13 Apr 2017

MEMORANDUM FOR INTRAMURAL SOFTBALL COACHES

FROM 87 FSS/FSVS

SUBJECT: Intramural Softball By-Laws

1. Purpose: The purpose of the Intramural Softball League is to encourage participation, enhance sportsmanship, promote good physical conditioning, and improve esprit de corps.
2. Eligibility:
   1. Open to all Military, DOD personnel, Dependents 18 years of age or older, assigned or attached to Joint Base MDL. All individuals, military and civilian, must participate with their unit of assignment.
   2. Individuals TDY for 30 days or more must participate with the assigned unit for the duration of that TDY.
   3. Members of a team that forfeit out of the league will be permitted to join the Player’s Pool if, and only if, their team has NOT played more than 50% of the season games.
   4. Individuals assigned to a unit that does not field a team in the league will be placed in the players’ pool.
   5. If an individual is on a team and would like to enter the players’ pool, they must submit a release letter which has to be signed by their Commander or 1st Sergeant authorizing them to be placed in the players’ pool.
   6. Individuals assigned to a unit that has a team in the league and plays for any other team without being properly released is defined as an illegal player.
   7. Teams found to have illegal players on their roster shall forfeit all games that the player participated in.
   8. It is the responsibility of the coaches to ensure the eligibility of all players!
   9. Individuals who are placed on a team from the players’ pool are to remain on that team for the duration of the season. If that team forfeits out during the season, having played 50 % of the games, the member will not be placed back into the players’ pool, nor can any other team gain this member. The season is over for this member.
3. Team Rosters: Rosters must be submitted to the Intramural Sports Director prior to the first scheduled game. Team rosters must be typed, without exception, and must include each individual’s full name, rank, organization, and duty section.
   1. Teams may consist of as many players as desired by the squadron/unit, if the squadron/ unit

enters more than one team into the league, it must be specific to what team A or B the players’

are assigned too. Players’ assigned to team A, cannot participate in a game as a member of

team B, and vice versa. Any such roster changes would deem the players’ involved as illegal

players’. Only coaches or assistant coaches can make changes to the roster.

* 1. Roster changes must be submitted to the Intramural Sports Director, in writing, no later than

1000hrs the following duty day of the game. Roster changes can be made anytime during the

regular season. No additions will be made after the regular season is complete.

1. Postponements: Postponements will be made for inclement weather, military necessity, base alerts, and mobility exercises only.
   1. Requests for postponements must be due to official military commitments that limit more than 50% of the team roster from participating in scheduled games.
   2. All requests for postponements will include the nature of the emergency, percentage of players involved, conflicting dates, and must be endorsed by the Commander/1st Sergeant. The written notification MUST be in the Intramural Sports Directors hands NLT 1000 hrs. the day of the game.
   3. If an emergency takes place while a game is going on and one of the teams has to leave that game, it will continue where it left off a later date.
   4. The Intramural Sports Director may postpone scheduled games for weather related conditions prior to 1500hrs the day of the game. After 1500hrs, the head umpire will make the decision to postpone/cancel at the field. If you are NOT notified of a cancellation, you are to report as scheduled.
   5. Failure to comply with any of the aforementioned policies will result in a forfeit.
2. Conduct and Sportsmanship:
   1. Sportsmanship can be defined as abiding by the rules of the game, decision of officials, and accepting victory or defeat graciously.
   2. Unsportsmanlike conduct by a player or coach will not be tolerated.
      1. First Offense: Will result in the automatic disqualification from his/her teams

next 2 scheduled games.

* + 1. Second Offense: Will result in the disqualification of that player for the duration

of the season.

1. Forfeits:

6.1 If a team does not have at least 9 defensive players present at the scheduled start time of the

game, or (after by-law # 6.2 goes into effect). The game will be declared a forfeit, and the

opposing team will be awarded a 7-0 win. All lineups should be submitted 10 minutes prior to

the scheduled game time. Players may be added to the lineup as they arrive for the game.

6.2. There will be 10 minute grace period for the **1730 game only**.

6.3. The Umpire or any member of the Fitness Center staff may declare a contest forfeited for reason of gross unsportsmanlike conduct. The Umpire or Fitness Center Staff member will provide a written report of the incident to the Intramural Sports Director NLT Noon the next duty day.

6.4. If a team forfeits out during the season each team that has not played that team will receive a win. If you played that team and lost, the lost will turn into a win.

1. Protests:
   1. Any team wishing to make a protest must verbally protest and insure the protest is annotated

into the score book during the game or at the conclusion. If it is not, the protest is VOID.

* 1. A letter delivered to the Intramural Sports Director by Noon the next duty day must be

submitted to follow up all protests.

* 1. All written protests must include: The date, time, and teams involved. The names of the

umpire or umpires for that game. Disputed call for which protest is being made or the name of t he player believed to be ineligible. The decision and outcome surrounding the making of

the specific incident.

1. Rules of Play:

8.1. A team must have a minimum of 9 defensive players to win a game unless an injury occurs during the game. Teams may start play with 9 players with no automatic out in the tenth player position. When the tenth player arrives, he must bat in the tenth batter spot. The team must then end with ten players, unless an injury occurs. No DH or EH can be added after a game starts. Only a tenth player.

8.2. A team must have eleven players to use the EH (Extra Hitter). A team may also use a DH

(Designated Hitter) if 12 players are available. You may substitute your EH and DH at any time.

If your teams EH or DH leaves the ball game at any time you will skip them with no penalty

(out), but that person may not reenter the game.

* + 1. The extra player is optional. The coach prior to the start of the game must notify the umpire.
    2. If any extra player is used, he/she must play the entire game. Any 10 players listed in the batting order may play defense.
    3. If any player is injured and removed from the game and that team has no substitute, each time that injured person is scheduled to bat his turn shall be skipped with no penalty. If a starting player leaves the game and re-enters, he/she must re-enter at their original batting slot.
    4. If a player is ejected from a game, and that team has no substitute that player

receives an automatic out each time they are scheduled to bat that game.

* 1. The starting count for every batter will be a one & one count (1 ball and 1 strike). The batter will have one waste foul with two strikes. A second foul with 2 strikes is an out.
  2. A homerun rule is in effect – each team is authorized to score up to 5 homeruns, every homerun after will be dubbed an OUT. During playoffs one for one rule after 5 homeruns will be allowed.
  3. When a batter hits a homerun he or she will have the option to touch just first base or run through all of the bases.
  4. Home and Away team will be decided by a coin flip prior to game start. During playoffs the home team will be determined by the higher seed.
  5. The ball must be delivered with a perceptible arc and reach a height of at least 6 feet from

the ground while not exceeding a height of 10 feet from the ground.

* 1. A courtesy runner will be allowed for this league and can be used in any inning (one per

inning, common sense prevails).

* 1. When a batter hits the ball and the ball is still live, the runner must run towards the

safety base (orange base) if there is a play at first. The defensive player must use first base

(white base) to make the out.

1. Play/Scoring:

9.1 Division play will be in accordance with the Amateur Softball Association, subject to local

exceptions as stated in these bylaws.

* 1. A batters helmet, catcher’s and pitcher’s mask (provided by the Fitness Center) is

recommended, however is not mandatory.

9.3. Rubber cleats and sneakers are the only authorized forms of footwear. There will be no

metal, fiberglass, or screw in cleats allowed.

9.4. There will be no smoking or chewing tobacco in the dugouts or on the field at any time. Violators will be asked to depart the softball complex. If you smoke or chew tobacco

outside of the field Butt Cans will be used. No alcoholic beverages will be consumed or

brought in the dugouts during intramural play.

9.5. Games will be played in seven innings, no time limit. In the event there is a tie at the end of seven innings, the game will continue inning by inning until a winner is determined.

9.6. Any arguing on the judgment of balls and strikes could constitute a team warning. Any

repeat offense shall result in the ejection of that team member.

9.7. The official bat shall be free of burs, dents, cracks, sharp edges, and audible rattles and show no signs of excessive wear. The official bat shall be marked OFFICIAL SOFTBALL by the

manufacturer, be no more than 34 inches long nor exceed 38 ounces in weight. The official bat

shall bear either the ASA 2000 certification mark or the ASA 2004 certification mark and must

not be listed on the ASA Non Approved Bat List. The bat must be an exact match to the name

and picture on the bat list to warrant it illegal. All bats will be inspected before each game. Late

arrivals must insure their bats are inspected before going to the plate. Each team’s scorebooks should reflect complete line ups from both teams before game time.

9.8. Only three warm-up pitches will be allowed at the start of the game, and one pitch will be

allowed between innings.

9.9. The 15 run rule will be in effect after 3 ½ - 4 innings, and 10 run rule in effect after 4 ½-5

innings.

1. Ejections:

10.1. If a player or coach is ejected, that person will be off the field and out of the dug out

immediately. If that ejected player continues to harass or disrupt the game after the ejection,

the umpire shall declare the game a forfeit.

10.2. The player, manager, or coach ejected maybe suspended for additional games upon the sports office review.

1. Post Season Tournament:

12.1. All active teams will advance to the playoffs.

12.2. Tiebreakers will be determined by head to head, and then point differential if necessary.

12.3. A player must play in one regular season game to be eligible for the playoffs. Only

exception will be a late PCS arrival or return from deployment or TDY.

12.4. There will be two separate double elimination tournaments (American League and National League) at the end of the season. The winner from each League will play in a best of 3

JB MDL championship series.

1. Awards: One team award will be awarded to the first place National League team and American League team, and one team award for the JB MDL Champions.
2. Safety: Each participant should ensure that proper warm-up is conducted prior to participating in any contest. Coaches should ensure safety is the first priority for the team members and proper equipment and techniques are used to ensure player safety.
3. Open Clause: The Intramural Sports Director & Coordinator shall review and modify these Bylaws as necessary to ensure the integrity of this program. Anything not covered in these bylaws will be at the discretion of the Intramural Sports Director & Coordinator or their designated representative.