batting order if no substitutes are available).
2. You can have up to 11 batters, 10 (of your choice) who must play the field.
3. If you choose to start the game with 9 players you may only have 9 batters. If any additional players show up after the start of the game they can only substitute in and out of the original batting order.
4. There must be at least 3 women playing at all times, all of whom must play the field (exception: see rule #1).
5. 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.
6. Games shall be 7 innings. During the regular season if the game is tied after 7 innings, one extra inning will be played to determine the winner. If the game is still tied after 8 innings, it will end as a tie. Games called on account of darkness, rain, etc., after 4 complete innings shall stand as full games.
7. 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.
8. 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.
9. 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.
10. 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 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.
11. 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 lineup before re-entering. After sitting out a full rotation the player may re-enter in any spot in the lineup. There must be 3 women in the lineup at all times (exception: injury).
12. INJURED OR LOSS OF PLAYER: Once in the batting order, if a player leaves the game for whatever reason(s) and there is no substitute, the team receives an automatic out each time that player should bat for the remainder of the game.

13. Home team will be decided by a coin toss.
14. Strikes and balls will be determined by the pitcher's mat. (Umpire makes the call)
 - 3 strikes = an out (after 2 strikes, then a foul ball = an out)
 - 4 balls = a walk
 - No Pitch:**
 - 1 no pitch = 1 ball
 - Any 2 no pitches for the same batter = a walk
15. Intentional walks are not allowed.
16. **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.**
17. Mercy Rule: The game will end if one team is leading by 15 runs or more after the 5th inning.

SCHEDULE CHECK: It is each captain's responsibility to check the Intramural bulletin board and/or webpage for any changes and playoff schedule. No information will be given over the phone.

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 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 help 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 a live ball (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.
- 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 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 advance to the base(s) 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 both 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 intramural, special events, and other recreation 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 the University of Connecticut Intramural Program make the occurrences of some injuries inevitable. It is strongly recommended that all participants have a physical examination and secure medical health insurance. Any injury 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 substances will not be permitted to play and will be asked to leave the playing area. The game will immediately 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 individuals or groups for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated and anyone who tries them will face swift discipline. **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 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-Intramural Sports 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