



Intramural Sports Program **CO-ED SOFTBALL RULES**

ELIGIBILITY

Any officially enrolled Meharry student, faculty or staff, with a valid Meharry identification card, is eligible to pursue participation in the Intramural Co-ed Softball League.

Students participating (player or coach) in intramural softball must be in good academic standing as determined by the Academic Affairs Office of their respective school. The Office of Student Life will confirm the student's eligibility to participate.

TEAM ROSTER and WAIVER FORM

1. One Team Roster per team must be completed by the deadline communicated by the Office of Student Life. The form can be found [HERE](#). Each team member's first and last name, school/program and Meharry email address must be included on the form.
2. Team Roster must have a minimum of ten (10) players and a maximum of twenty (20) players on the roster.
3. Any player transferring to another team can do so providing he or she has not played more than one game in the Meharry Intramural League on another team.
4. Team Rosters should be finalized **one week before the first game** of the season. No players can be added to a team after the season begins.
5. **All players must submit a signed WAIVER FORM before they are allowed to play.** The waiver form can be completed online and can be found [HERE](#).

GAME SCHEDULE, LOCATION and FORFEIT

Changes to the league schedule must be requested in writing no later than a week prior to the start of the season. *Game changes due to emergencies or academic reasons are considered. Please see the next section for details.

1. All scheduled games will be played at a designated softball field. Location and directions will be provided at least two weeks in advance.
2. Games are scheduled for **Monday** and **Thursday** evenings at 6:00 pm, 7:00 pm and 8:00 pm. and **Saturday** morning at 9:00 am, 10:00 am and 11:00 am at the designated field.
3. All games will start on time unless special arrangements have been pre-approved by both teams. The game will be forfeited if a team does not have the minimum number of players present by ten minutes after the scheduled start time.
4. **Forfeit** is defined as a two (2) to zero (0) loss.
5. All games will be played with a one (1) hour time limit.

***CHANGING A GAME DATE/TIME AFTER THE START OF THE SEASON**

1. **Communication Chain**

The **captain** is the official spokesman for the team. Any **player** wishing to communicate with the **administration** of the Intramural Sports Program, about an official matter, should convey the message to his/her team captain who, after consideration, can bring it to the administration.

2. **Change**

Games can only be changed (**time and/or day**) for **academic or emergency reasons**. If a team cannot play a game and the game cannot be moved the team must take a forfeit.

3. **Approval**

It is preferred that before a captain makes a request to change a game he must acquire the **approval of the captain of the opposing team or teams affected**. A written request to the Office of Student Life staff, including the other team captain(s) is acceptable as well.

4. **Notice**

Notice to change a game must be given to the administration of the Intramural Sports Program at least **twenty four hours** before the scheduled start of the game. **Notice can only be given after the affected team or teams have given their approval to change the game.**

5. **Sanction**

The administration of the Intramural Sports Program finds that all criteria, necessary to change the game day and/or time, have been met and the change is possible. The change is made and communicated to all teams in the league.

6. **Contact**

Henry A. Atwater, II
Program Coordinator
Office of Student Life
Meharry Medical College
615-327-6387 office
615-347-4471 cell
hatwater@mmc.edu

UNIFORMS AND EQUIPMENT

1. All teams must wear the same (color, style) tops (jersey or T-shirts) with numbers. No duplicate numbers allowed.
2. Steel cleats are not allowed in league play.
3. All Bats will be one-piece construction. Officials must approve all privately owned bats and they must be available for all players to use. The Intramural Sports League will also provide bats.
4. All balls will be restricted flight, 44 core only. All balls will be provided by the Intramural Sports League.

SPORTSMANSHIP/CONDUCT

1. The Intramural Sports Program will have **Zero Tolerance** for the following:
 - A. **Physical Contact**, bumping, shoving or attacking
 - B. **Verbal Abuse**, cursing, profanity
2. Each player is responsible for his/her behavior.
3. Each team's coach and/or captain should manage the team's behavior.
4. A rule violation protest arising during a game must be presented immediately, before the next pitch, to the plate umpire.
5. All protests of player eligibility must be reported as follows:
 - a) To the plate umpire before and/or during the game.
 - b) To the administration of the Intramural Sports Program at any other time.

PENALTIES

1. Anyone guilty of unsportsmanlike conduct is subject to one of the following:
 - a) Suspension for the remainder of the game
 - b) Expulsion from league play for the remainder of the season (more serious offenses)
2. Any player or coach suspended from a game will be required to leave the game area.

RULES

1. No smoking in or around the playing area.
2. Only players and coaches are allowed to sit in the dugout.
3. Batting order, at least through the first eight (8) players should alternate male/female through four (4) females.
4. Batting order cannot be changed to gain advantage over the opposing team.

5. All games will be slow pitch using a restricted flight ball.
6. A team should have ten (10) players in the field.
7. The batting team may start a game with nine (9) players, but the 10th batting slot is an automatic out, until the 10th slot is filled.
8. A team may have up to eleven (11) players in their batting order.
9. Each team should have four **(4) female players on the field at all times.**
10. No slinging of bats.
 - a) First offence will result in a **team warning.**
 - b) Second offence will result in an **out.**
11. All batters should remain in the batter's box. Stepping out will result in an out, unless time has been called.
12. If the time limit has expired and the game is tied, the following will occur:
 - a) During regulation play the game will continue to the end of the inning.
 - b) The championship game will be played for seven (7) innings, in the event of a tie; the player, who made the last out (batting), for the visiting team, will go to 2nd base and the batting order will continue until the third out. Then, the home team will do the same. The team with the most runs after an extra inning will win the game.
13. Rainouts will be rescheduled with consultation from the team captains.
14. Other decisions, about on field play, will be made and interpreted, by the umpire, at the game.

If your team cannot play a scheduled game, please give the administration of the Intramural Sports Program a 24-hour notice.