

COED SOFTBALL

Information Sheet

Summer 2009

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.

ENTRIES OPEN

June 9, 2009 (Entries are limited and are sold on a first come, first served basis.)

ENTRY FEE

A \$30.00 non-refundable entry fee will be required at registration for each team.

CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Monday, June 22 at 4:00 PM in 267 Richards Building**. Intramural policies and procedures will be discussed during this meeting and it is important that all teams be represented.

ELIGIBILITY

Summer 2009 full-time students (6 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. Non-students must be active members of a BYU ward and their membership records must reside in the BYU ward that they attend.

The intramural activity fee is paid at the HHP College Services Office in 112 Richards Building. The cost is \$20.00 per semester during fall/winter and \$10.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester/term.

To participate in a team sport, each player must be added to his online team roster. Players need to be added to their team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to **24** players. Each participant may play for only **one Coed Softball** team.

DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:15 PM to 10:00 PM and Saturdays 8:15 AM to 1:00 PM on the West Stadium Fields located on University Ave. across from LaVell Edwards Stadium.

CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants will need to show a valid (government, school, or work issued) picture ID before every game.* Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, will need to show their paid receipt for the intramural activity fee before they can be checked-in.

FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams having less than **seven** legal players at game time. Teams receiving their second forfeit will be dropped from regular season play and will not be eligible for tournament play. *Refunds will not be given for forfeited schedules.*

EQUIPMENT

The Intramural Office will supply softballs each night of play at every field. Teams wishing to acquire balls for practice can purchase the used softballs in the HHP Services Office at 112 RB for \$1.00 each.

The Office of Intramural Activities will *not* supply bats or gloves for game play. Only official bats, as described in the USSSA rulebook, will be allowed. The official bat can be no more than 34 inches long, not more than 2 ¼ inches in diameter at its largest part, and shall not exceed 32 ounces. In addition, the Bat Performance Factor (BPF) shall be 1.20 or less.

UNIFORMS

Any appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts and *metal cleats* are not allowed.

OFFICIALS

Umpires will be provided by the Office of Intramural Activities. Umpires and supervisors assigned to your game have the power to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY

All participants play at their own risk and must acquire their own insurance.

INCLEMENT WEATHER

The decision to cancel activities due to inclement weather will be made by **4:00 PM on weekdays and 8:00 AM on Saturdays**. Participants may call the intramural rainout hotline at 801-422-3992 for this decision.

SPORTSMANSHIP

Sportsmanship is everyone's responsibility. We hope that everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and their spectators. Spectators may be asked to leave if necessary.

A yellow/red card system will be used to monitor unsportsmanlike behavior, rough play and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card shall be ejected from the game and will need to leave the field/court before play resumes. A team with a carded player will be required to play with one less player until the penalty time has expired (Yellow = 1 inning & Red = 2 innings).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting opponents.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

TOURNAMENT INFORMATION

There will be two divisions (upper and lower) for regular season play. At the conclusion of regular season play, eligible teams will be re-evaluated and placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by **4:00 PM on Monday, July 13.**
- Teams will have until **noon on Friday, July 17** to challenge classification rankings.
- Tournament brackets will be posted by **5:00 PM Saturday, July 18.**
- Tournament play begins **Tuesday, July 21.**

RULES

Intramural softball abides by the 2009 USSSA rules with the following exceptions or points of emphasis:

1. *Team Composition*: teams may consist of seven (minimum) and ten (maximum) players, and no more than five men.
2. *Game Duration*: games will last five innings or 60 minutes. One inning consists of each team batting through their line-up once. If time expires during an inning and it is determined that one team cannot score enough runs to tie or take the lead the game will be called.
3. *Overtime (tournament only)*: a game that is tied at the end of regulation shall be continued by playing additional innings until one team has scored more runs than the other at the end of a completed inning, or it is determined that one team cannot score enough runs to tie or take the lead.
4. *Sportsmanship*: any base runner crashing into a fielder in an attempt to dislodge the ball or prevent a double play will be called out and may be ejected from the game. Also any player who interferes with a throw may be called for interference. Any incident of either throwing the bat or presenting a fake tag may warrant a warning, a yellow card, or a red card depending on the severity of the act.
5. *Homerun Rule*: All fair untouched fly balls over-the-fence will be ruled an out.
6. *Batting*: teams may bat seven to ten players and no more than five men. Players batting must also play the field during the same inning in which they bat.
7. *Last Batter*: any out or time call during play on the last batter ends the team's time at bat. This out may be made by a catch or force/tag.
8. *Runners Carry Over*: all base runners left on base after the last batter has batted, will carry over to the next inning.
9. *Substitutions*: all substitutions must take place at the top of the inning. Therefore, visiting team players who bat in the top half of the inning must also field in the bottom half of that inning and home team players who field in the top half of the inning must also bat in the bottom half of that inning.
10. *Pitching*: pitchers will pitch to their own team. The pitcher must be an eligible participant who is on the team roster. Men will receive two pitches and women will receive three pitches. There will be no intentional walks. A foul ball hit off the last pitch is an out. The appropriate size ball must be used. There is no height limitation on pitches.
11. *Defensive Positioning*: teams shall have no more than two men in the outfield, two men in the infield, and one man in the pitcher/catcher position. Prior to the ball being batted, defensive pitchers must be positioned within 10 feet of the pitchers mound. Infield players must be positioned behind the 50-foot arc and outfield players must be positioned behind the 150-foot arc *before each pitched ball*, and will not be allowed to cross their respective lines until the ball has been batted. NOTE: Violations to the 50 and 150-foot arcs will result in an automatic single or the result of the play, whichever the offensive team chooses.

***If you have any questions contact Emily in 145 RB (801-422-7597) or access our web page.
<http://intramurals.byu.edu/> Have a fun season!***