



ASI INTRAMURAL SPORTS

SOFTBALL RULES

GENERAL INTRAMURAL RULES

1. ELIGIBILITY

- a. Only LBSU Students, Faculty, Staff, and Alumni
- b. All participants must be **active members of the SRWC** and have a current Fusion Play account.
- c. Participants must present a CSULB Picture I.D. before the start of the game.
- d. Alumni may use Driver's License for picture I.D
- e. NO EXCEPTIONS! NO I.D., NO PLAY.

2. ROSTERS

- a. The team rosters will be updated every Monday before the league starts. Players cannot play until they pay their \$20 league fee.
- b. Players MUST BE on the Fusion Play roster in order to play.

3. TRADES

- a. Teams are allowed to add to their roster and trade players between teams up to the first game on the 4th week of games.
 - i. There will be no exceptions for this rule.

4. UNIFORMS

- a. All players must bring a black shirt and a white shirt to every game; unless your team has a uniform.

5. APPROPRIATE TEAM NAME POLICY

- a. All team names must be appropriate and respectful for a diverse campus recreation environment. Team names may **not** include language or references that are:
 - i. Offensive, vulgar, or contain profanity
 - ii. Sexually explicit or suggestive

- iii. Discriminatory or derogatory toward any individual or group (including race, ethnicity, gender, sexual orientation, religion, ability, etc.)
- iv. Promoting violence, illegal activity, or substance abuse
- v. In violation of university policies or community standards

6. FORFEITS

Purpose

Our season is short, and every scheduled game matters. Forfeits reduce playing opportunities for teams and participants who look forward to competing each week. To protect the integrity of the league and the experience of all players, the following forfeit policy applies.

a. Defaults

- i. A default is recorded when your team forfeits the game by notifying the league supervisor that they are unable to attend the game at least **6 hours** prior to game time.
- ii. If a team records two defaults in a single season, it qualifies as one forfeit.
- iii. If a team records three defaults in a single season, they are disqualified from playoff contention

b. Forfeits

- i. A forfeit is recorded when your team does not notify the supervisor at all (no call no show) or notifies them but fails to do so at least **6 hours** before game time.
- ii. Forfeit Penalty Structure
 - 1. The first and second forfeit will result in a \$10.00 penalty that needs to be paid at the Intramural Desk one day prior to the team's next game. If the fee is not paid, the team will be removed from the schedule until the fee has been paid
 - 2. The third forfeit will result in elimination from playoff schedule

c. Playoff Implications

- i. Teams that accumulate any combination of **three (3) forfeits and/or defaults** during the regular season will be **removed from playoff contention** and become ineligible for postseason participation.

7. SPORTSMANSHIP

- a. Teams must display good sportsmanship throughout the intramural season in order to qualify for playoffs.
- b. Teams that fail to display good sportsmanship throughout the season can potentially be eliminated from the playoffs at the Recreational Sports Manager's discretion

8. PLAYER CONDUCT

- a. Actions that are potentially dangerous to participants, spectators, game officials or supervisors and/or conduct that is detrimental to the mission of the Intramural Sports Program will not be tolerated.

- i. No players may physically intimidate or verbally abuse Intramural Sports Staff. Violations of this nature are considered unsportsmanlike conduct and at the discretion of the game official or supervisor may result in an ejection.
 - ii. Acts of aggression or physical violence will not be tolerated. These include but are not limited to throwing a punch, kicking an individual or any other aggressive act. Any player guilty of such an act immediately before, during, or after an Intramural Sports contest shall be expelled from further participation in Intramural Sports.
 - iii. Leaving the Bench Area or Defensive Position to participate in an altercation; A player, coach, or bench personnel shall be ejected if s/he leaves the bench or coaching area to participate in an altercation. In addition, any player who leaves his position to participate in an altercation, regardless of his/her intentions, shall be ejected.
- b. In any case, if you are ejected from the game for any reason, you are **SUSPENDED** for one week of league play. The Recreational Sports Manager has the final say on the matter and can extend suspension if deemed necessary.

9. PLAYOFF SEEDING AND FORMAT

- a. Playoff seeding and postseason formats will be determined by the Intramural Sports staff and/or Intramural Supervisor based on league size, facility availability, scheduling limitations, and overall league operations.
- b. Depending on the league and number of participating teams, postseason formats may include, but are not limited to:
 - i. Only the top teams qualifying (ex: Top 4, Top 6, or Top 8)
 - ii. Play-in games prior to the official playoff bracket
 - iii. Single-elimination or modified bracket formats
- c. Regular season standings, sportsmanship ratings, forfeits/defaults, and overall team eligibility may all be considered when determining playoff qualification and seeding.
- d. The Intramural Supervisor reserves the right to adjust playoff structures, tie-breakers, and scheduling as needed in the best interest of league operations and participant experience.

THE GAME

1. START TIME

- a. Game time is start time. If the minimum number of players are not present at game time, there will be a five minute grace period. After five minutes, the game will be forfeited. All players must check in with the ASI Intramural League Supervisor with their student ID card.

2. THE PLAYERS

- a. The game shall be played by two teams of 10 players. Eight players are required at the start of game time to avoid a forfeit.
- b. At Game Time, a team must have a minimum of 8 players to start the game. If the minimum of 8 is not met, the team has five minutes to get their 8th player. The five minutes starts, when the game was scheduled to start.
 - i. Players arriving late may be added to the bottom of the lineup.

- ii. When the five minute mark is hit the game will be considered a forfeit.

3. MANAGERS MEETING

a. PRE-GAME MANAGERS MEETING

- i. Prior to the start of the game, a meeting between the two team managers and the official will take place at midfield. They will discuss rules and regulations which the manager must relay back to the team.

4. TEAM SPOKESPERSON

- a. The team manager is the only person who may address the official and is the spokesperson for the team.

5. THE FIELD

- a. Games will take place on the LBSU Athletics Softball Field
- b. In order to ensure the safety of participants, staff, and fans, spectators will be asked to stay on the near side of the turf fields while viewing games.

6. EQUIPMENT

a. BATS

- i. Only softball bats must be ASA/USA approved. For a complete list of the non-approved bats, please visit USA Softball Certified ASA Equipment¹. It is the responsibility of the participant to prove that the bat is not on this list. For example, if the distinguishing features on the bat cannot be identified, the bat may not be allowed.
- ii. One Piece; Alloy/Metal/Aluminum Bats are allowed only
- iii. Wood and Composite bats are not permitted.

b. UNIFORM

- i. The home team wears white and they away team wears black.
- ii. Players must check their schedules on Fusion Play to know which color shirt to wear. If there is any doubt, bring both colors.
- iii. No grey or yellow shirts may be worn.
- iv. If every member of the team has the same uniform they will be allowed to play at the discretion of the supervisor.
- v. A player with blood anywhere on their uniform will be instructed to leave the game until the uniform has been changed or approved after an evaluation by an ASI Intramural Sports supervisor or an ASI facility supervisor.

c. DRESS CODE

- i. Tennis shoes and other designated baseball/softball/soccer shoes are allowed.
 - 1. No open toed shoes, metal cleats, or screw-in cleats.
- ii. Athletic attire must be worn at all times during play.

¹ USA Softball Certified ASA Equipment <http://www.teamusa.org/usa-softball/play-asa/certified-asa-equipment>

- iii. Intramural officials can remove a player for improper dress code at their discretion.

d. JEWELRY

- i. Jewelry is not permitted; players must remove all jewelry before the start of a game.
- ii. If jewelry is not removed, a yellow card will be assessed.

7. FOULS & PENALTIES

a. SPECTATORS

- i. Spectators who interfere with play are subject to earn their team a yellow card and ejection from the Student Recreation and Wellness Center.
- ii. Teams are responsible for their spectators. Poor spectator behavior may cause a team to receive a "1 or 2" behavior rating.

b. ZERO TOLERANCE POLICY

- i. Alcohol and drugs are not allowed at ASI Intramural Sports games. If a player or fan is under the influence, they will be ejected immediately and disciplinary action may follow. If an ASI Intramural Sports supervisor feels that there is a threat to participant safety or suspects that a team might be under the influence, they are required to stop the game immediately. If there is no proof of substance use, the game will be rescheduled for another time.

PLAYING THE GAME

1. GAME LENGTH

- a. A regulation game shall consist of seven innings or 50 minutes, whichever comes first. No new inning may start after 50 minutes. Tie games will remain a tie during the regular season. Extra innings will only take place in the playoffs.
- b. A 12-run rule is in effect for all games, except play off Championship games. If a team is ahead by 12 or more runs after 4 innings or 45 minutes, the game shall end.
- c. Extra innings will be played with international tie breaker rules. Each extra inning will start with one out and the last player out from the previous inning occupying second base.
 - i. Extra innings only applies to playoffs.
- d. Games become official after four complete innings.

2. LINEUP

- a. The team captain must submit a batting lineup before the start of the game.
- b. Teams may bat an unlimited number of players.
- c. Once a batting line-up is submitted, it is final.
 - i. Players arriving late can be added to the bottom of the lineup.
 - ii. If a player in the batting order is injured, ejected, or absent (leaves early), then there will be NO SUBSTITUTIONS ALLOWED. The team will take an out each time the player(s) position comes up.

3. PITCHING

- a. Home plate will consist of a plate and a plate extension. Any legal pitch not swung at that hits any part of the plate or the plate extension will be called a strike. A runner should touch any part of the plate extension.
- b. The pitching plate will be located 50 feet from home plate. Pitchers must start with at least one foot in contact with the pitcher's plate. One foot must remain in contact with the pitcher's plate until the ball is released.
- c. A legal pitch must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding a maximum height of 12 feet from the ground.
 - i. Pitches not meeting these requirements will be called illegal pitches. Illegal pitches remain live and all batters may swing at their own risk. Illegal pitches not swung at will be ruled automatic balls.
 - ii. Arguing the height requirement of pitches with the umpire is considered "arguing balls and strikes" and will result in an ejection from the game.

4. BATTING

- a. Each batter will start with a 1-1 count. With two strikes, each batter is allowed two uncaught foul ball. A third uncaught foul ball with two strikes will result in a strikeout.
 - i. If the pitcher desires to walk a batter intentionally, then the umpire will offer the next batter a choice of taking first base or continuing to bat.
- b. **ORDER**
 - i. The batting order cannot be changed once the game has started.
- c. **THROWING THE BAT**
 - i. Batters are subject to ejection from a game and an out charged to their team if they let the bat slip from their hands more than once or throw the bat intentionally.
- d. **BUNTING**
 - i. Batters are immediately out if they bunt or chop the ball downward. The ball is dead and no runners may advance.
- e. **STRIKEOUTS**
 - i. Two fouls after two strikes is an out.

5. BASERUNNING

- a. If a fair ball touches a base runner in fair territory before the ball has touched or passed all infielders, other than the pitcher, the ball is dead, the runner is out, and the batter is awarded first base.
- b. There is **no stealing**. There is **no leading-off**. If a runner leaves their base prior to pitcher releasing the ball, they are out
- c. **SLIDING**
 - i. A base runner may slide feet first going directly into a base.
 - ii. Runners may dive to a base they have already reached when necessary.

d. FIRST BASE

- i. A second bag will be placed next to first base in foul territory. For all plays at first base, the batter will touch the outside bag. If the batter touches any part of the inside base, they will be called out regardless of the outcome of the play.
- ii. On base hits to the outfield, the batter may touch the inside bag while rounding first base.

e. INFIELD FLY

- i. A fair fly ball that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second and third and less than two outs.
- ii. When the umpire calls "infield fly" the batter is out, regardless of whether the ball is subsequently caught or dropped. The ball is live, and runners already on base may advance (at their own risk) if the ball is not caught or tag up and advance if it is caught.

f. OVERTHROWS AND DEAD BALLS

- i. If the ball is thrown into dead ball territory at first, third, or home as described by the umpire prior to the game, the runner being played upon is awarded one base from the point where the ball was released. All other runners shall be entitled to the same number of bases as the runner on whom the play was made.
- ii. On overthrows remaining in play, the runners may advance at their own risk.
- iii. If a ball strikes any permanent structure or rolls under a fence and has not been played upon, it shall be considered a dead ball and the base runner will receive one base as mentioned before.

g. INTERFERENCE

- i. A runner who has been forced out must allow the fielder attempting to complete the double play a clear throw to the base. Failure to do so will result in the automatic completion of the double play.

6. COED RULES

- a. In a coed game of 10 versus 10, a team must have at least three females on the field at a time.
- b. If a team only has two females, they must play with nine players.
- c. Free Agent teams are an exception to this rule. If they have one female they can still play with nine players on the field.
- d. There must be at least two female players in the infield at all times.
- e. Teams must alternate gender in the batting order. This applies even if there are an uneven number of male and female players.
- f. During the pitch, the catcher must stay behind the catcher's line, which is three yards behind home plate.

7. ADDITIONAL RULES

- a. No Designated Catchers: There are no designated catchers. All teams must supply their own catcher. If a team is short players, they must play short-handed in the field.

- b. Over-running first base: To be in jeopardy of being put out, the batter-runner crossing first base must make an effort to advance towards second. Merely turning to the left in returning to first base does not necessarily constitute an effort.
- c. When homerun is hit, someone from team at bat must retrieve the ball.
- d. Dugouts/Fans: All spectators must remain in the stands and are not permitted on the field or in the dugouts. All offensive players and coaches must remain in the dugout with exception of batter, on-deck batter, and base coaches.

NOMAD POLICY

Purpose: To establish a guideline for teams short of the minimum number of participants required to participate in a scheduled intramural game the opportunity to field a competitive roster without compromising the integrity of the league.

NOMAD DEFINITION: Any current LBSU student/faculty/staff/alumni with an active SRWC membership and eligible Fusion Play account; rostered and playing an intramural sport

HOW IT WORKS: Any team may pick up current rostered player(s) from another team in the same league to play for their team to avoid forfeit and play competitively. Teams must be scheduled for a sanctioned intramural game and have at least one less player than the required minimum per sport. Teams may only add enough nomads to bring their team roster up to the required minimum needed to participate.

TEAM ELIGIBILITY:

- i. Teams may not play nomads at any "position of significance" as defined by sport
- ii. Teams must announce nomads to officials and opposing captain during pregame captains meeting
- iii. Teams may only pick up enough players to field the minimum required participants as defined by sport
- iv. If at any time during the game a current rostered player signs in, a corresponding nomad must sign out.
- v. Teams are responsible for the sportsmanship/actions of entire team
- vi. Teams may NOT use nomads during the playoffs

NOMAD ELIGIBILITY

- vii. Nomads must be eligible to participate in LBSU Intramural Activities
- viii. Nomads must prove that they have a current Fusion Play account
- ix. If a nomad is currently not on a roster, they will automatically be added to the first team they play with.
- x. Nomads cannot play a "position of significance" at any time during the game or serve as a team captain
- xi. Nomads cannot play in playoffs
- xii. Any sportsmanship/behavior penalties will carry over to Nomads current team.

Nomad "Position of Significance" Chart:

Sport	Position of Significance
Indoor Soccer	Keeper and PK Shooter
Coed Softball	Pitcher and Top Six Hitter
Coed Volleyball	N/A
Flag Football	Quarterback
Open Soccer	Keeper and PK Shooter
Coed Basketball	Tech Shooter
Open Basketball	Tech Shooter
6v6 Coed Soccer	Keeper and PK Shooter
Softball	Pitcher