



## Eastern Kentucky University Intramural Softball Rules

For all information pertaining to Intramural Sports programs and activities, contact:

**Doug Ream, Assistant Director of Competitive Sports**

[Douglas.Ream@eku.edu](mailto:Douglas.Ream@eku.edu), 859-622-3451

### General Information

1. All participants must register on the Fusion Play app. The Fusion Play app can be found on the Apple App Store and the Google Play Store. You can also use the following link:  
<https://www.fusionfamily.com/apps/fusionplay>
2. Use your ECU Login to sign into the Fusion Play App.
3. Electronically sign the online waiver and fill out any other required information.

### Participation in ALL Intramural Events

1. Valid ECU student, faculty or staff ID required for all contests to participate.
2. Jewelry is **NOT** permitted.
3. You are allowed to wear hats/sunglasses.
4. No skull caps, bandanas, or other headgear.
  - a. Headbands without exposed knots are allowed.
5. Review specific sport rules for additional attire restrictions.

### 10-minute Rule/Defaults/Forfeits/Inclement Weather:

1. 10-minute rule applies to various sports:
  - a. At game time, if a team is not prepared to play, that team will have 10 minutes to become ready.
    - i. The 10-minute rule starts at game time and the team that is ready will be awarded 1 points. After 5 minutes, the score will be 2-0. After 10 minutes, the game will be forfeited.
  - b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff.
  - c. If a double forfeit occurs, both teams will receive a forfeit.
2. Defaults vary depending on tournament design.
  - a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating.
  - b. Defaults must be submitted by 5PM the day of your scheduled game time. Defaults can be submitted at the following link: (NEED LINK)
  - c. Failure to submit your default before designated time will result in a forfeit and a \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
3. Forfeits apply to various team sports and tournaments:
  - a. Team Captain, Greek Chair or Residential Chair assumes responsibility for that team.

- b. Captain or Chair is suspended and responsible for paying the \$20 forfeit fee.
  - c. Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game.
4. Inclement weather decisions will be made no later than 5PM on game day.

#### Equipment:

1. Athletic apparel must be worn by all participants.
2. Practice balls may be checked out from the Equipment Desk in the Student Recreation Center.
3. The Intramural Sports Program will provide game balls; game balls are not for warm-up use.
4. Teams are encouraged to bring their own jerseys; jerseys must have a number on the front, back, or both.
  - a. Jerseys are available for checkout from the Intramural Supervisor located at the Intramural Fields.
    - i. Shirts must be worn under Intramural jerseys.
5. Athletic shoes with rubber soles must always be worn (cannot play barefoot or with open toe shoes).
6. The following equipment shall be considered illegal:
  - a. Non-athletic shoes/boots/sandals/other footwear deemed illegal by Intramural Sports staff.
  - b. Non-athletic apparel included but not limited to attire with non-athletic material (ex. Jeans).
    - i. Non-athletic attire deemed hazardous to the sport such as zippers, belt loops, chains, hooks/loops, and/or metal.
    - ii. Jewelry of any kind including earrings, finger rings, wedding rings, necklaces, watches, etc.
    - iii. Headgear containing any hard, unyielding, or stiff material, including billed hats.
    - iv. Pads or braces worn above the waist.
    - v. Hard leg and knee braces which are not covered.
    - vi. Shirts or jerseys which do not remain tucked in.

#### Rosters:

1. Teams shall consist of 10 players. 7 players are required to begin the game.
2. A team can start a game with 7 players present. Players arriving late may be added to the bottom of the batting order at any time.
3. If injuries cause a team to be reduced to 6 players or less, the game may continue at the umpire/supervisor's discretion if the game is still competitive.
4. If sportsmanship issues or ejections cause a team to be reduced to 6 players or less, then the game will end and result in a forfeit.
5. Only 2 club sport athletes of the related sport can be on the roster. For softball, baseball and softball are considered related sports.
6. For CoRec, the make up of the lineup can be 4-6, 5-5 or 6-4. If a team is short a male or female, they will take an out in that batting position.

#### Line-Ups and Substitutions:

1. Though only 10 players are allowed on the field at a time, 20 players are allowed on the roster.

2. Line-Up order will be presented to the supervisor on duty prior to the game by writing on the roster sheet at check-in.
3. Substitutions are allowed throughout the game, though players who sub in during the batting order must then come in for that player during the field. Once a player has been subbed out, they may not sub back in.

#### Game Time and Length:

1. Games will be 5 innings or 45 minutes, whichever comes first. The time will be started at the scheduled game time. No new inning shall start after the 45-minute time limit has been reached.
2. 3 outs per inning.
3. Complete Game:
  - a. Completion of 5 innings or 4 ½, if the team in the bottom inning is ahead, innings before the 45-minute time limit.
  - b. Game is called due to weather if 1 full inning has been completed.
  - c. Mercy Rule: If a team is ahead by 20 runs after 2 innings, 15 runs after 3 innings or 10 runs after 4 innings.

#### Equipment:

1. Intramurals will provide gloves, balls, and bats. Participants can use their own gloves but must use Intramural balls and bats.
2. Participants must wear athletic shoes and appropriate athletic attire.

#### Rules:

1. No leading off the bases, can only run after the ball has contacted the bat.
2. Each out must be made by tagging the runner or force out at the base.
3. Every player will start with a 1-1 count.
4. No bunting allowed.
5. If a ball is thrown out of play or becomes stuck, the runner may advance one additional base.
6. No sliding.
7. There will be no collisions. If a runner intentionally causes a collision, it will be out and an ejection. If the field player intentionally causes a collision, the runner will advance one additional base and the field player will be ejected. This is to the discretion of the Umpire.

#### Unsportsmanlike Conduct:

1. Unsportsmanlike Conduct or fighting will not be tolerated.
2. A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.
3. Unsportsmanlike Conduct include behavior, language and actions that are a violation of the Eastern Kentucky University Student Code of Conduct.
4. Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative official, Intramural Sports staff or Campus Recreation staff.
5. Unsportsmanlike Conduct can include, but is not limited to:
  - a. Arguing a call.

- b. Behavior, language, or action that is abusive, demeaning, insulting, disruptive and threatening.
  - c. Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature.
6. A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation events or programs.
7. Teams must maintain a 3.0 sportsmanship rating to be eligible in the playoffs and to advance in the playoffs.
  - a. In playoffs, if a team receives below a 3 sportsmanship rating, that team cannot advance.
8. Two (2) unsportsmanlike conduct penalties against a player constitute an automatic ejection.
9. Four (4) conduct unsportsmanlike penalties against a team will result in a forfeit.
10. Games may be forfeited at the discretion of the Intramural Sports Staff or Campus Recreation staff.

### Conduct

1. All team representatives are expected to display good sportsmanship.
2. Any team representative ejected from a game for any reason shall be suspended from ALL intramural contests until they contact the Assistant Director of Competitive Sports.
3. It is the responsibility of the team representative to set up an appointment with the Assistant Director of Competitive Sports.
  - a. Email Doug Ream at [douglas.ream@eku.edu](mailto:douglas.ream@eku.edu).
4. If players are found to be participating before being reinstated, they will be suspended from all Intramural contests for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

### Protests:

1. There will be no protests involving official's judgment in games that are officiated by the Intramural Sports staff.
2. Protests of rule interpretation must be made before the start of the next dead ball situation.
  - a. To protest, the protesting team must begin the process immediately following the event in question.
  - b. The supervisor's decision is final.
  - c. Protests can be made without team timeouts. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.
3. In non-officiated games, all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner will result in a decision being made by the Intramural Sports staff. Their decision is final.
4. Eligibility protests are permitted and must be filed in writing by noon the following business day.
5. All eligibility protests must be emailed to the Assistant Director of Competitive Sports at [douglas.ream@eku.edu](mailto:douglas.ream@eku.edu).

**THE INTRAMURAL SPORTS DEPARTMENT RESERVES THE RIGHT TO MODIFY THESE RULES AT ANY POINT IN THE SEASON IN ORDER TO PROMOTE A FUN, FAIR AND SAFE ENVIRONMENT.**