



UNIVERSITY RECREATION & WELLNESS

INTRAMURAL SPORTS

Slow Pitch Softball

Location

All games are played on the RecWell Softball Fields, located next to the Mitchell Building on the Engineering Fields.

Eligibility Rules

1. All undergraduate and graduate students currently enrolled in any department or college of the University, current faculty, and staff shall be eligible for all Intramural Sports activities.
2. All players must have their current, valid University of Maryland ID in order to sign in and participate. Players may be added to the roster during the regular season at the game site. During the playoffs, a player must already appear on the roster to be eligible to play. Players may play on only one same-gender team and one coed team.
3. Members of the Varsity & Junior Varsity Volleyball Teams are NOT eligible to participate in Intramural Volleyball
4. Teams may have no more than two (2) Volleyball Club Members on their roster. Any team with two club players MUST PLAY IN THE "A" DIVISIONS. A team with one (1) club player may play in A or B.

Rosters

1. Any player under the influence of alcohol and/or illegal drugs will be disqualified from the tournament and their team will forfeit the contest.
2. Each game shall be governed by ASA Rules with the exceptions of those outlined below.
3. Teams must have an equal number of men and women or one less ON THE FIELD. One of the following male/female ratios must be used:

5 women / 5 males	4 women / 5 males
4 males / 5 women	4 males / 4 women
3 women / 4 males	3 males / 4 women
4. The batting order must rotate male/female, but there are NO LIMITATIONS on the number of players on one team. You will have separate male and female batting orders.
5. In accordance with our gender identity policy, any individual who does not identify as a female participant, will be considered as a male (non-female) participant for the purpose of batting order and playing in the field. If you have a specific question regarding your team, please do not hesitate to contact our office, we will be glad to accommodate in any way we can.

Equipment

1. All players must have a glove. The Intramural Office has an extremely limited number of gloves available for check out on game day
2. Balls and a bat will be supplied by the Intramural Sports Office.
3. Teams may use their own bat; however, it must be "ASA Approved".
4. Shoes. All Participants must wear athletic shoes (i.e.: cleats, tennis shoes, etc). Open toed shoes, metal cleats, bare-feet and sandals are strictly prohibited.
5. Participants should wear athletic clothing. Clothing that restricts the natural movement of the participant (i.e.: blue jeans) are prohibited.

Game

1. Each game shall be 7 innings or 50-minutes in length, whichever comes first. Although an inning may be completed no NEW inning may start after the 50-minute mark.
2. Each batter will begin with a 1 and 1 count (1 ball, 1 strike).
3. Per ASA rules, when a batter fouls away with two strikes they will be declared out.
4. Mercy Rule. If after complete 4 innings a team is ahead by more than 10 runs the game shall end.

Playing Rules

1. Stealing. There is no stealing in slow pitch softball. If a player attempts to steal a base the ball shall be declared dead and the runner out.
2. Sliding. There is NO head first sliding in Intramural Slow Pitch Softball. Players who slide head first in an attempt to reach a base will be declared out. Players may slide feet first. When involved in a double play base runners are required to run out of the base path to avoid interference
3. Leading Off. There is no leading off in slow pitch softball. Players must remain in contact with the base until contact is made with the ball
 - a. if a player leads off and the batted ball is fair, upon appeal by the defense, the runner shall be declared out.
 - b. if a player leads off and the ball is swung at and missed or lands foul a warning shall be issued by the umpire.
4. Missed Base. If a runner misses a base the defense may appeal before the next legal pitch to the umpire who in return will give an "out" signal if true or a "safe" signal if false.
5. Infield Fly. A fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort when first and second base (or first, second & third) are occupied before two are out.
6. If the ball is thrown into a *Dead Ball Area*, play will stop and each runner is awarded the base they were running to, plus one.
7. Unlimited Substitution. Unlimited Substitutions is when everyone gets a turn at bat, but only ten players are in the field.
8. Flagrantly running into another player is prohibited. If in the judgment of the umpire the contact was flagrant the offending player will be ejected.
9. Ghost Runners. Pinch runners are NOT permitted. Participants may not bat the ball and have someone else run for them. In the care of injury, the umpire will make a decision for a substitute.