

# MEN'S SOFTBALL

## Information Sheet

### Summer 2017

**This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.**

#### ENTRIES OPEN

**Online appointment time sign-ups will begin at 3:00 PM on Monday, June 12 @ [imsignup.byu.edu](http://imsignup.byu.edu)**  
A net ID and password are required to register for an appointment time. Schedule sales will begin on Tuesday, June 13. Those who make an appointment will have first priority. **(Entries are limited)**

#### ENTRY FEE

A \$30.00 non-refundable entry fee will be required at registration for each team.

#### CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Monday, June 26 at 4:00 PM in 267 Richards Building**. Intramural policies and procedures will be discussed so it is important that all teams be represented at this meeting.

#### ELIGIBILITY

Summer 2017 full-time BYU students (6 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. **Non-BYU students must be active members of a Provo young single adult (YSA) or married student ward.** Their membership records must reside in the YSA or married student ward they attend.

The intramural activity fee is paid at the Information Center in 112 Richards Building. The cost is \$25.00 per semester during fall & winter and \$20.00 for spring/summer. A BYU ID or BYU Net ID with a valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester/term.

To participate in a team sport, each player must be added to his online team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to **twenty-one** players. Each participant may play for only **one Softball** team.

#### RELEASE AGREEMENT

All Intramural participants must complete an online [release agreement](#) before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

#### DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:15 PM to 10:15 PM & Saturdays 8:15 AM to 12:15 PM. Games will be on the West Stadium Fields located west of the football stadium off of University Avenue.

#### CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants must show a valid (government, school, or work issued) picture ID before every game.* Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, must present their paid receipt for the intramural activity fee before they can check in.

## FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams with less than **eight** legal players at game time. Teams receiving their second forfeit may be dropped from regular season and elimination tournament play. *Refunds will not be given for forfeited schedules.*

## EQUIPMENT

**The Intramural Office will supply softballs each night of play at every field.** A limited supply of used softballs can be purchased at the Information Center in 112 Richards Building for \$1.00 each.

The Office of Intramural Activities will not supply bats or gloves for game play. Only official bats, as described in the USSSA rulebook, will be allowed. The official bat can be no more than 34 inches long, not more than 2 1/4 inches in diameter at its largest part, and shall not exceed 31 ounces. In addition, the Bat Performance Factor (BPF) shall be 1.20 or less.

## UNIFORMS

An appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts are not allowed. **No metal cleats will be allowed.**

## UMPIRES

The Office of Intramural Activities will provide all umpires. Umpires assigned to your game have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

## LIABILITY

**All participants play at their own risk and must acquire their own insurance.**

## INCLEMENT WEATHER

The decision to cancel activities due to inclement weather will be made by **4:00 PM on weekdays and 8:00 AM on Saturdays.** Participants may call the rainout hotline at 801-422-3992 for this decision.

## SPIRIT OF SPORTSMANSHIP

“Athletics are explosive, as any of us know who have participated in them. The problem therefore, is to do everything that is fair and honorable to win, and also to know the line where sportsmanship stops and mockery starts. Stop short of winning if integrity is to be impaired.... Sportsmanship is the spirituality in athletics” (The Teachings of Ezra Taft Benson, 436-438).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and spectators. The BYU Intramural Activities program has identified the following principles as our “Spirit of Sportsmanship” guidelines. We encourage all employees, participants, and spectators to incorporate these principles on and off the playing field.

1. **Live with integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Be consistent with who you are in all situations. “We are what we repeatedly do; excellence, then, is not an act but a habit” (Aristotle).
2. **Be accountable:** The gift of agency allows us the ability to choose right from wrong. Although we are free to choose our actions, we are not free to choose the consequences. Other people cannot determine our feelings or thoughts. We are each accountable for the things we do and say and should never blame others for our behavior.

3. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). “Good sportsmanship includes thoughtfulness and concern for others...humility in victory; and calmness and composure in defeat. It is fair play, following both the spirit and the letter of the rules. It is the Golden Rule in action on the playing court, on the bench, and in the stands” (Physical Fitness, Sports, & Recreation Manual. The Church of Jesus Christ of Latter-day Saints, 1984; 17).
4. **Play by the rules:** Do not push limits or escalate your level of physical play to match the style of enforcement. Playing to the call or whistle instead of by the established rules of the game is a violation of integrity and honesty. This style of play endangers the other players. Play hard, but play fair and honor the rules.
5. **Turn the other cheek:** If you begin to feel unsettled or agitated, take a personal timeout. Step back to gain composure and perspective. Retaliation does not solve conflict—it only compounds the situation. Be meek. *Ye have heard that it hath been said, An eye for an eye, and a tooth for a tooth...whosoever shall smite thee on thy right cheek, turn to him the other also* (Matt. 5: 38-39).
6. **Be gracious:** Compliment your opponent after a good play. Focus on the good. Build people up—do not tear people down. Be genuine when you congratulate your opponent. Demonstrate gratitude for the efforts of the officials and activity supervisors. *A soft answer turneth away wrath: but grievous words stir up anger* (Proverbs 15:1).
7. **Have fun:** *...Men are, that they might have joy* (2 Nephi 2:25). Be safe, play fair, and enjoy the experience.

### **YELLOW/RED CARD SYSTEM**

A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for one inning of game time. A participant who receives a red card will be ejected from the game and must leave the field before play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 1 inning & Red = 2 innings).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting opponents.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

### **TOURNAMENT INFORMATION**

There will be one men’s division (open) for regular season play. Each activity has a classification process that is intended to place similarly skilled teams against each other for tournament competition. Teams will be given a ranking between 1 and 5 (5 being the highest) for each regular season game they play. To receive a 5 ranking, a team must be proficient in each of the following five criteria:

1. Intelligent and aggressive base running.
2. Consistent hitters that can place the ball.
3. Pitchers that can consistently throw strikes.
4. Team cleanly catches or fields batted balls.
5. Accurate throws to the right places.

At the conclusion of regular season play an overall average of each team's rankings will be computed and eligible teams will be placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by 4:00 PM on Monday, July 17.
- Teams will have until **12:00 PM on Thursday, July 20** to challenge classification rankings.
- Tournament brackets will be posted by 12:00 PM Friday, July 21.
- Tournament play begins Tuesday, July 25.

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 Richards Building). **Posted game times will not be changed for personal conflicts.** Team captains should notify the Intramural Office **in advance** to avoid potential scheduling conflicts for their team(s). This can be done through the use of a schedule request form, which is available in the Intramural Office. This form must be submitted by 4:00 PM on Thursday for the following week's schedule.

## **SOFTBALL RULES**

Intramural softball abides by the 2017 USSSA rules with the following exceptions or points of emphasis:

1. *Team Composition:* A team must have at least **8** players to start the game. A maximum of 10 players are allowed in the field and a maximum of 14 players are allowed on the batting line-up.
2. *Game Duration:* Games will last seven (7) innings or 50 minutes. A team that is ahead by 10 runs at the end of five (5) innings shall be declared the winner.
3. *Extra Innings:* In the event of a tie game during regular season play, the game will stand as a tie with each team being credited with a win. During tournament, additional inning(s) will be played until one team has scored more runs than the other at the end of a completed inning, or the team second at bat scores more runs in their half of the uncompleted extra inning.
4. *Sportsmanship:* Any base runner crashing into a fielder in an attempt to dislodge the ball or prevent a double play will be called out and may be ejected from the game. Also any player who interferes with a throw may be called for interference. Any incident of either throwing the bat or presenting a fake tag may warrant a warning, a yellow card, or a red card depending on the severity of the action.
5. *Strike Zone Mat:* If a legally pitched ball strikes any part of the mat, it shall be declared a strike. However, all strikes must have at least 3 feet of arc and not rise higher than 10 feet off the ground, otherwise the pitch will be declared a ball.
6. *Balls and Strikes:* The batter is out on 2 strikes (including a foul ball on the 2<sup>nd</sup> strike) and walks on 3 balls.
7. *Homerun Rule:* All fair untouched fly balls over-the-fence will be ruled an out.
8. *Field Markings:* An out-of-play line will be painted on each field. Any ball caught with the fielder's feet outside this line will be declared a foul ball. Any ball that is caught with the fielder's feet on or inside the line and then carried over the line due to momentum will be declared an out and all runners on base will advance one base. If the ball is carried intentionally or thrown into the dead ball area, all runners on base will be awarded two bases.
9. *Flip Flop Rule:* At the end of the 4<sup>th</sup> inning if the home team is down by ten runs, the home team will remain at bat and become the visiting team at the top of the 5<sup>th</sup> inning. If that team (new visiting team) does not score enough runs to reduce the run difference below the ten run rule, the game is over. If they reduce the run difference to below ten runs, then the new home team will bat. If they subsequently score enough runs to exceed the run rule the game will be over, if they do not the game will continue under that format.

***If you have any questions contact Jeremy in 145 RB (801-422-7597) or access our web page.  
<http://intramurals.byu.edu/> Have a fun season!***