

Medical College of Georgia
Spring 2008
Softball Rules & Information

Team Registration:

To register, teams must submit a team roster and pay their entry fee at the front desk of the Wellness Center by 6:00pm on Wednesday, February 27, 2008. League sign-ups will be taken on a first-come, first-served basis. Late entries may not be accepted due to facility and time constraints. Teams who enter late may request to be placed on the "Waiting List."

Entry Fee:

All teams will be required to pay an entry fee as outlined below:

Student Teams: \$40.00

Campus Teams: \$95.00

*Any team whose roster contains four or more non-students will be charged the campus team fee.

Refunds will not be granted after the initial schedule has been posted. Fees may be transferred to a different session or program upon the approval of the Wellness Center.

Activity Format: (*changes or updates to previous rules and procedures are noted in italics.*)

1. Teams entered will play a minimum of 5 games followed by a single elimination tournament.
2. Games will be played at the Diamond Lakes Softball Facility from 6:00 pm to 9:30 pm, Tuesdays and Wednesdays only. Men's games will be on Tuesdays and Co-Rec games will be held Wednesdays.
3. Divisions: Men's and Co-Rec leagues will be offered. Divisions are open to all currently enrolled MCG students and their spouses; presently employed MCG faculty, staff, housestaff, post-doctoral fellows, residents; and Wellness Center members.

General Information:

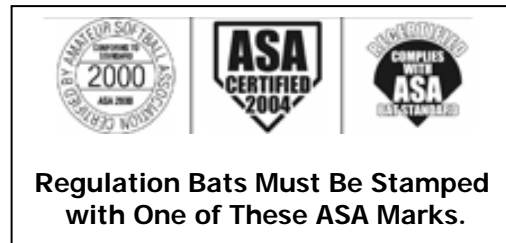
1. Participants may play for ONE TEAM ONLY. Co-Rec participants, however, may play for a Men's team as well as their Co-Rec team. No person may play for two Men's teams or two Co-Rec teams.
2. Additions to Roster: A player must be entered on the team roster prior to participation. Additions may be made in 1012 of the Wellness Center during normal business hours. Players may only be added to the roster if there are spots remaining on the team's roster. Please note that there is a limit for all team rosters. The limit is 15 for Softball (16 for Co-Rec play). *In order to participate in the playoffs, an individual must have played at least one (1) league game.*
3. Schedules for the season will be available by 2:00pm on Friday, February 29th. Regular season play begins Wednesday, March 5th.
4. All participants are required to present valid picture identification prior to EACH game or contest. If a participant fails to present their picture ID, he/she will not be eligible to participate.
5. *In order to be eligible for tournament play, a team must not have more than one (1) default. Any team which forfeited a game will not be eligible for tournament play.*
6. Reschedules can be made in the Intramural Sports office located in 1002-A of the Wellness Center between the hours of 10:00am and 4:00pm, Monday through Friday. *Reschedule requests will not be considered unless made 24 hours before the scheduled contest.*
7. Defaults must be made by 4:00pm on the day of the contest. Defaults prevent a team from forfeiting, but result in a loss.
8. If a team forfeits, they must contact the Intramural Sports office the following day to be reinstated *for the remainder of league play.* Any team who fails to contact the office within 24 hours of the forfeit will be dropped from the league. If a team forfeits any two games, they shall be dropped from the league.
9. In the event of inclement weather, team captains will be notified via e-mail of any cancellations or they may call the Intramural Sports Hotline at 721-5056.
10. No individual will be allowed to compete who is suspected to be under the influence of drugs or alcohol.

Softball Rules

Current Amateur Softball Association (ASA) Rules shall govern play with the following modifications.

II. Equipment & Uniform:

- A. All players must wear shoes. Tennis shoes, soft-soled shoes, and one piece softball shoes are legal. Metal spikes or cleats with metal exposed are not allowed. Any player caught wearing metal spikes will be ejected from the game.
- B. Only regulation slow pitch softball bats, as determined by ASA or USSSA are legal. Softball bats must be stamped with one of the ASA or USSSA certifying marks shown here or listed on the respective approved slow pitch bats list. Any standard baseball bat is illegal. Any player caught using an illegal bat will be ejected from the game. Use of illegal equipment can also result in forfeiture of the game.



- C. Wrist and hand jewelry is NOT allowed to be worn by any participant during intramural softball. This jewelry consists of any visible rings (including wedding bands), watches, bracelets, and any other such similar jewelry. Only medical alert bracelets are permitted and must be taped to the wrist. Exposed jewelry which is deemed dangerous by the umpire or other IM staff must be removed and may not be worn for the remainder of the game. A player is subject to ejection for failure to remove any jewelry after the first warning.

III. Starting the Game:

- A. Teams must be prepared to begin play promptly at the scheduled game time.
- B. Team captains must fill in the scoresheet completely.
- C. A team shall consist of ten (10) players. However, to avoid forfeiting when a full team is not present at the scheduled time, a team may begin and continue play with a minimum of (8) eight players. The defensive positions of pitcher and catcher must be filled.
- D. If a team is not present at the scheduled game time the game clock will be started and the team that is present shall wait up to 10-minutes for their opponent to gain enough players to play. If at the end of the 10-minutes the other team does not have enough players, the game shall be deemed a forfeit.

IV. Length of Game:

- A. An official game will consist of seven (7) full innings or 50 minutes, whichever occurs first.
- B. After four (4) complete innings of play, a team ahead by 10 or more runs shall be declared the winner provided each team has had an equal number of at bats.
- C. If an inning has begun and the time limit expires, the inning shall be completed (unless the home team is ahead in which case only 1/2 of the inning need be played).
- D. In the event of a tie score at the end of seven (7) innings during regular season play there will be no extra innings. During the playoffs, extra innings will be played until there is a winner.
- E. The Intramural Sports supervisor has sole authority for calling a game at any time due to inclement weather, darkness or other conditions felt justifiable. The score will revert back to the last completed inning, or last 1/2 inning if the home team is ahead.
- F. A game will be considered complete after 4 innings of play, or 3 1/2 if the home team is ahead or if the time limit is exceeded.

V. Batting:

- A. Choice of first (Visitor) or last (Home) at bat in an inning for the game shall be decided by a coin flip at the start of the game.
- B. Foul balls count as strikes, including the third strike.
- C. No bunting or chopping the ball is allowed. Penalty: Automatic out. Runners may not advance.
- D. ASA extra player rule may be used.

VI. Pitching Regulations:

- A. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand.
- B. The ball must be delivered with a perceptible arc, and reach a minimum height of at least six (6) feet from the ground, while not exceeding a maximum height of twelve (12) feet from the ground.
- C. The ball must be delivered to the batter on the first forward swing past the hip.
- D. In all instances, the umpire shall call illegal pitch loud enough for the batter and catcher to hear. A ball will be automatically awarded unless the batter swings. Repeated violations may result in the pitcher being removed from that position by the umpire.
- E. The pitcher may take only one step before releasing the ball, and the pivot foot must be in contact with the designated pitcher's plate area for the duration of the pitch.
- F. Any ball landing on any part of home plate, except the back black edge will be a ball.

VII. Base Running:

- A. There is no stealing of bases under any condition.
- B. A runner may leave a base only after the ball has reached or passed home plate.
- C. If an overthrow goes out of play or is interfered with by a spectator, coach, opposing team player or equipment, the base runners are awarded two bases from the release of the throw or the interference contact based on the runners' location.
- D. Malicious contact by a base runner with a fielder will result in an out and an automatic ejection.
- E. Interference may be called on a runner who approaches a base with hands raised in an attempt to disrupt the flight of the ball. The batter may be ruled out at the umpire's discretion.

VIII. Players/Substitutions: Substitutions may be done in one of two methods but not a combination of both.

- A. The first method is the traditional method outlined in the ASA rulebook and is as follows:
 - a. Substitutions may be made at any time with prior notification to the umpire.
 - b. If a "starter" leaves the game in favor of a substitute, that player may re-enter the game once, but only in the same batting position.
 - c. If a "substitute" leaves the game, that player may not re-enter the game.
 - d. A starter and their designated substitute shall never be in the game at the same time.
 - e. When a team starts with less than 10 players, any late players may be added to the end of the batting order at the time of their arrival (NO PENALTY ASSESSED).
- B. The second method allows teams to bat an unlimited number of players.
 - a. The batting order will contain as many players as desired
 - b. Any ten players within the order may play the field in a given inning similar to the extra player rule.
 - c. Late players may be added on to the end of the batting order.

IX. Definitions

- A. Infield Fly Rule: Any fair fly ball, not including a line drive, which can easily be fielded or caught by an infielder when 1st and 2nd, or 1st, 2nd and 3rd bases are occupied, with less than two outs. The batter is out and runners may advance with liability of being put out.
- B. Foul Tip: Batted ball which goes sharply and directly from the bat to the catcher's hands/glove/mitt. The result is a called strike and a dead ball. Whether or not it is an out or not does not depend on the height of the ball.
- C. Obstruction: When a fielder obstructs the base runner from making a base unless the fielder is trying to field a ball (batted) or has the ball ready to touch the base runner. The ball is delayed dead and all runners shall be awarded the bases they would have reached if the obstruction had not occurred.

X. Participant and Spectator Conduct

- A. It is the responsibility of the team captain to control their team and interact appropriately with

the game officials. Captains are also responsible for informing their team members of their playing schedule and the rules of the game.

- B. 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 facility and future Intramural Sports events.
- C. Any arguing on the judgment of balls and strikes will constitute a team warning. Any repeat offenses shall result in the ejection of that team member.
- D. Individuals who identify themselves as a spectator for intramural events must meet the following requirements before having access to the facility.
 - a. All spectators and their sponsor must sit in the bleacher area or behind the fence.
 - b. Spectators under the age of 18 may attend only if accompanied and directly supervised by a parent or guardian who is NOT participating in the observed contest.

XI. Co-Rec Rules Modifications:

- A. Normal Intramural Softball Rules shall apply, with the following exceptions:
 - a. Teams shall consist of five (5) men and five (5) women. A team shall be considered legal as long as the number of men on the field does not exceed the maximum number allowed to play the sport (5). Co-Rec teams must alternate women and men in the batting order. An automatic out is recorded BEFORE each time two male players bat consecutively in the batting order.
 - b. In order for a co-rec team to be legal they must have a minimum of eight (8) players and must have at least one (1) male or three (3) female players present. If a team chooses to use an unequal number of men and women in the batting order, regardless of the number of players batting, co-rec modifications "a" and "c" will apply at all times. Either substitution method may be used but not a combination of both.
 - c. No more than 5 males may play in the field at any one time. No specific ratio will be required for placement of males and females in the field.
 - d. In any situation in which a male batter is walked either intentionally or on three (3) consecutive pitches (no strikes recorded), the next batter - a female - has her choice of walking or hitting. This decision must be made prior to the first pitch to this batter.

XII. Injured Player:

- A. An injured player must be removed until the next opportunity to substitute if a coach, teammate(s) or an Intramural staff member is beckoned for the purpose of providing assistance. Time must actually come off the clock prior to any legal re-entry. Any player who is bleeding, oozing bodily fluids, has an open wound or has an excessive amount of blood on their uniform shall be considered an injured player. Such player may not return to the game until the situation is corrected.