



Intramural Sports

3-Pitch Softball Rules

FOREWORD

The Intramural Sports Softball leagues are organized for the purpose of offering current Santa Clara University students, faculty and staff the opportunity to participate in an atmosphere of mutual respect and good sportsmanship. Captains are expected to familiarize themselves and their teammates with these rules and the policies within the Intramural Sports Handbook. Any disruptive or unsportsmanlike conduct can be cause for suspending an individual and/or team for the program. The program is based upon cooperation and mutual respect among players and student supervisors.

GENERAL RULES

- Teams consist of nine defensive players; however, teams may play with a minimum of seven players. Team rosters are allowed a maximum of 15 players.
- Games are **self-officiated**. All fair balls, out-safe calls, etc. are honor calls and should be made by the person making the play on the ball. Please be honest and consistent in the calls.
- Games are 7 innings or one hour. No new inning may begin later than 10 minutes before the end of the hour.
- Home team is determined by a rock-paper-scissors.
- Amateur Softball Association of America rules shall govern all situations not listed.
- Questions and conflicts should be directed to the on-site Intramural Sports Supervisor to resolve.

EQUIPMENT

- Appropriate shoes must be worn at all times. These include sneakers or one piece rubber soled shoes w/ rubber molded cleats. Screw-in cleats of any type are NOT permitted.
- Game balls are provided.
- BATS WILL BE PROVIDED BY SCU CAMPUS RECREATION. Participants may NOT use their own bats.

FACILITIES

Bellomy Field Policies

- Failing to follow Bellomy field policies can result in loss of deposit and potentially removal from the intramural league.
- The following items are prohibited on Bellomy Field:
 - Food and Beverages (except water)
 - Chairs
 - Skateboards and Bicycles
 - Sunflower seeds
 - Any Pointed or sharp object
 - Animals
 - Gum
 - Tobacco products
 - Motorized vehicles
 - Golfing

SAFETY CONSIDERATIONS AND INSURANCE COVERAGE

- Each player must have a signed "Release of Liability and Assumption of Risk for Use of Athletic Facilities and Programs" on file with the ACCESS office.
- **Player safety is of foremost concern.** This is enhanced by rule modification, staff training, and facility inspection.
- **Any and all injuries should be reported immediately to an Intramural Sports Staff member on-site at the event.**
- All jewelry should be removed prior to play.
- A player is not allowed to wear any equipment that, in the opinion of the Intramural Sports Staff, is unsafe or confusing (i.e. braces, sweatshirts, etc.). Intramural Sports Staff will check for illegal or unsafe equipment before every game.
- Each participant is responsible for his/her own medical insurance coverage. **Santa Clara University does not provide insurance to individuals for any injury incurred in Intramural Sports participation.** The university also does not provide any services to prepare or maintain a player's readiness to participate. One must bring their own athletic tape to prepare to play.
- In the case that a participant sustains an injury that causes bleeding:

- The participant must exit the area of play until the bleeding has been stopped and the wound is bandaged.
- If blood stains any part of the participant's clothing, he or she may not return to the game until blood is no longer visible on the clothing.

STARTING the GAME

- GAME TIME IS FORFEIT TIME!
- Both captains should check in with the Intramural Sports Supervisor ten minutes prior to game.
- Each player MUST show valid ACCESS card prior to every Intramural Sports contest.
- Captains should meet prior to starting time, shake hands and review captain's responsibilities. Captains must confirm that only rostered players are being used.

PITCHING AND BATTING

- **Teams pitch to their own team. Three pitch maximum - no exception. All pitches, legal or illegal, count against the three pitch maximum. All pitches must be thrown underhand.**
- Pitches must be thrown in an arc so that the peak of the arc is ABOVE the batter's head. Any pitch that does not arc above the batter's head is an illegal pitch and will count towards the three-pitch count.
- Plays can only be made off of legal pitches. No play can be made on an illegal pitch.
- Pitcher must wear a glove and pitch within the pitching circle with one foot on the pitching rubber (painted line).
- Pitcher may not interfere with a fielder's attempt to field a batted ball. Any interference, including the ball contacting the pitcher, results in an automatic out.
- Ball must travel beyond the pitcher's circle. If it does not, the ball will be declared a foul ball and will count towards the three-pitch count. If the batter intentionally hits the ball short of the pitcher's circle (aka "swinging bunt") the batter shall be declared out.
- Fouls count as strikes, including the third pitch.
- Teams must bat the entire roster present at the game. Free substitution in the field is allowed; however, teams may not bat out of order.
- Batters are subject to ejection and/or an out recorded for "throwing" the bat after one warning is issued.
- Batters must keep both feet in the batter's box while swinging at a pitch. If the batter puts the ball in play without keeping both feet in the box he/she will be called out.
- Teams are allowed to score a maximum of 10 runs per inning. This cap is removed for the last inning.
- Home run line (close calls will be determined by nearest defensive player):
 - A ball that passes the line on the fly is a *home run*.
 - A ball that passes the line after touching the ground is a *ground rule double*.
- A defensive player may cross the home run line in mid-air to complete a catch, provided the defensive player begins his/her leap with both feet inside the field of play.
- Any ball that deflects off of a defensive player and lands beyond the home run line, without first landing in the field of play, will be declared a homerun.

BASE RUNNING

- Runners must use the orange first base extension when there is a play at first base (only exception is when the batter-runner avoids contact with the defensive player due to an errant throw. In this case the batter-runner may use the white bag for safety reasons). Failure to do so results in an out. On base hits to the outfield, the batter-runner may touch the white base while rounding first.
- Commit Rule: any player crossing the "commit" line 2/3 of the way down the third base line must continue home and may not return to third base. All plays at the plate are force plays. The runner must run outside the cone set parallel to home plate prior to the catcher receiving the ball at the plate.
- No base stealing. Runners must remain on the base until the batter makes contact with the ball. (i.e. no leading off).
- A base runner is out if he/she interferes with a fielder attempting to field a ball or make a throw. If it is an attempt to prevent a double play, both runners are called out.
- On overthrown balls that go out of play (over the fence or into dugout area), the runner is entitled to the base he/she is advancing to plus one additional base at the time of the throw.
- Sliding is permitted only at second and third base and must be done in such a manner to ensure the safety of the fielder.
- Since bases are not anchored and may move during a play, runners and fielders should presume the base to be in its normal position regardless of where it actually may be.

INFIELD FLY

- The infield fly is a fair hit ball, other than a line drive, that is caught or could easily be caught by an infielder ("easily" implies that the fielder is facing in the general direction of home plate and has plenty of time to stand and wait for the ball).
- The infield fly is called under the following conditions:

- 1. Less than two outs
- 2. Runners on first and second **OR** bases loaded.
- Once infield fly is called, the batter is **immediately** called out.
- Base runners are not required to advance during infield fly situations even if the fielder drops the ball.

CO-REC MODIFICATIONS

- Teams must have a minimum of four females and four males playing at all times (or three females and three males if the team is playing with only 7 players).
- Teams do not need to alternate batting order between female and male.
- Sliding is NOT permitted at any base.

CONDUCT

- The value of Intramural Sports is in playing, not in winning - so you, your team, and your fans are expected to **behave in a sportsmanlike manner at all times, both on and off the field.**
- Profanity, intimidation, abusive language, threats, fighting or other physical contact is not tolerated and will result in disciplinary action as defined below.
- Possession or consumption of alcohol or illegal substances is not allowed. Any individual suspected of being “under the influence” will be asked to leave the facility immediately. Bellomy Field, the Malley Center and Stanton Field are facilities where no alcoholic beverages are permitted.
- Officials are fellow SCU students and must be treated with respect at all times.
- All students participating in Intramural Sports will be held to the Student Conduct Code in the SCU Student Handbook for more detailed info please visit the Office of Student Life website at <http://www.scu.edu/governance/student/index.cfm>

Disciplinary action includes but is not limited to:

- Immediate participant ejection (must leave the facility within two minutes or game is forfeited)
- Ejected participant must meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.
- Two ejections within the intramural season (academic year) results in an automatic suspension from the program for that academic year. For example, if a participant is ejected from a flag football game & then a basketball game they may be suspended from all future play in the Intramural Sports program.
- Suspensions are a minimum two games (participant may not attend team’s games during the suspension).
- Possible referral to Office of Student Life and/or Campus Safety.

Appealing disciplinary action includes:

- A written request for reinstatement and a meeting with Assistant Director of Recreation and/or Intramural Sports Coordinators needs to be requested within 5 business days of the decision.

Sportsmanship Rating:

To ensure the conduct guidelines listed above, sportsmanship ratings will be assigned by the Intramural Student Coordinators and/or Officials and/or IM Supervisors on site at the conclusion of each IM competition. The sportsmanship rating for each team will be listed on the score sheet of each competition and will not be posted online. The intent of this new system is to allow Intramural Student Coordinators to resolve sportsmanship conduct concerns to prevent potential disciplinary action. Intramural Student Coordinators will address sportsmanship rating concerns with team captains as they arise. You may request your team’s sportsmanship ratings by emailing intramurals@scu.edu.

Team sportsmanship is rated according to the following scale and criteria;

4 points: Excellent Sportsmanship

Respect shown to the game and staff by participants and spectators at all times. Participants speak to staff members appropriately in all situations. Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates and calmly converses with officials about rule interpretations and calls.

Teams that win by forfeit will receive a “4.”

3 points: Acceptable Sportsmanship/Good Conduct

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from officials or other IM Staff members. Participants question an official's judgment/rule interpretation in a disrespectful manner. Minor incidents such as trash talk, cursing in any manner, or mocking the skill level of an opponent might occur such that an official is prompted to provide 1-2 verbal warnings and might also include a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball) or something of the like. Teams that receive 1 yellow card, an unsportsmanlike flag or technical foul (or the equivalent) will receive no higher than a "3" rating.

Teams that default will receive a "3."

2 points: Sportsmanship Needs Improvement

Team members repeatedly question the judgment of or an official's abilities. They, and/or spectators are disrespectful of opponents and/or officials on a number of occasions which may or may not warrant various sport specific penalties. Captain exhibits minor control over his/her teammates and spectators. Teams having a player ejected for an unsportsmanlike act will receive no higher than a "C" rating, including ejections for use of an invalid ID/ineligible player.

Teams that forfeit without providing proper courtesy notice will receive a "2."

1 point: Unacceptable Sportsmanship

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. The team captain exhibits no control over teammates or himself/herself. Teams focus more on bickering with officials than playing the game.

Multiple unsportsmanlike calls and/or technical occur.

See Disciplinary Action listing above for possible sanctions applied. Intramural Staff working the competition will be required to submit an Incident Report for any teams receiving a D rating.

The team captain will be required to meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff prior to their next scheduled competition and the team will not be eligible to return to participate until approved by the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.

0 points: Season Ending Rating

The following actions can result in an "0 point" sportsmanship rating:

Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).

Team captain (spokesperson) exhibits loss of control over self, the team, and/or the spectators.

Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season.

Instances include multiple players being ejected for sportsmanship reasons;

A team accumulating 4 sportsmanship technicals/penalties in the game;

Physical contact, threats, and/or attempts to injure other participants or intramural staff. All players on the team roster will be suspended from intramural sports program for an unspecified period of time.

The incident will be referred to the Office of Student Life and/or Campus Safety