

SOFTBALL LEAGUE BY-LAWS

as of 03 May 2022

1. Rosters must be submitted to the Sports Office by 15 June 2022 to allow for scheduling. Players cannot be on multiple rosters or play for multiple teams in the league. If a player is caught playing on numerous teams, any games played in will be considered forfeits for those additional teams and guilty player is subject to dismissal from all intramural leagues.
2. Active duty and reserve military personnel, civilians (DOD), dependents (18 years or older), and contractors are allowed to participate.
3. The Manager, Coach and/or Captain of a team are responsible for the conduct of their players before, during and after the game until they leave the premises. Failure to comply with the rules will subject the offender, his manager, coach and/or captain to disciplinary action.
4. All coaches, captains, players and other team personnel are presumed to know all of the rules and regulations of the league. Failure to familiarize themselves with these rules and regulations will not be an excuse for failure to comply with them.
5. If a player or coach is ejected from a game their eligibility for the remainder of the season will be at the discretion of the Sports Program Manager.
6. Games will be played in adherence to ASA rules in conjunction with these local by-laws.
7. Team's can only field 10 players, however they can bat their entire roster if they choose.
8. Progressive Home Run Rule will be used. Each team is allowed 3 over the fence home runs per game, once both teams have obtained 3 over the fence home runs no opponent shall be more than 1 home run greater than their opponent. Any excessive over the fence home runs will be dead ball outs.
9. Game time is forfeit time. Teams can start with a minimum of 9 players and add the 10th player after the game has started. Each team is authorized to fall one below the starting number if injury occurs.
10. The Sports Office will furnish an official score card for all games. Each team will be responsible for their batting order and own scorebook. Each team captain is responsible to check with the official on the half inning to verify the score with their own scorebook. The "home team" and "away team" will be identified on the schedule.

11. A completed game constitutes (5-7) innings or a team with (12) or more runs ahead after the 5th inning or (20) or more runs ahead after 3 innings. No new inning will start after (1) hour unless it is a tie in which case the game will continue until the tie is broken. This rule does not apply to the post season tournament.
12. Any incomplete games terminated prior to becoming a complete game will be restarted from the beginning of the game. This does not include suspended games that are continued on the same day.
13. Game time is forfeit time. 9 players must be prepared to begin the game for your team at the designated game time.
14. There will be no postponements of games due to a team not having enough players unless prior authorization is received from the Sports Office. If there is a date with a conflict team captains should notify the Sports Office at least a week in advance. If a team does not show up for a game and they do not provide the Sports Office notice that they will not be attending at least 5 hours prior to game time it will result in a forfeit. 3 forfeits will result in removal from the league. If notice of not being able to play is provided in time, the team will receive a loss and the opponent a win and no forfeits will be issued.
15. It is the responsibility of the Sports Office to determine playing conditions of the fields until 1630, after that and when the game begins, the decision rests with the attending official. It is the responsibility of the team captains and assistant captains to call the sports office at 937-656-5961 for updates or check @WrightPattFitness on Facebook. All games canceled due to weather will be attempted to be rescheduled at the end of the regular season.
16. All equipment must be kept inside the dugout and outside of the playing area. The only approved footwear is molded rubber cleats or tennis shoes. Only participating players are allowed in the dugout area.
17. Any eligible player in the lineup including substitutes may be used as a courtesy runner once per inning. A courtesy runner must be reported to the umpire. A courtesy runner whose turn at bat comes while on base will be called out. That player will be removed from the base and take their turn at bat.
18. **Alcoholic beverages are prohibited on the field of play.** This includes anywhere on the playing field including base coaches. Any individual who in the eyes of the umpire are consuming alcoholic beverages on the field of play will be ejected.
19. Each team must clean and police their dugout after each game. Each succeeding team will not take the dugout until the area is clean.

20. Captains must sign the final score card to verify the winner of the contest after each game.
21. All bats authorized by **ASA** and/or **USSSA** rule books are authorized for use for the Intramural Softball League. All other bats are not authorized for use.
22. Run Rule: A team leading by twenty or more runs after three innings of play or twelve or more after five innings will be declared the winner.
23. The team up to bat is responsible for retrieving foul balls or home runs hit while their team is batting and returning them to the official.
24. The Sports Office reserves the right to amend these by-laws at any time to benefit play.
25. Tie Breakers in league standings will be determined by the following:
 - a. Head to Head
 - b. Head to Head Run Differential (Runs Scored – Runs Allowed in head to head matchups)
 - c. Run Differential (Runs Scored – Runs Allowed)

Post-Season Tournament

1. There will be a post-season tournament. The amount of teams qualifying for the tournament will be determined based on registration totals and will be established when the league schedule is released.
2. “Intramural Champion” t-shirts will be awarded to the champions of the league.