

MEMORANDUM FOR ALL PARTICIPANTS

April 2010

FROM 30 FSS/FSVS

SUBJECT: INTRAMURAL Co-Ed SOFTBALL BY-LAWS

1. **GENERAL:** The Vandenberg AFB Fitness Center encourages participation of all assigned active military personnel in organized sports to ensure a high standard of competition.
2. **ORGANIZATION:** The number of teams entered will determine the number of leagues. League competition will be a round robin format. An organization may have more than one team in the league; however, they must be designated as teams 1, 2, etc... or by section name.
3. **RULES OF PLAY:** The league will use a combination of SCMAF and ASA slow pitch rules and regulations. All play will be governed by these rules except as changed or amended by these by-laws.
4. **ELIGIBILITY:** Participation in the intramural leagues is open to all military personnel and civilians assigned to Vandenberg AFB and personnel on TDY status for more than thirty (30) days. No more than 30 percent of the squadron intramural team may be comprised of non-military members. Dependents participating in the intramural coed softball program must be 18 years or older.
  - A. TDY personnel must be on orders for thirty days or longer.
  - B. Individuals may/may not be assigned or attached to the unit represented. If an individual changes squadrons during the season, he/she may choose which squadron she wishes to play for. He/she will establish their eligibility by playing one game with either the losing or gaining unit. This must be done before the first half on the season is over. Prior to being placed on any team, all extra players regardless of category of personnel must go into a player's pool. Once the playoffs start players may not switch teams if there unit has more than one team.
  - C. With the approval of the Intramural Sports Coordinator, squadrons, detachments or units with insufficient personnel assigned for duty may, combine with other units in the same situation. This authority to combine will only be for the current season. The team cannot compete for commander's trophy points.
  - D. If an organization does not enter a team in the program, members of that organization will be assigned to participate with another organization entered in the program. These players must request in writing their intent to the Intramural Sports Coordinator. The Intramural Sports Coordinator will place these individuals in the players' pool. Once the season has started, the team with the least amount of players on their roster will have first choice of any players from the players' pool. The second option will be the team with the worst win/loss record and so on. Personnel that work for a unit but are a spouse/dependent may choose which team he/she plays for.

E. A player whose team drops from the league or forfeits out must submit their name to the Intramural Sports Coordinator to be placed in the players' pool. This includes squadrons with two or more teams.

5. **FORFEITURES:** Teams will be allowed a five minute grace period from the scheduled game time to have eight players present for the game. Once the grace period has expired, the team without enough players will forfeit the game. Coaches are responsible for having the line up to the official scorekeeper at least five minutes prior to the scheduled game time. A line up turned in after the scheduled game time results in a forfeit. Any team that forfeits two consecutive games or three games during the season will be dropped from the league. In the event this occurs during a round of scheduled events or a tournament, all other teams involved will be awarded a win.

6. **SPORTSMANSHIP:** Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct can be defined as fighting, using profanity, trash talking, taunting, and basically anything that could be considered to instigate a verbal or physical altercation. Coaches are reminded that they are responsible for their conduct as well as the conduct of their players. The Umpire will issue a warning to the offending team's coach. A second warning maybe issued with or without penalty of forfeit. A third warning will result in a forfeit and notification to the Fitness Center Director and the Sports Representative of the team's squadron. All unsportsmanlike conduct and fights will be reported to the Fitness Center Director by the head official.

7. **ROSTER:** Rosters must be typed and turned into the Intramural Sports Coordinator before the first game of the season. If the Intramural Sports Coordinator does not have a roster on file for a team, that team will forfeit every game until the roster is received and accepted by the Intramural Sports Coordinator. Players may be added to the roster during the regular season; however, no players may be added once the playoffs begin. Organizations may have unlimited rosters. All players can only play for one team.

8. **UNIFORM REQUIREMENTS:** Teams may provide their own uniforms. No part of the military uniform may be worn, serviceable or unserviceable, to include cut off pants, while participating in the intramural program. Shoes, sneakers or rubber soled baseball shoes may be worn; however, street shoes, boots or any shoe deemed hazardous will not be worn. **NO METAL CLEATS.**

9. **SAFETY:** At any time, the umpires can stop the game to investigate the condition of a player who might be hurt and resume play as soon as possible. Fields will be properly lit at all times. All bases will be securely anchored to the ground. The safety and well being of our players is always our main concern.

10. **POSTPONEMENTS:** A postponement will only be granted for inclement weather, power failures, or squadron/ base exercises that are **MISSION ESSENTIAL.** Unit picnics are not considered mission essential.

11. **MINIMUM NOTIFICATION OF CANCELLATION TIMES:** Any organization that fails to notify the Intramural Sports Coordinator by a letter signed by the unit commander/first shirt prior to 1600 hours on the day of the scheduled contest of their inability to play due to military commitment shall forfeit their game.

12. **MAKE UP DAYS:** All make up games will be played after the completion of all originally scheduled games for the season. The Intramural Sports Coordinator will notify the coaches and unit sports representatives of the dates and times of all make up games. If the outcome of the make-up games will not allow either team to qualify for the playoffs, the games will not be played.

13. **PROTEST:** Protests will be limited to rule interpretation and player eligibility only. All protests must be registered at the time of the incident. The official will notify both coaches that the game is being played under protest. The individual protesting the game must provide a full account of the events in the scorebook. A full account of the protest and its condition must be typed and presented to the Intramural Sports Coordinator before 1200 hours the following day.

14. **COMPOSITION OF PROTEST COMMITTEE:** The protest committee will consist of the Fitness Center Director, Intramural Sports Coordinator, and Head Sports Official. Decisions by the committee cannot be appealed. The committee will only consider protests concerning rule interpretation or player eligibility.

15. **EJECTIONS AND DISQUALIFICATIONS:** If a coach or player is ejected from a game, he/she will leave the immediate area which is considered within sight and sound. A player or coach who refuses to leave the area will forfeit the game for the team he/she is playing for. A player ejected during a game is not eligible to play the next scheduled game. A player ejected twice during the regular season will not be eligible to play the rest of the season or the playoffs (decision to be made at the 30 MSG/CC level). Anyone hitting a referee or official will be dismissed for the remainder of the season. The only way a player who has been ejected twice may come back to participate in the league will be by a letter from his/her commander with justification why the player should be reinstated. The reinstatement request will be submitted to the Fitness Center Director and will be voted on by a judiciary board. NOTE: Players fighting within the jurisdiction of the officials will be suspended automatically until the facts are reviewed and determination is made. Officials will report all fights to the Fitness Center Director. Same standards apply for fighting as for double ejection. A disqualification can occur when a player participates on two different teams or does not have base affiliation.

16. **OFFICIALS:** Officials will be qualified individuals assigned by the contracted sports officials association. Two Officials will be used per game. Complaints or comments on any official must be made in writing to the Fitness Center Director. Officials are ineligible to serve as coaches, managers, or players for intramural teams.

17. **EQUIPMENT:** Game balls and score books will be supplied by the Fitness Center. If a player needs a glove or a bat, they can sign one out from the Fitness Center staff.

**18. LEAGUE CHAMPIONSHIP:** The team(s) acquiring the best win/loss record at the end of league play will be declared league champions. All three way ties will be decided by a head to head competition, unless one team beat the other two teams during the regular season.

**19. PLAYOFFS:** If two leagues are formed, the top four teams from each league will be eligible for post season play. If only one league is formed, the top eight teams in that league will compete for the base championship. Competition will consist of a double elimination tournament. All players must have played in two regular season games to be eligible for playoffs.

**20. PLAYING RULE SUPPLEMENT:** The following rule supplement governs the league and tournament play.

A. A one hour time limit will govern league games. The first pitch of the ball game will start the one -hour clock. No new inning may start after the time limit has elapsed; however, any inning already in progress will be played to completion. Games that are tied at the end of the allotted time or at the end of seven innings will continue until there is a winner.

B. Teams must finish all games with at least eight players. Ten players is the maximum number of players allowed on the field at one time. Coaches are responsible for having the line up to the official scorekeeper at least five minutes prior to the scheduled game time. Noncompliance results in the team's first out.

C. A ten run rule will apply upon completion of 4 ½ innings (if home team is ahead) or five innings (if visiting team is ahead) the game will be awarded to the leading team.

D. Home team will be the first team listed on the schedule.

E. In the first inning, the starting pitchers may have five warm-up pitches. Relief pitchers also receive five warm-up pitches when they enter the game. There will be no warm-up pitches between innings.

F. The catcher must return the ball directly to the pitcher after every pitch, except when making a legitimate play. A pitch not returned directly to the pitcher will result in a ball being called on the batter.

G. The strike zone will consist of the home plate, rubber mat extension and the home plate black edges.

H. HOME PLATE must be touched in order for a run to score. The rubber mat or the plates black edges are not considered part of the home plate for scoring purposes.

I. The batting team is primarily responsible for chasing homeruns and foul balls. The Umpire is authorized to halt play if the balls are not being chased, in which case the game clock will continue to run.

J. The home team coach of the last game will be responsible for turning out the field lights. All teams will be responsible for policing their own dugouts after each use.

K. Home Runs: 2 up rule. No team can exceed the opposing team's home run total by more than two. Once a team reaches the 2 up limit, all the team's homeruns will be considered outs until the opposing team hits a homerun. Inside the park home runs will not count under this rule.

L. Alcoholic beverages will not be permitted in the dugouts or playing area. A player/spectator that officials deem intoxicated shall not be allowed on the playing/viewing areas.

M. PLAYERS: A team shall consist of 10 players. However, a game may be played without forfeit with eight (8) players. You may not play with more than five (5) men on the field at any time. The following are the ONLY combination of players that can be legal:

1. 4 men and 4 women
2. 3 men and 5 women
3. 4 men and 5 women
4. 3 men and 6 women
5. 5 men and 4 women
6. 5 men and 5 women
7. 3 men and 6 women
8. 3 men and 7 women

If a team starts a game with 8 players and the ninth player arrives after the line up has been turned in, that player will bat in the 9<sup>th</sup> position. If a team starts a game with ten (10) players and has no substitutions and a player gets hurt, an out will be recorded the first time the player's turn comes up. After an out has been recorded, there will be no further penalty. The hurt player rule includes ejection, emergencies etc. If a team uses an extra player, the hurt player rule will still be in effect. Once an out has been recorded, the player is not eligible to re-enter the game.

N. COURTESY RUNNER: Each team can use only two courtesy runners per inning. The regular runner and the courtesy runner shall be eligible for further participation in the game. An injured player leaving the game can be substituted or have a courtesy runner. Courtesy runners (one male and one female per inning) must be of the same sex as the individual being replaced. The courtesy runner shall be the player who:

- a. Was the last official out in the inning.
- b. If no outs have been made in the inning, the last official out in the prior inning.
- c. In the first inning and there are no outs, the batter listed last in the batting order.

O. A pitched ball not swung at that touches the ground before crossing home plate shall be called a ball and declared dead. Batters shall not hit the ball after it bounces on the ground, plate or plate extension (pad), the ball is dead. THIS RULE IS INCLUDED AS A SAFETY

PRECAUTION TO PROTECT THE CATCHER AND TO PENALIZE THE BATTER WHEN SHE UNNECESSARILY SWINGS AT A DEAD BALL.

P. PITCHING DISTANCE: Men/Women will pitch from the 50 foot mound or six feet behind the mound.

Q. BATTING ORDER: Teams may never bat men or women back to back. Players must bat in alternating order by sex; woman, man, woman, man, etc. It makes no difference who leads off; either male or female. You can bat 8-16 players. If five (5) men are present at game, all five (5) must bat and play defense.

R. A minimum of three outfielders must remain behind an outfield restriction line (160 foot arc from home plate) until the batter swings at the pitch. Two in the case of 8 or 9 defensive players. **When a female is batting, the rover can only be a female. Penalty: The batter and all base runners will be awarded one base unless each has advanced one base safely, in which case the play proceeds without reference to the violation.**

S. LEADING OFF BASE: Runners may leave the base when the pitcher releases the ball. No base stealing is allowed. If a runner advances illegally to the next base, they are declared out. If the runner does not touch the next base and returns to their legal base, they can be forced out if the ball reaches the base first. If the throw is dropped or overthrown, the force out is removed and the runner must be tagged. All runners may advance at their own risk and need not tag up before advancing.

21. **AWARDS:** A trophy and T-shirts indicating the team's accomplishment will be awarded to the first place team. A maximum of 15 T-shirts will be awarded to the team. The second place team will be presented with a trophy.

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