

MIT INTRAMURALS

SOFTBALL RULES

Eligibility

All team members must have a current DAPER membership and be either:

- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

Varsity/Club Sport Eligibility

After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

IM participants may only compete on one team in each league per sport. Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

Leagues

Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager's discretion. Champion t-shirts are awarded to A & B Leagues. See 'Number of Players' section for how many t-shirts will be awarded.

A League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players' main goal is to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Open to men and women with no male-to-female ratios.

Co-Rec - An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See 'Number of Players' section for male-to-female ratios.

Sportsmanship

-Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's [Mind and Hand Book's](#) section on [Harassment](#), [Freedom of Expression](#), and [Institute Expectations of Student Behavior and Integrity](#) for further elaboration of standards and expectations.

-Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.

-The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.

-Any complaints should be reported to the manager immediately.

Forfeits

-If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.

-If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.

-The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:

- * More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
- * 24 - 72 hour notice results in loss if game cannot be rescheduled (but no fine)
- * Less than 24 hour notice results in forfeit and fine

Fines

-Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.

-Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.

- Failure to attend captain's meeting: \$15
- Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.
- Dropping out of league (once games have been scheduled): \$75

Injuries

-Most intramural games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1st aid and summon additional help if needed.

-Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

Reporting Scores

-It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

Number of Players

-MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.

-There is a maximum of 10 players on the field at one time. Teams must have at least 8 players to start a game. Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 20 shirts will be issued.

-CoRec guidelines: At least 3 players must be male and 3 must be female. If a team only has 2 males or 2 females then they simply play two people down (8 on the field) as if they were missing one of each gender. If you have zero males or zero females then it is up to the opponents team captain and umpire to determine if it will be a forfeit or not.

-All players must register on IMLeagues.com before playing in a game.

Playoffs

A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:

1. Total points (a) two points for a win (b) one point for a tie (c) no points for a loss
2. Head-to-head result
3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
4. Goals for/Goals against
5. Coin toss

Equipment

-Softballs, bats, and bases will be provided by MIT intramurals and will be located in a storage bin near the field. Captains will be notified of its location and how to access it. *It is the captains' responsibility to set the equipment up and put it away at the end of the game.*

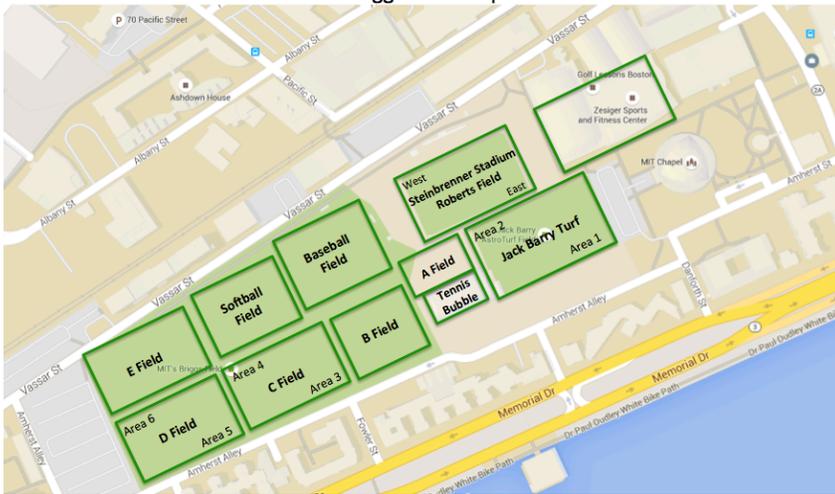
-Softball gloves are NOT provided. Players must bring their own. Sharing gloves between teams is certainly encouraged.

- Close-toed shoes are required.
- Metal spikes are not permitted.

Field of Play <http://intramurals.mit.edu/uploads/pdf/Outdoor Field Map.jpg>

- Up to 2 games are played at a time per field
- Jack Barry Turf 1 = Half of the turf closest to Z Center; Turf 2 = Half of the turf closest to the tennis bubble
- Roberts Turf East = Half of the turf closest to Johnson; West = Half of turf closer to baseball field
- Area B = Grass field next to the tennis bubble
- Area C = Grass field next to Area B, near MacGregor
- Area D = Grass field near Westgate parking lot
- Area E = grass field along Vassar Street with Rugby posts

Briggs Field Map



- The distance between each base is 60 feet, and between the mound and home is 45 feet.

Gameplay

- Typical softball rules will be used.
- 3 strikes; 3 outs per inning. A swing is a strike; a foul ball is a strike. Once you reach two strikes, you are allowed only one free foul ball. If you foul the ball a second time while you have two strikes, you are out.

Length of Play

- Games will be 7 innings long. However, do not start a new inning after 50 minutes has passed due to time constraints, so all games may not complete seven innings.
- All games last at most seven innings or one hour, whichever comes first. The last inning will start 10-15 minutes before the top of the hour.
- If the game is tied after seven innings, extra innings will be played only if there is time.

Mercy Rule

- Constituted as being ahead by 10 runs after five completed innings, the game will be over. There is a seven run limit in each of the first 4 innings. The only exception is if the umpire (if applicable) declares one of the first 4 innings the last of the game. At that point, unlimited number of runs can be scored in any last inning.

Fielding Notes

- The outfielders must start in the outfield. Once the pitcher releases the ball, they then are allowed to move in to the infield if they so desire.

Batting Notes

- The count is a three strike count. However, once you reach two strikes, you are allowed only one free foul ball. If you foul the ball a second time while you have two strikes, you are out.
- If you play in the field, you should bat as well. The only exception to this rule is a team that has more than 12 players, in which case, only 12 can bat. You cannot skip a player who is in the field in the batting order if you have

less than 12 people on the team. If you choose to do so, it is an automatic out for where that person should be in the line-up.

Ground-rule doubles

-It is a ground-rule double if the ball becomes unplayable because of where it lands (in the bleachers, in the trees, over the fence, etc.). However, if it is touched by a fielder and then ends up in one of these positions the ball is still live. If the ball is unplayable and has not been touched, the fielder needs to notify the umpire so that everybody knows it is a ground rule double. Notify by either waving your hands or shouting. Remember though, if the fielding team touches it, it cannot be considered unplayable. Also, other runners get the number of bases the batter gets in a ground-rule double, so a guy on first goes to third, and a guy on second or third scores.

Home Run limitation

-Any hit that lands outside of the fence will be considered a ground-rule double to maintain good sportsmanship.

Overthrows

-When the ball is overthrown, if it remains in play, then the runner can try to take the base or the other team can try and throw him out. In other words, the ball is still live. If the ball is thrown out of the field of play, it will be ruled out of play, and the runners get one base from where they are.

Base Running Notes

-You are absolutely not allowed to run over any fielder at any time; it is an automatic out. Any fielder also includes the catcher or any other player who may be covering home plate.

-Sliding is allowed, but do so with caution and without malicious intent.