**Please refer to the Participant’s Manual for a complete list of all Intramural Sport guidelines & procedures**

THE GAME WILL BE PLAYED ACCORDING TO THE ASA (Amateur Softball Association) SLOW PITCH SOFTBALL RULES WITH THE FOLLOWING EXCEPTIONS:

*Rule changes from previous seasons have been highlighted in yellow*

***Please pay attention to Co Rec rule modifications***

A. General IM Procedures

a. Teams should arrive 15 minutes before the game to check-in with the supervisor. All participants must display a valid Carolina Card, or be able to show their digital Carolina Card via the GET Mobile app before each game in order to play. **No ID – No Play – No Exceptions!**

b. Teams are expected to begin the game at the schedule time. **Game time is forfeit time!**
   i. Forfeits: If your team does not have the minimum amount needed to start your game at game time, you will receive a forfeit. You then have 3 business days to come into the IM office and pay a $15 forfeit re-entry fee or you will be withdrawn from the league. You will also receive a 1.0 sportsmanship rating for that game.
   
   ii. Defaults: If you notify the IM office by 3p on the day of your game (*by 12pm on Sunday for Sunday games) your team will receive a default (instead of a forfeit). You will not need to pay the $15 re-entry fee and you will receive a 3.0 sportsmanship rating (instead of a 1.0).

   1. Teams that don’t have the minimum number of players required to play on their www.imleagues.com roster by 3pm the day of their game (Monday through Friday) or 12pm the day of their game (Sunday) will have their game automatically defaulted by the USC Intramural Sports office.

   iii. The USC Intramural Sports Office can be reached:
      1. By email at intramurals@sc.edu
      2. By phone at 803.576.9387
      3. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

c. To receive the latest USC Intramural Sports schedules, scores, and updates be sure to download the Imleagues app directly to your phone.

d. The USC Intramural Sports Rainout Line number 803-574-1504. The Rainout Line also has a downloadable app option for the most up to date game updates; https://rainoutline.com/search/dnis/8035741504

e. **No jewelry can be worn during games.** Captains are responsible for making sure all jewelry is removed before a player takes the field.

f. **Sportsmanship:** Each team will be given a sportsmanship rating 1-4, in accordance with the Participants’ Manual, from the officiating crew/on-site supervisor following the game. If a player is ejected, their team may play down a person for the remainder of the game.

g. **Protest:** The only 2 things that can be protested are rule interpretation & player eligibility.
   
   i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
   
   ii. Protests of alleged ineligibility should be made immediately to the intramural sports staff rather than waiting to see the outcome of a game.

B. Location:

a. All game will be played at the Blatt PE fields.

C. Players

a. A team will consist of ten (10) or eleven (11) players if they elect to use an Extra Player.

b. If a single gendered team plays with eight (8) or nine (9) players they do not have to take automatic outs.

c. The Extra Player (EP) rule will be used. If a team uses the EP rule, only ten (10) players play the field but eleven (11) are allowed to bat. A different ten (10) can play the field each inning provided the same batting order is kept.
d. Every starter may re-enter once per game. Starters must be placed into the spot in the batting order he/she previously occupied.

e. The captain making the substitution shall immediately notify the supervisor at the time the sub enters the field.

f. The on-deck batter and 3rd base coach may be the only players from the batting team on the left side of the field

   i. Rest of the team/spectators need to be up on the steps

   1. This includes all team equipment

D. Equipment

a. All equipment may be provided by Intramural Sports and will be brought to the game by the umpire. Teams are responsible for supplying their own gloves. Gloves may be checked out at the Blatt PE Center from Equipment Issue with a Carolina Card.

b. Athletic shoes or molded rubber cleats are allowed as well as hard plastic cleats. No metal cleats allowed or cleats deemed unsafe for play for supervisor and/or umpire. All players must wear closed toed shoes at all times.

c. Players may use their own bats as long as they are ASA single walled bats. All bats will be checked and marked by the Intramural Sports staff before use.

d. The umpires and supervisors reserve the right to deem any personal bat illegal as determined by the Intramural Sports staff.

E. The Game

a. Games will be a max of seven (7) innings in length, or sixty (60) minutes in duration

b. No inning may be started fifty (50) minutes after the beginning of the game.

c. In the event a game ends in a tie after seven (7) innings, the game will be recorded as such (during the regular season only.)

d. A game will be termed “official” after four (4) complete innings (or 3 ½ if the home team is ahead.)

e. Batters will enter the box with a “1-1” count.

f. There will be one (1) “courtesy foul” with a two (2) strike count. The next foul ball will be called an out.

g. No bunting or intentional chopping of the ball will be allowed (dead ball, out).

h. The batter is not awarded first base if hit by a pitch.

i. Sliding is permitted in all leagues, except for diving headfirst into home.

   i. Any player who slides headfirst into home will automatically be called out.

F. Scoring

a. There is a ten (10) run limit per inning. Once a team as scored ten (10) runs in an inning regardless how many runners are on base or outs the inning will be over

b. Mercy rule: If a team is up by twenty (20) after four (4) innings, fifteen (15) after five (5) innings, or eleven (11) after six (6) innings

c. Team captains must submit a batting line-up, in addition to making sure all team members sign in with the supervisor, prior to the game. Line-ups should be turned in no later than 3 minutes prior to game time.

G. Base Running

a. No leading off or stealing is allowed. A base runner may not leave the base until the ball has been hit.

b. A team is permitted, but not required, one (1) courtesy runner per inning. The courtesy runner will take the place of the runner in question. The only stipulation is that the courtesy runner is the last out made by a player of the same gender regardless of the inning of the out.

c. Plays at first base

   i. White base is for fielder, the orange is for the runner.

   ii. Umpire may call a runner out or eject a player for purposely interfering with a play at 1st base

d. Interference

   i. With batter by catcher or fielder: Batter is awarded first base and the ball is dead

   ii. With runner by fielder: Award number of bases umpire thinks the runner is entitled to, and ball remains in play

H. Overthrows:

a. When the ball is in play and is overthrown (beyond the boundary line), awarded bases will be determined by the last base established by the base the runner was going towards plus one (1). (Example: If a runner is running to first and the ball is overthrown, the runner is awarded second base).

I. Infield Fly Rule:

a. When a batter hits a fair infield fly with base runners on first and second; or first, second and third with less than two (2) outs, the batter is automatically out. The runners may advance at their own risk on an infield fly but must return to their bases if the ball is caught (an infield fly is any fair ball that should be easily caught by an infield player). If a declared infield fly falls to the ground untouched, it will still be considered an infield fly as long as it stays in fair territory (ball does not have to be caught for this rule to apply).
J. Pitching:
   a. The ball must be delivered with a minimum arc of six (6) feet and a maximum of ten (10) feet.
   b. One fluent motion is needed to deliver the ball (fakes will not be allowed.)
   c. One foot must remain on the pitching rubber at all times.

K. Playable Areas
   a. Out of Play Restrictions
      i. Any ball that hits the sidewalk in the outfield becomes a dead ball
         1. Any ball that crosses the sidewalk in the outfield in the air will be a homerun.
         2. Any ball that crosses the sidewalk in the outfield after it has hit in play will award the batter third base.
   b. No player may climb the hill in left field foul territory in an attempt to retrieve/catch a ball
      i. The ball will be called dead
   c. No player may attempt to catch a ball after it has struck a tree in right field foul territory
      i. The ball will be called dead
   d. If a ball is caught after it strikes any obstruction (i.e. trees, poles, etc.) there is no out recorded and play will continue as normal.
   e. All other out of play restrictions and unplayable balls will be at the discretion of the umpires

L. Playoffs:
   a. All teams are eligible for post season play provided that they do not forfeit more than once, default more than twice and have a 3.0 sportsmanship rating average.
   b. There will be extra innings in the playoffs as needed.

M. CoRec Modifications
   a. Players
      i. Each team will consist of ten (10) players on the field at one time (5 men & 5 women). A team can bat up to 12 but then both a male & female player must be added to the line-up as an EP.
         1. A substitute may enter the game into the extra hitter’s position. That player is now considered the extra hitter.
      ii. Team members must bat in alternating order (i.e. male, female, male, female, etc. or female, male, female, male, etc.)
      iii. If there is an uneven lineup, meaning an extra male or female batter, the team has to take an out when it is the hole in the lineups turn to hit. This must occur before the lineup goes back to the number one (1) batter.
      iv. Players may play any position on the field. There is no stipulation as to where males and females may play.
      v. To avoid a forfeit, a team may start with no less than eight (8) players. Teams may play with a 5/3 ratio of males/females or vice versa, however, they will have to take 2 automatic outs to make up the proper ratio in the lineup. A 5/4 ratio will result in 1 out. Those playing with an equal 4/4 ratio will not have to take any automatic outs.
   b. The Game
      i. A restricted arc will be painted in the outfield for CoRec play. The restricted arc will be approximately 160 feet down the first and third base line, and 175 feet to center field. When any batter enters the batter’s box, all outfielders must be behind the restrictive arc and infielders must be on the infield and remain there until the ball is batted. If a fielder crosses the line prior to contact by the batter, the offended team may choose to take the result of the play or return the batter and resume the count prior to that pitch.
      ii. If a male is awarded a base on balls, the female batter behind him has the option of batting or taking a walk. This decision must be made prior to the first pitch to the female, and must be made by the player in question (not the team captain or coach).
      iii. If a team wishes to use a courtesy runner, the base runner must be from the same gender.