Intramural Sports
Weekend Softball
Tournament Rules
Cost: $40 per team

Format
This is a 10-player league for single gender teams and Mix-Gender teams. Teams will be placed in round
robin pool play for the regular season. Teams with a winning record (.500 or better) will advance to a single
elimination playoff tournament. The tournament will take place from April 27 through April 29. Games are
scheduled between 5-8 PM on Friday and 11-7 PM on Saturday and Sunday. All games will be played on
the Jessup Field Complex located at the intersection of Jessup Road and Triphammer Road. These fields
are only available for scheduled Intramural Sports activities. Open recreation is available on North
Campus behind Appel Commons. All participants should park in A-Lot.

Eligibility
Players are eligible to join one single gender (Fraternity, Men’s, Women’s) and one Mix-Gender
Team regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as
stated in the Intramural Handbook (Section VI.: Eligibility). Teams will be allowed to add new players to
their roster throughout the season, including playoffs. All roster additions will be handled through
IMLeagues.com or at the game site. If a participant does register at the game site, they will need to
have created a profile by the time their game is played.

VALID CORNELL ID CARDS: Before anyone can participate, each player must present their Cornell
picture ID when they check in at all events. NO ID = NO Play. There are no exceptions to this rule.

Rain Out
If weather or field conditions are questionable, an email from the IMLeagues webpage with updates will be
sent to captains. Games will be rescheduled at a later date, if possible. No teams will be called.

Forfeit Fee
If a team fails to have the required number of participants at the scheduled game time, the opposing team
who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start
   running as scheduled. The game will commence once the opponents arrive with whatever game
time remaining on the clock and the score at 5-0, in favor of the waiting team. If the opposing
team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will
declare a forfeit win for the waiting team.

Any team that forfeits one game will be charged a $20 forfeit fee. All fees will automatically appear on the
captain’s bursar account. If a team calls prior to 4:00 pm the day of their scheduled contest on Friday or
9am on Saturday and Sunday, the forfeit fee will not be applied; however they will still receive a forfeit.

Teams that forfeit only once are still eligible for playoff consideration. A team that forfeits the equivalent of
two games will be dropped from the league without the possibility of re-entry.

Teams that win by forfeit will NOT receive a grade toward their sportspersonship rating.
Equipment & Safety
1. Proper attire must be worn. No jeans or dress pants allowed. It is recommended that participants wear sweatpants or wind pants due to field conditions.
2. Rubber cleats (of molded variety) and tennis/running shoes will be permitted. ABSOLUTELY NO METAL/PLASTIC SPIKES, SCREW-INS, BARE FEET, BOAT SHOES, FIVE-FINGER SHOES OR SANDALS OF ANY TYPE!!!
3. NO JEWELRY, NO EXCEPTIONS. Taping of exposed jewelry will not be permitted. This is for your safety as well as others.
4. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: head gear, casts, or braces.
5. Religious medallions or medical identifications must be removed from chains and taped or sewn under the uniform. These items must be brought to the attention of the IM Sports Director for approval.
6. Individuals are required to obtain prior approval from the Director of Intramural Sports for the use of orthopedic devices essential to protect an injury.
7. Players bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.
8. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

Rules
The ASA Slow Pitch Softball Rules shall govern play for all intramural softball games with the exceptions listed in these rules; the Director of Intramural Sports has the authority to modify said rules at his discretion.

1. Players furnish their own gloves.
2. Bats must be ASA certified softball bats. Baseball or wooden bats are not allowed.
3. If a base dislodges, runners do not have to follow the base. They should stay in the area where the base was.
4. All catchers must wear a catcher’s mask (provided by the Department).
5. Each team must provide their own pitcher and catcher. You may not borrow a player from the other team or ask the umpires to catch.
6. Teams will keep their own score on their lineup cards during the game. Team captains should communicate the score to one another after each half-inning to avoid any discrepancies.
7. Games that end in a tie during the regular season shall be recorded as such. Extra innings are only played in the playoffs.

CO-REC MODIFICATIONS
1. A minimum of four players of each gender must play the field at all times. The gender ratio must be:
   a. 1:1 if there are an even amount of players in the field
   b. If an odd number, you may only have a ratio where the amount of one gender is one greater than the amount of the other gender.
2. The batting order will alternate between each gender. This number must be even.
3. Co-Rec teams may bat 12 players.

IMPORTANT RULE CLARIFICATIONS & MODIFICATIONS:

10 players per team are allowed on the field at a time. A minimum of 8 players is necessary to begin and continue play. In the case of an injury or other reasons, the team can finish with less than 8 players (but must take an automatic out for that spot in the batting order if no substitutes are available). Men’s and Women’s teams may bat 11, and Co-Rec teams may bat a total of 12 players.

SLOW PITCH RULES: Ball must be delivered with a perceptible arc and reach a height of at least 6 feet from the ground, while not exceeding maximum height of 12 feet from the ground. The umpires will call a pitch “Illegal” if the ball does not meet these requirements. Strikes and balls will be determined by the strike mat and home plate (umpire makes the call).

1 no pitch = 1 ball
2 no pitches for the same batter = a walk
3 strikes = an out
4 balls = a walk
After 2 strikes, then a foul ball = an out
• The batter has the right to swing at an illegal pitch. After swinging it will no longer be considered an illegal pitch, and the result of the play will stand.
• **The pitching count will start at 1 ball and 1 strike for every batter.**
• Games will be seven innings or 50 minutes (whichever occurs first). Games called on account of darkness, rain, etc., after 4 complete innings shall stand as full games.
• An air-horn will signal the start of the game. A second horn will signal forfeit time after ten minutes. The third will be at the 50-minute mark and will signal the end of the game. Teams may complete the current inning (if necessary), but no new innings may begin after the horn has sounded. **An inning begins when the final out of the previous inning is recorded.**
• Mercy Rule: The game will end if one team is leading by 15 runs or more after the 4th inning or 10 runs or more after the 5th inning.
• **NO STEALING, NO LEADING:** Umpires will immediately declare a runner out for leaving early. Runner(s) must wait for the swing. If the runner is standing off the base when the ball is pitched, they are immediately declared out.
• **NO BUNTING ALLOWED:** Players must attempt a full swing; bunts of any kind (including slap bunts) are illegal. The batter is immediately declared out and all runners must return to the base previously occupied before the pitch.
• **INFIELD FLY RULE:** Defined as a fair fly ball that can be caught by an infielder with ordinary effort when there are base runners at first and second, or first, second, and third bases, and less than two outs. The umpire will immediately declare an infield fly as soon as it is apparent, and the batter is automatically out. Runners may run at their own risk in accordance with regular fly ball rules. Should the ball go foul, it is played as any foul ball.
• **COURTESY RUNNERS ARE ILLEGAL:** If the individual cannot run due to an injury prior to batting, they should not bat. If a base runner is injured while running to a base the team may replace them with a substitute runner not in the line up. The replacement runner must play a complete inning before being removed. The injured player cannot re-enter the game if they are replaced. When no eligible substitutes are available the last player who recorded an out on that team will be the replacement runner.
• **INJURY OR LOSS OF PLAYER:** Once in the batting order, if a player leaves the game for whatever reason(s) and there are no substitutes, the team receives an automatic out each time that player should bat for the remainder of the game.
• Home team will be decided by a coin toss. For the playoffs, the higher seeded team will have the choice of being the home or away team.
• **SAFETY ON CLOSE PLAYS:** A runner must try to avoid contact with the catcher/fielder(s) on close plays at all bases. If they do not attempt to avoid the fielder, the runner will be automatically called out. The player may be ejected if there is excessive contact; this is at the umpires’ discretion, with safety the priority. Sliding is not mandatory. Players may choose to avoid contact by either: sliding, going around the fielder(s), jumping over them, or giving themselves up. Fielders/catchers must not block the bases or the base paths when they are not making a play. Regular interference and obstruction rules will apply at the umpires’ discretion.

**GROUND RULES:**
• On dead balls all runners will receive the base they are running to plus the next base if at the time the ball is declared dead the runner(s) are at least half way to the next base. If at the time the ball is declared dead the runner(s) are not at least half way to the next base, they will be awarded only that base.
• There will be areas that will be out of play regardless of whether the fielder can make a play or not. These areas will be discussed during the captains’ meetings.
• If a batted ball flies into the wooded area (Field 5) it is a home run. If a batted ball rolls into the wooded area, bases will be awarded accordingly.
• Foul lines and out-of-play boundaries will be marked by cones. If a batted ball lands out-of-play in dead ball territory, it shall be declared a foul ball. If a batted ball rolls into dead ball territory, bases shall be awarded accordingly.
• Anytime the ball hits any equipment, any player/spectator not in the game, trees (that are located out of play), or goes out of play (i.e. past cones into dead ball territory) the play will immediately be called dead and all base runners will advance to the base(s) at the umpires’ discretion.

**RISK MANAGEMENT**
Cornell Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants are reminded that their participation is completely voluntary. The nature of sport activities and the large number of participants in the Cornell University Intramural program make the occurrences of some injuries inevitable. It is strongly recommended that all participants have a physical examination prior to participating. Any injuries or accidents occurring during recreational activities should be reported immediately to on-duty personnel. Participants with a health issue and individuals who are on medication are urged to confidentially inform the Director of Intramural Sports of their specific situation.

ALCOHOL AND DRUG POLICY

Individuals, teams, and spectators who arrive intoxicated, suspected of consumption, or possessing alcohol, tobacco, or other illegal substances will not be permitted to play and will be asked to leave the playing area. The game may be forfeited and the offending individuals immediately suspended. Cornell Recreational Services will not tolerate such behavior and will act in a manner that is prudent, with the safety of all participants the priority. Such individuals will be dealt with harshly, given a minimum of a 365-day suspension and will be subject to University disciplinary procedures.

Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by Cornell Recreational Services.

SPORTSPERSONSHIP STATEMENT

Good sportspersonship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. Cornell Recreational Services reserves the right to suspend or disqualify groups or individuals for unsporting conduct at any time. Unsporting conduct before, during, and/or after a game (event) will not be tolerated. The team captain assumes full responsibility for the conduct of the team and spectators.

Unsporting conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. Cornell Recreational Services disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

Teams qualifying for the playoff tournament (using W/L record) must average at least a “B” (3.0) rating. In addition, teams must maintain a “B” (3.0) rating throughout the playoff tournament. Teams dropping below a 3.0 average during the playoffs will be eliminated from the tournament. Teams will not receive a grade for a game forfeited or won by forfeit. All ratings will be cumulative based only on the number of games played.

RATING CRITERIA

A = Team members participate with excellent sportspersonship within the established rules throughout the contest.
B = Team or individual team members occasionally complain to officials. Sportspersonship and understanding of the rules is acceptable, but could be better.
C = A player or team is given a penalty for unsporting conduct, or any unsporting personal foul penalties.
D = Any member of the team is ejected from the game for unsporting conduct.
F = Multiple members of the team are ejected from the game for unsporting conduct.

The Intramural Supervisors reserve the right to reevaluate and amend any grade based on team/player’s sportspersonship.

If you have any questions regarding the intramural softball rules, please contact Scott Flickinger (Director of Intramural Sports) at (607) 255-8063 or e-mail: sf487@cornell.edu

Schedules and results will be available on the IMLeagues webpage: imleagues.com/cornell