GENERAL RULES & GUIDELINES FOR IM SOFTBALL

- All players must present their own UGA 81# ID Card at every game. Any player not providing his/her own valid UGA 81# ID card will not be permitted to participate. Players may also use a valid government issued photo ID or passport.
  - Any player caught violating this rule or any other rules/policies will face the sanctions listed on Page 6 of this rule packet.
- Players are encouraged to call the Competitive Sports Weather Hotline, 706-542-8648, or check the Intramural Sports website for weather related cancellations. Cancellations will be posted by 3:00pm the day in question. If no decision is made by 3:00pm, teams are encouraged to arrive at the game site ready to play.
- A team’s roster may only have 20 players on it for the entire season. Once a player joins a team’s roster on IMLeagues and participates in a regular season game, they are considered to be a part of that team, and cannot switch teams, or be removed from the roster.
  - All players must login to IMLeagues and sign up on a team prior to being eligible to participate.
  - Players must play in one regular season game to be eligible for the postseason.
  - Roster additions may only be made by a player participating in an Intramural game.
  - All Intramural Participants must meet all eligibility guidelines which can be found in the Intramural Sports Participant Guide at http://www.recsports.uga.edu/im
- Players may only participate on one same sex team (which include: Fraternity, Men’s Recreational, Men’s Competitive, Women’s Independent, and Sorority), and one Co-Rec team.
  - Players violating this rule will face a minimum penalty of being ineligible for participation for one calendar year from the date the violation was found in the sport that the violation took place.
  - Women will be permitted to participate in the Men’s League in the event that the women’s leagues do not have enough teams to run.
- Club Players:
  - Men’s & Women’s teams will be permitted to have two club players on its roster (2-males or 2-females).
  - For Co-rec, a team is permitted to have one club baseball and one club softball player on its roster (1-male, 1-female).
- A Team must be at its assigned field, signed in, and ready to play (including legal uniforms) at their scheduled time. If not, the clock will start, and the following penalties will occur:
  - 1-MINUTE LATE = 1-0; 2 MINUTES LATE = 2-0; 3 MINUTES LATE = 3-0; 4 MINUTES LATE = 4-0 (END OF GAME AFTER 5 MINUTES, SCORE 4-0)
  - If a game is scheduled for 6:30pm, once the Intramural Staff’s official clock reads 6:35pm, that game will be declared a default/forfeit.
    - Intramural Staff will not umpire or score keep for unofficial games.
- Player Uniforms & Equipment
  - ABSOLUTELY NO FAST PITCH BATS ARE PERMITTED FOR ANY PLAYERS!
  - Teams are not required to wear matching uniforms.
  - All players must wear athletic shoes or NON-METAL cleats.
  - Catchers must wear the catcher’s mask provided by UGA Intramural Sports.
- There will be a maximum 7-run per inning rule effective through the fourth inning. After 4-full innings, a team may score as many runs as possible.
- Batter: Each batter will start with a 1-ball and 1-strike count. The batter is allowed to hit one foul ball after two strikes have been reached. If a second foul ball is hit (with a 2-strike count) the batter is out.
- Game balls will be provided by the IM Sports Department. Teams wishing to warm-up must supply its own balls.
SOFTBALL RULES

Intramural Softball shall be governed by the official ASA Slow Pitch Softball rules with the following exceptions:

All players must show their UGA ID Card or Government Issued ID before every game in order to participate. NO EXCEPTIONS!

A. FIELD-SPECIFIC RULES
   a. Fields 2 & 3 have a designated “ground-rule double” line. Any ball travelling past this line on the ground or on a bounce will be deemed a ground-rule double (see Rule A.b. for balls in flight).
      i. This is a safety related rule due to the trees in the outfield of both fields. A substantial drop off surrounds these trees, and running into them may cause injury.
      ii. Outfielders must raise their hands if the ball rolls past the “ground rule double” line, so that an umpire can inspect the situation. If the ball is past the line, a double will be awarded to the batter, and all runners will advance two bases from where they were at the time of the pitch.
      1. If an outfielder makes a play on the ball (picks it up) prior to the umpire calling “dead ball,” the ball will then be live.
      iii. If the ball is not past the line, the umpire will declare a HOMERUN, and all runners will score without risk of being put out as long as all bases are legally touched.
   b. Any ball traveling in the air, in fair territory, that in the umpire’s judgment strikes the ground on the down-side of the hill (out of the umpire’s site), or strikes a tree, will be deemed a homerun (umpire’s discretion).
   c. On all fields, any ball striking a tree while in flight or striking above the orange padding on a light-post in fair territory on the fly will result in a homerun.
   d. On all fields, any ball striking a tree or light-post in foul territory will be a dead ball.
   e. On all fields, any ball clearing the backstop of field above on the fly in fair territory will be a home-run. Any ball rolling past or striking the backstop will be a live ball unless touched by a person not involved with the game (player or spectator). If this occurs, it will be a dead-ball and bases will be awarded based on how many bases, reasonably would have been achieved, had the interference not taken place (umpire’s discretion). This is most common when playing on field #3.

B. GAME
   a. A complete game shall consist of:
      i. Seven (7) innings and not ending in a tie, or
      ii. Six and one-half (6 ½) innings with the home team ahead on runs scored, or
      iii. The fifty-five (55) minute time limit expires.
      iv. The official start time will be recorded on the score sheet by the scorekeeper.
         1. A new inning will begin as soon as the last out is made in the bottom half of the preceding inning.
         2. If the score is tied after the fifty-five minute time limit is reached, a tie game will be recorded during the regular season.
         3. The official time will only stop to aid a severally injured player.
         4. In case of a game suspension, the time at the end of the game will be recorded.
   b. There will be a maximum 7-run per inning rule effective through the fourth inning. After 4-full innings, a team may score as many runs as possible.
      i. A half inning will terminate when three outs or seven runs (before the 5th inning) are recorded.
   c. Mercy Rule:
      i. A 15-run-lead after four complete innings will result in the game being ended.
         1. If the home team is trailing, it is entitled to its at bat in the bottom of the fourth inning regardless of score.
      ii. A 10-run-lead after five complete innings will result in the game being ended (4 ½ if home team is leading).
      iii. All of the following criteria must be met for the game to be considered complete due to the mercy rule:
         1. One team is leading by ten or fifteen runs.
         2. Four (or more) full innings have been completed.
         3. Both teams have batted in the inning.
d. Tournament games:
   i. In tournament play, the fifty-five minute time limit will be waived in case of a tie to determine a winner.
      1. ASA International Tie-Breaker will be in effect for all postseason games that are tied at the end of 7-innings or once the time limit has been reached.
      2. For the semifinal games, the time limit will be 70-minutes.
      3. Championship games will not have a time limit, but the run rule will be enforced if necessary.

e. Inclement weather: Games stopped because of inclement weather before four full innings have been completed will continue from the point the game was suspended, if time and fields are available. The Intramural Staff will record the game details.

f. Failure for a team to field at least eight players at or within five minutes of the scheduled starting time will result in a default. If no players are present for a team, it will be a forfeit.
   i. If a team does not have enough players present to start the game, the following penalties will be enforced:
      1. 1-MINUTE LATE = 1-0; 2 MINUTES LATE = 2-0; 3 MINUTES LATE = 3-0; 4 MINUTES LATE = 4-0 (END OF GAME AFTER 5 MINUTES, SCORE 4-0)
   ii. If a previous game extends more than five minutes beyond the next game’s scheduled starting time, a minimum of eight players must be ready to play when the previous game ends. There will not be a five minute time extension in this circumstance.

C. PLAYERS
   a. A game can be started and completed with eight (8) players.
   b. If a team starts with ten players and due to an injury a player cannot continue, the place occupied in the batting order by the injured player will be eliminated and the batting order will be continued as follows:
      i. If the team has a substitute the injured player shall be replaced with a sub.
      ii. If a substitute is not available, the order will change by moving all batters below the injured player up one place.
      iii. This rule is in place to protect a team with an injured player. It does not include a player leaving the game early. A player leaving early does not eliminate a place in the batting order. If he/she cannot be replaced, an out will be recorded each time the missing batter’s turn at bat comes up.

D. SCORING
   a. Competitive Sports Scorekeepers will keep the official score.

E. SLIDING
   a. Sliding is permitted, however, the Recreational Sports Department strongly discourages this practice.
   b. The ASA rule concerning sliding will govern all sliding with the following exception:
      i. Malicious contact - intentionally rough (malicious) contact at any time by the base runner with a fielder will be penalized by being called out and ejected from the game.
      ii. If the situation above occurs by a runner who has already legally scored, the run will count and then the penalty will be an ejection.

F. PLAYER EJECTION
   a. Anyone ejected must make an appointment to meet with the Competitive Sports Staff.
   b. Shall leave the premises immediately (out of sight and sound) within 60 seconds.
      i. Failure of the team to assist in removal of the ejected person will result in a loss of the game by forfeit. The team may also be forced to default its next game if the situation occurs and they are losing the game.

G. EXTRA PLAYER RULE
   a. A team may elect to use the ASA Extra Player Rule with the following provisions:
   b. A team must start the game using the Extra Player. An extra player may not be added to a line-up once the game has begun.
   c. Men’s and Women’s: If a player leaves the game for any reason other than an injury and there is no substitute available, an out will be recorded each time the departed player is scheduled to bat. (A team must finish with at least eight players).
d. **Co-Rec: If a player leaves for any reason, and no substitute is available an out will be recorded when the departed player is scheduled to bat (A team must finish with at least eight players), and can only have a maximum of 5-players of either sex play defense.**
   i. If a player is injured and unable to continue playing, if no substitute is available, a team may choose to take an out in the spot of the departed player, or remove the player of the opposite sex who is directly before or after the injured player in the batting order, without penalty of an out (must have at least 8 players remaining).

H. **BOUNDARIES**
   a. All persons must remain outside of the “live-ball” area unless they are batting, on deck, or an active member of the defensive team.
   b. Balls hit foul beyond the designated “out of play” line are considered dead balls.
      i. Out of play down each foul line shall be determined by a line extending from the end of the backstop or retaining fence. The umpire will determine out-of-play rulings.
      ii. Out of play in the outfield (fields 2 & 3) will be designated by a colored line and enforcement will take place as described in (Rule A).
   c. A thrown ball that goes through an opening in the fence will be considered a dead ball.
      i. Two bases will be awarded from the time of the throw.
   d. Any batted ball going over the backstop of another field, in fair territory will be a home run. Any ball striking a light-pole ABOVE the padding, or striking a tree in the outfield in the air will be a home run.
   e. Any ball striking a tree in foul territory will be a dead ball.

I. **EQUIPMENT**
   a. Game balls will be provided by The Intramural Sports Department.
      i. Teams must provide their own gloves and bats.
         1. The Intramural Sports Department will have a limited number of bats and gloves available in the complex office to sign-out (with a valid UGA ID) prior to each game.
         ii. Men’s and Co-Rec games will use a 12-inch softball.
         iii. Women’s games will use a 12-inch ball.
   b. All equipment must remain behind the fence or out-of-play line. If a live ball touches the offensive team’s batting equipment in live ball territory, it is a dead ball, and no bases are awarded. If it touches the fielding team’s equipment, two bases will be awarded from the time of the throw.
   c. No Fast-Pitch softball bats will be allowed to be used by any players.
   d. Any team found using illegal, altered, or banned equipment will not be permitted to use the equipment anymore, and ASA illegal equipment rules will govern to determine game consequences.

J. **CLUB PLAYERS**
   a. A club sport member is defined as any individual who is on the club sport’s roster and participates in practices and/or plays in games.
   b. Once an individual is on a club team roster, these restrictions apply for the entire school year which runs from the fall, spring and through the summer respectively.
   c. Club sports members shall be eligible for intramural participation in the sport of their specialty, but a team is restricted to having only **TWO** such participants on its roster.
      i. All co-recreational teams can have one club softball player and one baseball club player.
      ii. No co-recreational teams can have multiple same sex club players on their roster.
   d. Any team found violating this rule will risk forfeiting its season.
   e. Any player who violates this rule will be suspended for one calendar year from the date of infraction and may be subject to further penalty as deemed appropriate by the specialist for Intramural Sports and/or the Club Sports Executive Committee.

K. **CO-REC RULES**
   a. A 12-inch softball will be used
   b. A 200-foot restraining arc will encircle the outfield. When a female is batting, outfielders must remain behind the line until the ball is hit.
   c. All infielders must remain on the dirt while a female is batting. There are no restrictions as to where on the dirt the infielder may position him/herself.
i. Penalty is a double unless the batter/runner advances beyond second base.
d. Teams may choose any defensive alignment when a male is batting.
e. Teams must alternate males and females in the batting order. At no point can two players of the same sex bat in order without an out being recorded.

L. CO-REC PLAYERS
a. Ten players - five (5) male and five (5) female with the following positioning requirements:
   i. Two males and two females in both the infield and outfield and one female and one male as pitcher and/or catcher. Teams will be permitted to begin and play games with eight (8) players: four (4) men and four (4) women.
b. A team fielding eight (8) players will have the option to use a ninth (9) player as the catcher. This catcher will only be permitted to bat on an alternating basis with one of his/her teammates. Both players must be designated at the start of the game.
c. When a team is using nine (9) fielders the pitcher and the catcher may be the same sex.
d. If multiple club players are on the roster, one must be male, and one must be female.

M. CO-REC BATTING ORDER EXAMPLES
a. Males/Females can be flipped.
b. All of the following batting order examples are valid if you start the line-up with a female batting:

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<tr>
<th>Legal with 2/Extra Players</th>
<th>Legal with 10 Players</th>
<th>Legal with 8 Players</th>
<th>Legal with 9 Players</th>
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All 12 players may freely rotate defensively. All 10 players may freely rotate defensively. All 8 players may freely rotate defensively. The #1 and #9 batters will rotate at bats each time the other player’s spot comes up to bat. All 9 players may play defense.

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