

Spring 2009 Men's, Women's & Co-Rec 3 Pitch Softball League Rules

BGSU Intramurals

1. Players, Substitutes, Rosters, and ID's

- A. There will be three(3) weeks of regular season play and a one week single elimination playoff.
- B. Team rosters are limited to 14 players. Ten (10) play the game (Co-Rec, must be 5 men and 5 women). When playing with 9, need 4 men, 5 women or 4 women, 5 men. . At any point in the game when the 9th player shows up, he/she can be added immediately after checking in. 10th player arrives, same thing. No team shall be permitted to start or to continue a game with less than eight (8) players, men, women' or half & half for co-rec.
- C. Roster Changes: At anytime during the regular season of play captains will be allowed to make roster changes online or at the contest site, limited to 4 player changes. New players must sign an "Agreement to Participate" form prior to playing. If a player is found to be on two rosters the later of the two teams they played for will be assessed a loss and will jeopardize their consideration for playoffs. Captains who play must be listed on the player roster.
- D. A substitute may take the place of a player whose name is in the team's batting order, but the player leaving for substitution cannot re-enter the game, except as a coach or pitcher.
Exception 1: If injury or ejection causes the number of players to drop below 8, the player may re-enter.
Exception 2: Courtesy runners will be allowed based on the approval of the opposing team's captain. The courtesy runner must be the person of the same gender who made the last out.
- E.. All 2008-09 intercollegiate or club softball or baseball players are ineligible to participate. Current year coaches and coaches and players from the previous academic year are eligible to play, but a maximum of two total are allowed per roster.
- F.. To participate in **intramurals**, there is no credit hour requirement, but an appropriate BGSU student or faculty/staff ID must be presented to an Intramural employee prior to the start of the contest.

2. Playing Area and Conditions

- A. Games will be played on the Sandy Intramural Fields. See diagram of fields within these rules.
- B. Grounds Obstructions:
 1. Concerning trees which extend onto field of play (field 4): If a fair fly ball hits any part of tree, it is immediately called a dead ball and batter hits again. It is not a foul and no strike is assessed the batter. A foul batted ball hitting a tree will count as a strike.
 2. If a batted ball lands or rolls into another field, AND it would be unsafe for the fielder to pursue it, ALL runners will be awarded two (2) bases from the last base attained when the ball entered the other playing field. Otherwise, the ball remains live.
 3. If a "live" batted ball is interfered with by a non-player, ALL runners will be awarded two (2) bases from the last base attained at the time the ball was touched.
 4. Ground-rule TRIPLES will be called when a fair batted ball bounces or rolls into an obstruction (light pole, bushes, trees, road).
 5. A home run will be awarded if a fair fly ball lands into or over the road, bushes, trees, light poles, etc.
- C. *Weather information - call the Intramural Hotline, 419-372-2650, after 3 p.m. on the day you play. Please inform your players that the IM Office will not give out any weather information. Please do not call the office. If games are postponed due to inclement weather, the IM Hotline will provide updated information concerning your games by 12 noon the following day. The Hotline will be updated every day during the 3-Pitch Softball season, so please check it often.*
- D. During intramurals, chewing or smoking tobacco products is prohibited at all indoor and outdoor sites on campus. Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.
- E. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to that facility's "lost and found", or to the front desk of Perry Field House, to be placed in their "lost and found".
- F. If severe weather threatens during play, an air horn will sound three long, successive blasts, and each field will be notified via two-way radio or personal contact. Please seek shelter in the nearest facility.
- G. Approximately five minutes before all the lights are turned off after the last game, two short blasts from an air horn will alert people to gather their belongings. Without lights, the area is quite dark, so act quickly.

3. Equipment and Uniform

- A. Game balls will be provided. Players should bring their own practice balls, gloves, and softball bats. No baseball bats allowed.
- B. A catcher's mask will be provided (optional).
- C. Teams should wear the same color shirts, but they're not required.
- D. Shoes with rubber or plastic cleats will be allowed (no metal spikes). **Metal spikes discovered during play will lead to an ejection.**
- E. All newly designed equipment is subject to the approval of the Intramural Office.

4. Safety and Prevention

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.

- B. Players wearing glasses should have shatter proof lenses and straps.
- C. Absolutely no jewelry shall be worn! See section #9, Fouls/Penalties.
** Exception - medical ID tags which must be taped to the body.
- D. No casts allowed (plaster or any hard substances). Any exposed metal may be considered legal if covered by material and taped (i.e. knee brace).
- E. It is highly recommended that players wear mouth guards, especially those with braces.

5. **Participant Conduct and Fair Play – “SPORTSMANSHIP”**

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future Intramural sports.
- B. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will effect their eligibility for playoffs at the end of league play.

6. **Time Regulations and the Length of Game**

- A. Games will start at the scheduled time if both teams have at least the minimum number of players. If not, the team(s) shall forfeit.
- B. The game shall consist of 7 innings or 1 hour, whichever comes first. No new inning will start 55 minutes after the game begins.
- C. If the game must be called for weather, lights, etc., 4 completed innings will constitute an official game.
- D. Mercy Rule: maximum of 6 runs per inning can be scored by each team. If the score is of such a magnitude that a team cannot catch up even if they score 6 runs in each of the remaining innings, the game will be called.

7. **Forfeits and Starting Games**

- A. Game time is forfeit time. All players should be checked in and ready to play at the scheduled time. There is no grace period. Once team minimum is met, late arrivals can still play once they check in.
- B. *If a double-forfeit should occur, the higher seeded team will be declared the winner while the lower seeded team will be declared the loser. This rule is unique to this sport due to its double-elimination tournament format.*
- C. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If that player is unable to present a valid ID, the game will be declared a forfeit.
- D. A coin toss will determine home team.
- E. Captains must fill out the scoresheet in the correct batting order before play begins.
- F. Any time a team falls below eight eligible players (see rule 1.A.) the game will be forfeited.

8. **Playing Rules and Scoring**

A. **Batting**

- 1. Team at bat will furnish a pitcher. Only 3 pitches are permitted to hit a fair ball or batter is out. If a batted ball hits the pitcher - batter is out, ball is dead, runners return to their original bases.
- 2. Batting order must alternate men and women.
- 3. In the case of teams with nine (9) players, an out must be taken between spots in the lineup in which two players of the same gender bat. The captain has the option of placing the out anywhere in the lineup.
- 4. In the case of teams with eight (8) players, no automatic outs will be applied.

B. **Defensive positioning**

Whether playing with 8, 9, or 10, there are no restrictions on infield/outfield gender positions. So, men and women may be mixed or entirely separated by infield/outfield, left side/right side, etc. The game may not be delayed for excessive switches. Since the pitcher is a member of the batting team, an extra defensive player is available.

C. **Pitching rule**

- 1. Pitchers will be members of the batting team, and catchers will be members of the fielding team. Pitchers don't have to be listed as one of the batters in the lineup, so there can be a designated pitcher who never bats.
- 2. A pitcher beginning the game gets five (5) warm-up pitches. A pitcher beginning innings 2-7 gets one (1) warm-up pitch. Mid-inning replacement pitchers get **no** warm-ups. Pitchers may only be changed for new batters.
- 3. Legal pitches must have an arc of at least 6 feet.
- 4. No strike outs or walks. Batter must hit the ball fair in three pitches or the batter will be out.
- 5. Pitcher shall wait until fielding team is ready before delivering the pitch.

D. **No pitch**

- 1. No pitch shall be declared when the pitcher pitches during a suspension of play, or when the pitcher attempts a quick return of the ball before the defense is ready. Ball is dead and all play is suspended.

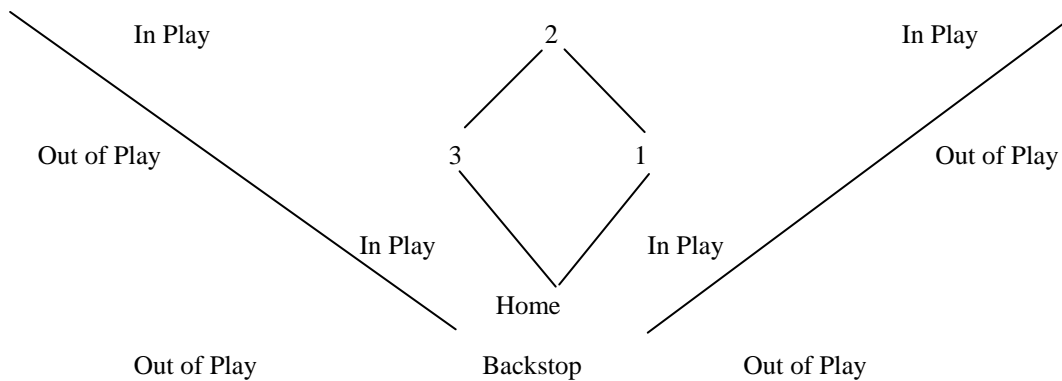
E. **Illegal pitches**

- 1. An illegal pitch counts as one of the 3 allowed!
 - a. An illegal pitch becomes a dead ball immediately. No runner or runners can advance. Illegal pitch constitutes non-compliance with rule 8c.

F. **Foul hit ball/out-of-play**

- 1. Foul tip balls caught by the catcher will only count as an out if the batted ball was higher than the batter's head and within the field of play (or on the third pitch).

2. The field of play is marked with cones that parallel the foul lines. On fly balls caught by any fielder when either foot is entirely outside the field of play, the play is dead, and the pitch will be counted as one of the three allowed. Balls caught in-play, then unintentionally carried out-of-play, result in all runners advancing one base. Balls caught in play, then intentionally carried out-of-play, result in all runners advancing two bases.



G. When batter is out

1. If the official batting order is not followed.
2. If the batter attempts to hinder the catcher from fielding or throwing the ball.
3. Infield fly rule: if there are runners on 1st and 2nd base or the bases are loaded and there are zero, or one out; the batter hits a fly ball that can be easily fielded by an infielder regardless if the fielder catches the ball or lets it drop, the batter is out and the runners can advance at their own risk.
4. If the batter bunts the ball.
5. If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.
6. Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.

H. When base runners are out

1. If the runner interferes with the play being made at a base.
2. If the runner fails to avoid a fielder attempting to field a batted ball.
3. If the runner leaves the base before the batter contacts the ball. No base stealing allowed. No leading off.
4. If the runner is hit by a batted ball when they are off the base, in fair territory, they are out, the ball is dead, and the batter is awarded 1st base. If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared and the batter is awarded first base.
5. If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.
6. If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.
7. (Home Plate Only) if the ball is held by a fielder while touching home plate before the **baserunner touches any part of the strike zone mat** (fielder gets the plate, runner gets the mat). The force is in effect only if the baserunner goes more than half way home (as marked). That runner may then be put out by tagging them with the ball, or by throwing the ball to home plate and touching home plate while in possession of the ball, at any point prior to the runner reaching the mat. This means all plays at the plate are automatically force outs--a tag is not necessary. When there is no play at the plate, runners failing to touch their mat will be declared out only on appeal by the fielding team. Once the runner leaves the field of play, they cannot re-enter to touch the mat.

I. Other base running

1. Sliding is allowed for all bases except home. Sliding is legal at the other three bases unless player attempts to do bodily harm. Players sliding into home plate are automatically declared out (only exception at home is when umpire rules slide was necessary to avoid collision with fielders).

J. Overthrow

1. Two bases shall be awarded for an overthrow that goes out of play. This shall be determined from when the player (thrower) releases the ball. It shall be two bases from point of release. If overthrown into an "in-play" area, runners advance at their own risk.

K. Coaches, players, and spectators must remain a minimum of 10 feet from baseline and no one behind the backstop.

L. Officials will only discuss with team captains. Captain must be a player on the active roster.

9. Fouls, Violations, and Penalties

A. Jewelry violations:

1. A warning will be issued to anyone found to be wearing anything that fits the description of jewelry. Removal of said jewelry must occur immediately.
1. Offensive batter in the box, or runner on field: **One out** for every violation, and must remove jewelry.
2. Defensive player on field: Batter advances to second base, and all runners also advance two bases. Must remove jewelry.

- B. Managers and officials may issue the following penalties:
 1. Offensive delay of game
 - a. Warning
 - b. Batter is out
 - c. Batting team forfeits
 2. Defensive delay of game
 - a. Warning
 - b. Batter is awarded a home run
 - c. Fielding team forfeits
- C. Captains are expected to ensure proper behavior by their players and spectators should an altercation develop. Details, including penalties, are spelled out in the IM Handbook and Captain's Responsibilities handout.

10. Tie Games and Overtimes

- A. If at the end of 7 innings the score is tied, the last batter from the previous inning will start on second when each team comes to bat each inning, and play will continue until there is a winner.

11. Playoffs

- A. The number of teams who qualify, plus the number, length, and playing rules for playoff games may be altered as time, weather, facility, and equipment conditions require. A variety of options will be considered before altering the preferred playoff format.
- B. Teams must be able to play any day M-R, after 6 p.m. during playoffs. Make sure you have enough players on your roster so you do not have to forfeit during playoffs.
- C. A captain should call the IM Office to check on their team's status as to playoffs. The IM Office does not personally notify teams regarding playoff schedules. Please see the IM Handbook for specifics as to the procedures for determining how teams advance to playoffs.
- D. The captain is responsible for notifying his/her team of the playoff schedule. Playoff schedules will be available online beginning the Friday before playoffs by 4 p.m.
- E. Teams who don't want to be included in playoff consideration must contact the IM Office in person prior to their last regular season game.
- F. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the IM Handbook as this will affect their eligibility for playoffs at the end of league play.

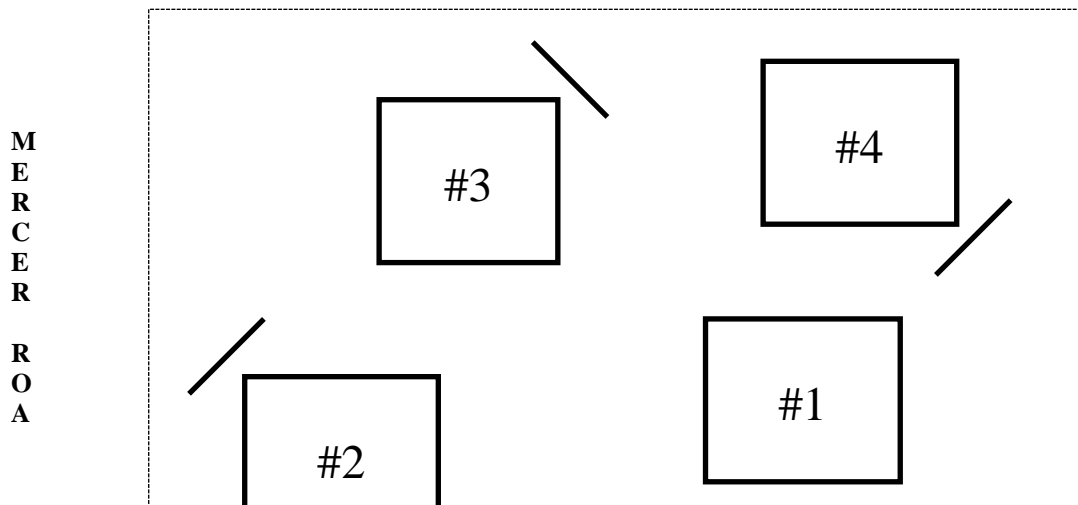
11. Officials and Managers Duties

- A. Officials and managers will check ID's, answer questions, and clarify and enforce all Intramural and facility rules and regulations. When necessary, they have the authority to eject individuals from play, as well as from the facility.
- B. Teams will be responsible for scoring during their at bats during the game. Officials will be provided. The IM managers have the authority to declare a game canceled because of weather conditions.

12. Miscellaneous

- A. Participation in the Intramural program is voluntary. The University is not responsible for injuries incurred while participating in Intramural sports. Each participant is advised to carry personal health and accident insurance. For reporting purposes, participants injured during play must have an appropriate report form completed and turned in to the Intramural Office within 48 hours of injury.
- B. T-shirts will be awarded to those participants on each championship team in each division who played in at least one game and did not commit multiple violations. The t-shirts should be picked up individually in the office beginning two days after the final game is played and within 15 academic weeks.

ICE ARENA



D



ALUMNI DRIVE