

**CAMPUS RECREATION
INTRAMURAL SPORTS
*2020-2021 Nickel SOFTBALL RULES***

8. GROUND RULES: Special ground rules may be implemented by the Intramural Supervisor if special conditions exist that would warrant an alteration of ground rules already in place.

PLAYING THE GAME

9. INNINGS: Three (3) innings will constitute a game.
10. TIE GAMES: All playoff games must have a winner (regular season games can end in ties). If the score is tied, an extra inning will be played with the last player being out starting on second base. Each team will have a normal chance to bat in that inning.
11. SUBSTITUTES: All starters and substitutes will be permitted unlimited re-entries, provided they return to the same spot in the batting order.
12. BATTING: **Batters must use one of UNC's provided bats. Teams are NOT allowed to bring their own bats.** Bunting and chop-swings are prohibited. Batters may not leave the batter's box to swing at a ball. The result will be a dead ball out, and all runners will have to return to their previous base.
13. BATTER'S COUNT: Batters will begin each at-bat with a one (1) ball, one (1) strike count. All legal pitches that the umpire calls a strike, missed swings, and foul balls will be counted as a strike. All pitches that are illegal or are not called a strike will be counted as a ball. **Each batter may receive one courtesy foul ball when there is a 2-strike count, but a second foul ball after the second strike will be considered a strike-out.**
14. BASE RUNNING: Stealing and leading off are prohibited. Sliding is permitted, but not required. A base runner is NEVER required to slide. However, a player who initiates malicious contact will be called out and ejected from the game. Designated hitters are not permitted. Batter/runners may not advance to first base on a dropped third strike.
15. PITCHING: The pitcher must have at least one (1) foot on the pitching rubber from the time the pitching motion begins until the ball is released. The motion of the arm must be in one steady, continuous flow past the hip. It is illegal to double-clutch, or to act like you are going to throw, stop, then throw on the second part of the same motion. No revolving arm motions may be used, for example, bringing the arm "full circle" from in front of the body, over the head, then past the hip and releasing the pitch.
16. PITCH ARC: Pitches must have a perceptible arc of between six (6) and twelve (12) feet. If not, the umpire will call "illegal pitch" while the ball is in flight. If the batter takes the pitch, it will be called a ball, regardless of where the pitch lands. However, the batter may swing at the pitch. If so, the result of the swing (miss, foul ball, or ball in play) will override the "illegal pitch" call and a ball in play will be considered a live ball.
17. STRIKE ZONE: The slow-pitch softball mat is provided to have more consistency with the strike zone. If the pitched ball strikes any part of the mat (without bouncing), the pitch is to be called a strike. If the ball hits home plate,

the umpire, and then a defensive player in possession of the ball must touch the base in question. The umpire's decision on an appeal is not subject to protest.

20. RUN LIMIT RULE: No team may score more than **five (5) runs** in an inning. Once the fifth run crosses the plate, that team's inning will end, regardless of the number of outs recorded.

SPORTSMANSHIP

21. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
22. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a zero (0) sportsmanship rating, regardless of the score and the time remaining.
23. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and UNC Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies. ***All bench players must use safe social distancing protocols while in the bench area.**
24. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products on UNC Fields. Violators may be removed from the facilities with possible f pro-2(b)-5(eh-3(o)-5(d)-5

All of the above rules apply with the following exceptions:

27. TEAMS: A team may start a game with as few as eight (8) players. If only playing with eight (8) players the ratio male/female must be 4:4 with no outs when the ninth & tenth spot comes up in the batting order. If only nine (9) players are available, the male/female ratio may be 5:4 or 4:5 and the last spot will be counted as an out whenever