

**UHD Intramural
Softball (Slow Pitch) League
Entry Form Spring 2010**

Entry Period: March 11 – April 3
League Dates: Saturday afternoons starting at 1pm
April 3 – April 24
Entry Fee: \$20.00 per team
Location: Tim Hearn Field (at Cleveland Park)
Directions are available in the UHD Student Life Center and at
www.uhd.edu/sports&fitness.



Team Name: _____

Team Manager: _____

Cell Phone #: _____

Email: _____

How did you know of this event? (you can check more than one)

a student a faculty or staff member Sports & Fit. Member
 Flyer/brochure in the Rec. Center Flyer in the One Main Building Flyer in the Academic
Building Sports & Fitness Sports Catalog Other (please specify) _____

Entry Fee must accompany this form.

Sports & Fitness Staff ONLY

Dept. Receipt Number _____ **Date** _____

Sports & Fitness Staff _____

UHD Intramural Softball (Slow Pitch)

Team Roster Spring 2010

Team Name:

Team Manager:

Team Manager's Phone #:

E-mail Address:

	Last Name, First Name	University ID #	Phone#	E-mail Address
1				
2				
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16				

I have received a copy of the UHD Sports & Fitness Intramural Sports Handbook and I understand that I am responsible for my team abiding by its contents.

Team Manager's Signature: _____ Date: _____

UH- DOWNTOWN INTRAMURAL SOFTBALL (Slow Pitch) RULES

Intramural Sports Handbook

The UHD Sports & Fitness Intramural Sports Handbook governs the intramural sports program. It is too comprehensive to include here but participants are expected to familiarize themselves with it and adhere to its contents.

Eligibility

UHD intramural softball is open to current UHD students, faculty, staff, and Sports & Fitness members. Each individual is required to turn in his/her valid UHD ID before every game to the scorekeeper. An ID must also have a Rec. sticker on it indicating he/she has completed a Waiver and Assumption of Risk form. The forms are available at each entrance of the Student Life Center.

Game Regulations

UHD intramural co-rec softball games will be conducted under the slow pitch rules of the Amateur Softball Association (ASA) in combination with intramural rules. Game time is forfeit time.

Equipment – Sports & Fitness will provide the softballs and some bats. Players must furnish their own gloves and may use their own bats provided they are ASA slow pitch approved. Athletic shoes must be worn at all times. Shoes with metal cleats are not allowed. Sports & Fitness reserves the right to approve equipment for safety reasons.

Number of Players – (10) Players shall constitute a complete team. Team roster is a maximum of sixteen (16) players. Teams not ready to play with at least (8) players will be forfeited.

Batting Lineup – Each team will have a minimum of 10 players in the batting lineup. A team that fields fewer players than their opponent will have that number of automatic outs at the bottom of their batting lineup.

Team Roster - Every player must be on a team season roster prior to playing. A player can only play for one team. Players caught playing for teams other than his/ her own may be expelled from intramurals and may result in offending team's forfeiture of game(s). In order for a player to be put on a game score sheet, he/she must be in that team's season roster. New players can be added to a team roster up to and including that teams second date of games. Players must leave ID with the scorekeeper prior to his/her game and report his/her jersey number to the scorer.

Re-Entry (Substitution) – Any player may be substituted and re-entered once, provided the players occupy the same batting position in the lineup. A violator of the substitution rule is considered an illegal player and will be ejected.

Length of Game – All games will be seven (7) innings in length or 50 minutes long, whichever comes first. In the event an inning has started when 50 minutes have expired, that inning will be completed if necessary. Games that are tied after 7 innings or 50 minutes will go the extra innings as necessary.

Run Ahead (Mercy) Rule – A game will be declared over if one team is ahead by fifteen (15) runs or more after three innings or twelve (12) or more runs after four innings, or twelve (12) runs after 5 innings.

Double First Base –

- A batted ball hitting the white portion of the bag is fair; a batted ball hitting the colored portion is foul.
- Whenever a play is made on a batter-runner, the defense must use the white portion and the batter-runner the colored portion. The batter-runner is out when there is a play made at first base and the batter-runner only touches the white portion, providing the defense appeals prior to the batter-runner returning to first base. Once the batter-runner returns to the white no appeals can be made.
- On any force out attempt from the foul side of first base, or an errant throw pulling the defense into foul ground, the defense or the batter-runner can use either the white or colored portion.
- On extra base hits or balls hit to the outfield when there is no play being made at first base, the batter-runner may touch either the white or colored portion. Should the batter-runner return, runner must return to the white portion.

Batting Out of Order – Once a batting order is submitted to begin the game the team must follow it unless a substitution is made. See Re-entry (Substitution) for the correct procedure to do this. Batting out of order is an appeal play that must be made by the defense.

•If the error is discovered while the incorrect batter is at bat, the correct batter must take the batter's position and assume any balls and strikes. The offensive team suffers no penalty.

•If the error is discovered after the incorrect batter has completed a turn at bat and **before** the first pitch is thrown to the following batter or when the pitcher and all infielders have left fair territory on their way to the dugout:

1. The player who should have batted is out.
2. Any advance or score made during the improper at bat is nullified. Any out made prior to the discovering of the infraction remains out.
3. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under these circumstances is the third out, the correct batter in the next inning would be the next batter.

•If the error is discovered after the incorrect batter has completed a turn at bat and **after** the first pitch is thrown to the following batter or when the pitcher and all the infielders have left fair territory on their way to the dugout, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal and no one is declared out. The batting order continues in correct order with no penalty.

Bunt – A bunt is a ball that is intentionally tapped with the bat, slowly within the infield. The batter-runner is automatically out and play is dead.

Chopped Ball – A chopped hit ball occurs when the batter strikes downward with a chopping motion of the bat so that the ball bounces high into the air. The batter-runner is automatically out and play is dead.

Infield Fly Rule – A fair fly ball (not including a line drive) which can be caught by an infielder with ordinary effort when first and second bases or first, second, and third bases are occupied before two are out. The batter-runner is automatically out and play is dead.

Home Run Limit – There will be a two (2) over the fence home run limit per team per game at Tim Hearn Field. Any over the fence fair balls hit after two (2) will result in an automatic out and no advance by any base runners.

Unsportsmanlike Conduct – An umpire may issue warnings or ejections for players engaging in unsportsmanlike, disruptive or abusive behavior. A who is player ejected is automatically suspended for the next game and is suspended from further play until he/she meets with the Director of Sports & Fitness. Severe violations will be dealt by UHD Sports & Fitness and may result in loss of Sports & Fitness privileges.