

# Florida Southern College Intramural Softball Rules

# **General Information**

- 1) All participants must have their current valid FSC ID card with them
- 2) All participants must arrive to the playing surface 15 minutes before game time.

### Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

# **Eligibility Requirements**

Intramurals are open to current FSC students, faculty, and staff with FSC ID . All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall

#### criteria:

- x Is pursuing a degree during the year in which he/she is classified as a part-time student.
- x Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- x Has paid the college activity fee.
- x Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be confiscated and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team emails out to all captains before the game is supposed to sCaptains

Each team shall designate to the Supervisor or Scorekeeper the team captain or captains. The team captain is responsible for all information contained in the Intramural manager's packet.



**Pitching Rule** 

Pitchers will be members of the batting team, and catchers will be members of the fielding team. Pitchers don't have to be listed as one of the batters in the lineup, so there can be a designated pitcher who never bats.

Legal pitches must have an arc of at least 6 feet and be no higher than 12 feet. (if the pitch is called "illegal" by the umpire it is counted as one of the 3 pitches)

No strike outs or walks. Batter must hit the ball fair in three pitches or the batter will be out.

Pitcher shall wait until fielding team is ready before delivering the pitch.

No pitch

No pitch shall be declared when the pitcher pitches during a suspension of play, or when the pitcher attempts a quick return of the ball before the defense is ready. Ball is dead and all play is suspended.

A batter cannot hit a ball that bounces off the ground/plate etc.

#### **Illegal Pitches**

An illegal pitch counts as one of the 3 allowed

An illegal pitch becomes a dead ball immediately. No runner or runners can advance. Illegal pitch constitutes non-compliance with rule 8c.

#### Foul hit ball/out -of-play

Foul tip balls caught by the catcher will only count as an out if the batted ball was higher than the batter's head and within the field of play (or on the third pitch).

When batter is out

If the official batting order is not followed.

If the batter attempts to hinder the catcher from fielding or throwing the ball.

Infield fly rule: if there are runners on 1st and 2nd base or the bases are loaded and there are zero, or one out; the batter hits a fly ball that can be easily fielded by an infielder regardless if the fielder catches the ball or lets it drop, the batter is out and the runners can advance at their own risk once the ball has been touched.

If the batter bunts the ball.

If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.

Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.

Hits the ball and it hits the "offensive" pitcher, or if the pitcher interferes with the defense while trying to make a play.

When base runners are out

If the runner interferes with the play being made at a base.

If the runner fails to avoid a fielder attempting to field a batted ball.

If the runner leaves the base before the batter contacts the ball. No base stealing allowed. No leading off.

If the runner is hit by a batted ball when they are off the base, in fair territory, they are out, the ball is dead, and the batter is awarded 1st base. If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared and the batter is awarded first base. If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.

If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.

Participants are no longer required to slide. However, if it is a close play, it is advised that the runner slide and avoid contact. Keep in mind that excessive contact with the player on base may result in the base runner being ruled out by the e.

