WARNING: YOU MAY SUFFER FROM PHYSICAL/ MENTAL INJURY FROM PARTICIPATING IN INTRAMURAL ACTIVITIES. PARTICIPATION IN THE CAMPUS RECREATION PROGRAM IS COMPLETELY VOLUNTARY. UNCG AND THE DEPARTMENT OF CAMPUS RECREATION ARE NOT LIABLE FOR INJURIES SUSTAINED DURING PARTICIPATION IN CAMPUS RECREATION SPONSORED ACTIVITIES.

NO JEWELRY!

ABSOLUTELY NO SMOKING, DIPPING, OR CHEWING TOBACCO PRODUCTS ON THE INTRAMURAL FIELDS.

NO ALCOHOL DURING ANY INTRAMURAL EVENT

Current A.S.A. slow pitch rules will be enforced unless exceptions are noted:

1. GENERAL
   A. Game time is forfeit. Teams should report a minimum of 15 minutes before the scheduled starting time of the game to check in. A current UNCG ID Card must be presented to the supervisor by each player prior to every game before participation will be permitted. A batting order must be filled out by each team prior to the start of the game. If a team fails to appear with the minimum number of players required to start by the scheduled start time a forfeit will be declared.
      a. A team loses $10 refundable forfeit fee if it forfeits a single game
      b. Any team with one (1) loss that forfeits will be removed from the tournament
   B. Campus Recreation will provide a supervisor who will enforce department/program policies and procedures. There are no umpires for the league.
   C. Each team must furnish a scorekeeper. Protests based upon the score will not be allowed. Questions should be directed to the Intramural Sports Supervisor on duty.
   D. The playable condition of the ground will be decided by the Intramural Sports Supervisor on duty

2. THE PLAYING FIELD
   A. Bases will be 65 feet apart in the men's and women's competition.
   B. The pitchers plate will be 50 feet from home plate.
   C. 330 foot line is the home run line for left field. A ball which clears the fence in right field is a homerun.
   D. The Supervisor will establish ground rules prior to the game regarding out of play areas, permanent obstacles in the field of play, etc.

3. EQUIPMENT
   A. Bats and game balls will be provided by the Department of Campus Recreation. Gloves are available for checkout by using a valid UNCG ID; however players may use their own gloves and any official softball bat.
   B. Shoes are required. Gym or running shoes are recommended. Rubber training shoes and single molded plastic/rubber soccer-type cleats are permitted. Metal cleats or spikes and screw in cleats of any of any type are illegal.
C. In order for a bat to be deemed legal it must be an official A.S.A approved softball bat with an official stamp. It must have a safety grip (no smooth tape) and must be free of rough or sharp edges. Wooden bats, Baseball bats, and fungo bats are not legal.

D. Catchers are required to wear a facemask and chest protector provided by the Department of Campus Recreation.

4. PLAYERS AND SUBSTITUTES
   A. Teams are responsible for checking the eligibility of their players and should consult the Intramural Sports web site for further eligibility requirements.
   B. Teams consist of 10 players. A team must have at least 8 players present to start the game. For CoRec games, a minimum of 4 female players will be required. A Team may not field more than 5 male players at one time. Teams starting with 8 or 9 players will not be assessed outs for those spots in the batting order. Players arriving late may have their name added to the bottom of the batting order. All substitutes must report to the plate umpire before batting.
   C. Any 10 players will take defensive positions in the field. They must bat in the order listed on the scorecard. Remember, an “extra hitter” (11th batter) is optional, however, if used they must be used the entire game (except in case of an injury and no replacement players is available). In the CoRec game, two “extra hitters” may be used with a limit of 1 male player batting as an extra hitter.
   D. In CoRec a team may bat an uneven number of players (all players who play in the field, must bat). The batting order must alternate male and female batters.
   E. Injured Player. A player who is bleeding, has an open wound, or has blood on the uniform shall be considered an injured player. Such players may not return to the game until the bleeding has stopped and the wound properly covered, and soiled clothing has been changed. In case of injury, a substitute base runner may be used for only one player. The substitute will be the last person out of the same sex. The umpire must be notified prior to the game for the person that will be substituted for.
   F. "Shorthanded Rule". If a player must leave the game and there is no substitute available, when it is that player's turn to bat an out is declared. If a runner must leave the game and there is no substitute available, the runner will be declared out. If a team is reduced to 6 players the game will be forfeited at that point.
   G. THERE IS FREE SUBSTITUTION however, all players must play at least one entire inning (if a player bats, he/she must also play the field).
   H. The team at bat will provide a pitcher.

5. THE GAME
   A. The game will consist of 7 innings. In the event of rain or darkness, 3 complete innings or 2 1/2 if the home team is ahead, will constitute a complete game. The game will end if one team leads by 20 runs after 3 innings, 15 runs after 4 innings or 10 runs after 5 innings.
   B. No new inning may be started after 45 minutes have elapsed from when the game began. The supervisor will keep the official game time. If the inning has begun it shall be continued until it is completed if the visitors are ahead or until the home team is ahead in the bottom half of the inning.
   C. Tie games:
      1. In the event of a tie score at the end of 7 complete innings or the completion of the most recent inning when 45 minutes have elapsed extra innings will be played.
      2. To begin each extra inning, the last player to register an out in the previous inning will be placed on second base. The batting order will continue uninterrupted. All other rules are in effect as normal.
      3. The game will officially end when the visiting team is ahead at the completion of the inning or as soon as the home team is ahead in the bottom half of the inning. As many extra innings will be played as necessary to determine a winner.
   D. The visiting team, as designated on the scorecard, will bat first.
E. Base stealing is not allowed. Runners can leave their bases when a pitched ball has reached home plate or is hit. If the batter does not hit the pitch, base-runners must return to their bases immediately.

F. Bunting or chopping down on the ball is not allowed, and will result in a dead ball with the batter being called out.

G. Teams will pitch to their own teams and will be given 3 pitches to put the ball in play. There are no walks.

H. Infield practice is not allowed after the first inning.

I. The ball is dead and not in play:
   1. When a foul ball is not caught.
   2. Once the ball is held by a player in the infield area and all play has ceased
   3. If touched by the offensive pitcher at any time when the ball is considered live
   4. If the offensive pitcher contacts any defensive player attempting to participate in a play
   5. When offensive interference occurs.
   6. When a defensive player intentionally or unintentionally carries the ball out of play (unintentionally = 1 base or intentionally = 2 bases).
   7. When a thrown ball goes out of playable territory. (Runner is awarded 2 bases from where he/she was at when the ball left the thrower's hand.)

J. The ball is in play:
   1. When the infield fly rule is enforced.
   2. When a thrown ball remains in playable territory.
   3. When a base is dislodged while base runners are progressing around the bases.
   4. When a thrown ball strikes an offensive player.
   5. When a thrown ball or fair batted ball strikes an umpire/supervisor.
   6. When a thrown ball strikes a coach.

K. The ball remains live until the ball is held by a player in the infield area and all play has ceased.

L. A foul ball must reach a height of six feet or more to be legally caught for an out, except on the third pitch in which case any foul is an out.

6. PITCHING

A. At the beginning of each half-inning, the offensive pitcher is allowed one warm-up pitch. Relief offensive pitchers are allowed 5 warm-up pitches.

B. The pitch must have a minimum arc of 6 ft. from the ground.

C. The offensive pitcher must pause with at least one foot contacting the rubber prior to pitching the ball. The pitcher’s foot must remain in contact with the rubber throughout the delivery.

D. The offensive pitcher must deliver the ball in a continuous, underhand motion on the first forward swing of the pitching arm past the hip.

E. If a step is taken it may be forward, backward, or to the side provided the foot stays in contact with the rubber and the step is taken simultaneously with the pitch.

F. Three Pitch Rule: The team batting will have one of its own players pitch the ball to them. They are limited to three (3) pitches. The three pitches include foul balls and bad pitches. If a player does not hit a fair ball in three pitches, he or she is out.

G. The offensive pitcher may not contact a live thrown or batted ball after he/she releases the pitch or interfere with any defensive player’s ability to participate in a play. Any contact with a live ball or defensive player attempting to participate in a play will result in a dead ball and the lead runner declared called out. If there are no runners on base, the batter/runner will be called out.

H. The defensive pitcher must have one foot on either of the X’s when the ball is released.
7. BATTING

A. The batter is out:
   1. When a batter appears in the batter's box with, or is discovered using an altered or illegal bat. Baseball, fungo, and wooden bats are illegal.
   2. Immediately when a pop-up over fair territory of the infield with base runners on first and second or on first, second, and third with less than two outs. This is called the infield fly rule. The ball remains live and runners may advance at their own risk.
   3. If a fielder intentionally drops a fair fly ball that can be caught by an infielder, with ordinary effort, with first and second or first, second, and third bases occupied with less than 2 outs, the ball is dead and all runners return to the base they occupied at the time the ball was pitched.
   4. When the batter bunts or chops the ball downward. The ball is dead and all runners return to the base they occupied when the ball was pitched.
   5. With no runners on, the offensive pitcher interferes with a live ball or a defensive player.
   6. **When a batter is noticed to have batted out of order before the first pitch is delivered to the next batter.**

8. BASE RUNNER AND BATTER-RUNNER

A. When a base runner must return while the ball is in play, he/she must touch the bases in reverse order.
B. No base runner may return to touch a missed base or one he/she had left illegally after a following runner has scored. The defense must appeal for the out to be granted.
C. Base runners must run around a fielder making a defensive play on the ball when trying to reach a base. The runner is responsible for avoiding contact in these situations.
D. **There is no sliding or diving.** Runners must go into a base standing. Runners who slide or dive will be called out. Any runner will be ejected for purposely sliding or diving into a fielder, or physically running into a fielder.
E. Base runners are entitled to advance, but accept the liability to be put out under the following circumstances:
   1. When the ball is overthrown into fair or foul territory and remains in play.
   2. When the ball is batted into fair territory.
   3. When a legally caught fly ball is first touched.
F. **During an Infield fly situation, any runner who advances does so at his/her own risk. (This shall not be considered a force play.)**
G. Base runners are entitled to advance without liability to be put out:
   1. When a fielder obstructs the base runner from making a base unless the fielder is trying to field the batted ball or has the ball ready to touch the base runner.
   2. When the ball is in play and is overthrown and goes out of play, all runners advance two bases from where they were when the ball left the thrower's hand.
H. Obstruction is the act of:
   1. A defensive player or team member that hinders or prevents a batter from striking or hitting a pitched ball.
   2. A fielder, while not in possession of the ball, in the act of fielding a batted ball, or about to receive a thrown ball, which impedes the progress of a base runner who is legally running the bases.
I. Interference is the act of an offensive player or team member which impedes or confuses a defensive player attempting to execute a play.
J. Base Stealing - Base stealing is not allowed. Each base runner may leave his/her base when a pitched ball is batted or reaches home plate, but must return to that base immediately after each pitch not hit by the batter.
K. The base runner is out:
   1. When in running to any base he/she runs more than three feet from a direct line between a base and the next base when a defensive player is attempting to tag the runner.
2. When the base runner passes a preceding base runner before that runner has been put out.
3. When the base runner legally overruns first base and makes an attempt to advance to second base and is legally touched while off base.
4. When the base runner interferes with a fielder attempting to field a batted ball or intentionally interferes with a thrown ball. If this interference, is an obvious attempt to prevent a double play (including shouting or waving the arms to distract the defense), the immediate succeeding runner shall also be called out.
5. When a base runner is struck with a fair batted ball while off base and before it passes an infielder who could have otherwise made a play.
6. When, with a base runner on third, the batter or any offensive player interferes with a play being made at home base.
7. When the base coach at first or third base touches or holds the runner physically to assist a runner in returning to or advancing from the base when a play is being made on him/her.
8. When a runner, after being declared out or after scoring, interferes with a defensive player's opportunity to make a play on another runner, the runner closest to home plate at the time of the interference shall be declared out.
9. The lead runner is called out when the offensive pitcher interferes with a live ball or a defensive player attempting to participate in the play.
10. When a runner slides or dives to any base.

K. Base runners are not out under the following circumstances:
1. When a base runner runs around the fielder and outside the baseline in order to avoid interfering with a fielder attempting to field the ball in the base path.
2. When a base runner is hit with a fair batted ball that has passed through an infielder, excluding the pitcher, and in the no other infielder had a chance to play the ball. The ball remains "live" under this condition.
3. When a base runner is hit by a fair batted ball after it is touched or touches any fielder.
4. When a base runner is hit by a fair batted ball while in contact with a base.
5. On close plays that cannot be decided between the teams, ties are awarded to the runner.

L. Injured Runner: If an accident to a batter-runner or base runner prevents him/her from proceeding in the game, a substitute runner will be permitted. If no substitutes are available, the runner will be declared out. The substitute runner shall be the last person of the same gender to make an out.

9. PROTESTS
A. Allowable protests should be first lodged by the team captain to the Intramural Sports Supervisor prior to the next pitch. The Supervisor will then rule on the protest. Failure to follow this procedure will invalidate the protest.

10. EJECTION POLICY
A. As in all intramural sports contests, if a participant is ejected from a contest, he/she is immediately ineligible for further competition in any Intramural Sports activity until cleared by the Intramural Sports Coordinator or his/her designate. It is the participant's responsibility to schedule an appointment with the Intramural Sports Coordinator to review his/her behavior and subsequent eligibility to continue in the Intramural Sports Program. Any unsportsmanlike conduct by players or fans may cause a team to be disqualified from further competition. In addition, players, coaches, and spectators may not harass the officials (verbally or physically) after the contest has ended. Offender(s) are subject to the same penalties and procedures as players being ejected from the contest.