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CSUSM Campus Rec

IM Softball Rules

Eligibility:

- All participants must be:
 - A Full-time/Part-time Student at CSUSM during the current semester.
 - Faculty/Staff
 - A Graduate Student
- Any player attempting to participate illegally will cause their team to forfeit the game, and player(s) will be suspended.
- Only 2 collegiate softball/baseball athletes (1 male & 1 female) may be on any one team's roster.
- Players must have registered successfully and paid using the online Fusion portal or in person at the CFH, and be on their team's IM Leagues roster before the 2nd game of the season.

Team Roster:

- Each team will consist of a maximum of 8 and a minimum of 6 players on the field.
 - Minimum # of females is 4
 - Minimum # of males is 1
- Each team may carry a maximum roster of 16 eligible players.
 - NOTE: Any additions will need to pay the \$15 registration fee at the REC info desk and any dropped players WILL NOT receive a refund.

Players must play in at least one regular season game to be eligible for the playoffs.

Pregame:

- Each team captain is responsible for filling in his/her respective score sheet with the first and last names of every player before play begins.

Equipment:

- Athletic shoes are required at all times. Metal spikes are prohibited.
- Officials will provide all necessary equipment for the game.
- Only bats clearly marked "Official Softball" are allowed.

Length of the Game:

- A regulation game shall consist of six innings or 50 minutes, whichever comes first. No new innings may start after 50 minutes.
- Tie games will remain a tie during the regular season.
- Extra innings will only take place in the playoffs.

Mercy-Rule:

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- A 12-run mercy rule is in effect for all regular season games.
- If a team is ahead by 12 or more runs after 3 innings, the game shall end.

Pitching Area:

- The pitching “rubber” will be a designated spot approximately three feet in front of the midpoint between first and third base.

Pitching:

- A team will supply its own pitcher.
- In the event that a batted ball strikes the pitcher, the batter shall be declared out.

Number of Pitches:

- Both women and men will be allowed two (2) pitches only.
- A foul ball hit on the second pitch will automatically retire the batter.

Batting Order:

- An alternative male-female or female-male batting order must be used.
- If a team carries more than the minimum (8) number of players on its roster, all players who show up for the game must bat. The batting order must still alternate by gender.
- On the score sheet, please create a batting order by separate gender groups (i.e. all four women listed, followed by all four men) and then alternate back and forth between groups on the score sheet.

Substitutions:

- There will be unlimited substitutions for defensive purposes.

Start of Play:

- The umpire and/or the pitcher will wait for the defensive shortstop to say “ready” before the ball may be put into play.

Bunts:

- The ball is dead and the batter is out when the batter bunts or chops down the ball at the discretion of the umpire.

Home Run Limit:

- Each team is allowed three (3) home runs a game. Each subsequent home run will result in an out.

Baserunning:

- A runner may not leave a base until the ball is hit or a swing has been made. It will be at the umpire's discretion as to when a play has stopped.
- NO stealing is allowed whatsoever.
 - Violations in this rule will result in a dead ball and the runner being declared out.
- In the event a runner fails to stop his/her continuous progress to a base, the defense must stop that progress.
- The defense cannot stop the progress of a base runner by throwing the ball to the pitcher or the umpire.
- Unless a player is injured and cannot continue, pinch runners will not be allowed under any circumstance.
 - An injured runner may not re-enter the game if replaced with a pinch runner.
- Runners are not allowed to "break-up" a double play.
 - Penalty: Umpire shall declare interference and call one or more runners out.

Commit Line:

- There is a marker placed halfway between third and home plate; any base runner passing the halfway point (marker) is committed to home plate.
- If a runner does pass the commit line and then goes back to third base, he or she will be declared out.

Home Plate:

- There will be a separate home plate for base runners. Runners that run to the "fielder's home plate" shall be declared out.
- All plays at home plate are force plays. Sliding into home plate is not allowed and will result in an automatic out.

Sliding:

- Sliding or diving is prohibited.
 - Penalty: The runner is out.

Catchers:

- All teams must supply their own catcher. If a team is short players, they must play short-handed in the field.

Infield Fly Rule:

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- An infield fly is a fair ball (not including a line drive), which can be caught by an infielder with ordinary effort with runners on first and second or first, second, and third with less than two outs.
- On an apparent infield fly, the umpire will immediately call “infield fly, the batter is “out” for the benefit of the runners.
- If the ball is near the foul line, the umpire shall declare, “infield fly, if fair”. Runners may advance at their own risk.

Overthrows:

- When the ball is in play and is overthrown into a dead ball area, all runners are awarded a base. The award will be governed by the position of the runners at the time of the throw.
 - If two runners are between the same base, the award is based upon the position of the lead runner.

Catch and Carry:

- When a live ball is unintentionally carried by a fielder from live ball territory into dead ball territory, the ball is dead and each runner is awarded one base from the last base touched at the time the fielder entered dead ball territory.
- If, in the judgment of the umpire, a fielder intentionally carries, kicks, pushes, or throws a live ball from playable territory into dead ball territory, the ball is dead and each runner is awarded two bases from the last base touched at the time the fielder entered or the ball was kicked, pushed, or thrown into dead ball territory.

Intentional/Malicious Contact:

- The runner is out when a defensive player has the ball or is about to receive the ball and the runner deliberately or maliciously crashes into the defensive player.
- With less than two outs, if the runner deliberately crashes into a fielder holding the ball before he is out, and in the umpires judgment, it was an attempt to break up an obvious double-play, the immediate succeeding runner will also be declared out. If the deliberate crash occurs after the runner was called out, the runner closest to home plate will be declared out.
- In all instances, if the act is determined to be malicious, the offender shall be ejected.

Forfeits:

- If a team does not meet the minimum number of players required for a game, they will be penalized a point for every minute after game time that they are not ready to play up to 12 runs (12 minutes).
- When the score reaches 12-0 the game will be declared a forfeit.
- The forfeiting team will be charged a \$50 forfeit fee and they will receive a sportsmanship score of 3.

Sportsmanship:

Following each game, officials and/or on-site supervisor will evaluate team behavior and award sportsmanship points to all teams. In order to be eligible for playoffs, a team must have an average regular season sportsmanship score of 4. Any team with an average regular season sportsmanship score less than 4 will forfeit their place in the playoffs. During playoffs, a minimum score of 4 will guarantee advancement for the winning team.

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- Respect shown to the game and staff by the participants, coaches, and spectators. Participants speak to their peers and event staff appropriately at all times. Awarded to teams that show up prepared and are unable to play due to their opponents forfeiting.

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- Participants display disagreement/frustration with decisions of staff/officials in an inappropriate manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include but are not limited to trash talk, cursing, publicly questioning an official's ability, mocking the opponent.

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- Participants are not cooperative with staff. Captains displayed little to no control over their team. Repeated questioning of officiating abilities. Forfeiting a game.

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- Multiple unsportsmanlike penalties, the harassment of the officials, staff, or opponents by spectators.

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- An ejection of any kind.

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- Fighting or any extenuating conduct as deemed by the officials; this includes threatening an employee. Any player on a team that receives a zero may be suspended indefinitely or subject to probation. Behaviors in violation of CSUSM standards for student conduct will be referred to the Dean of Students' Office.

**Any ejection or score of 2 or below may result in a meeting with the Team Sports Supervisor and a possible suspension or expulsion from the league.