Missouri University of Science and Technology
Intramural Sports

SOFTBALL HOME RUN DERBY RULES

Intramural Rules published by the Recreation and Athletics Department are not meant to be all inclusive. Some rules that govern play may not be outlined in this document. The department uses NIRSA or NFHS rules for the majority of our sports. For a ruling on a specific situation not outlined here, please request one from the IM Supervisor or Manager.

Eligibility:

- All participants must present a S&T ID or Government Issued ID to participate
- All participants must be shown on the IM Leagues online team roster in order to compete
- All participants must fall into one of the following categories: Student, Faculty, Staff
- A participant must not have any current sanctions/suspensions outstanding against them
- A participant may not participate on more than one single gender team, and one co-rec team
- A participant must abide by all rules within the Intramural Participant Handbook and facility usage guidelines
- Participants must wear proper attire in order to compete in all Intramural events. This does not include; jewelry, billed hats (unless playing softball), metal spiked cleats, flip flops, slides, bare feet, etc.
- A member of the recreation staff has final ruling on all eligibility and permitted attire decisions.

The Rules:

- Participants must provide their own pitcher, who is eligible under the above guidelines
- Participants must supply their own bats. Bats must be regulation softball bats as determined by the ASA. The bat must be stamped with one of the ASA certification marks shown below, and not appear on the illegal bat list on asasoftball.com. Baseball bats are illegal. Violation of these rules will result in disqualification.

- Once a player begins a round with a pitcher, no pitching changes will be allowed. The participant must finish that current round with that pitcher, unless there is an injury to the pitcher.
- A legal pitch shall be a ball that is delivered underhand and a slow to moderate speed. The ball must reach a height of at least 6 feet and no more than 10 feet at the top of its arc. Any pitch that fails to reach an arc of six feet, exceeds the 10 foot limit, or is thrown
with excessive speed in the opinion of the event official, will be declared an illegal pitch. This will count as one of the hitter's pitches and any hit will not be scored.

- The contest will consist of three rounds.
- In the 1st round each player will be given 10 outs or 20 pitches, whichever comes first. The number of participants advancing to the 2nd round will be determined based upon the number of participants that register for the event.
- In the 2nd round each player will again be given 10 outs or 20 pitches. Point totals from the 1st round will not be carried over to the 2nd round. Those who advance to the 2nd round will start with a score of 0 at the beginning of the round. Only two players will move on the 3rd round.
- In the 3rd and Final round each player will be given 10 outs or 30 pitches. Point totals from the 2nd round will not be carried over to the 3rd round. Both players will start the 3rd round with a score of 0.
- In the event of a tie in the first 2 rounds, players will enter a 5-pitch overtime round. Each player will be given 5 pitches and the player with the farthest hit will advance. In the event of a tie in the Final Round, the players will enter into a 5-out overtime round. Each player will be given 5 outs or 10 pitches. If no home run are hit, the player with the farthest hit will be crowned champion.

**Sportsmanship:**

- The Intramural Program encourages fair and honorable play between its participants and spectators. Below are the criteria of how teams are graded. If there is an issue of fairness or sportsmanship during your match, contact a member of the Intramural staff and explain the situation.

4 – Excellent Conduct and Sportsmanship- Players cooperate fully with the officials and other team members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates, bench, and spectators. Teams that win by forfeit will receive a “4”. Teams that receive 1 verbal warning for use of profanity cannot receive higher than a “3” rating.

3 – Good Conduct and Sportsmanship- Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Teams that receive 1 yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball) cannot receive higher than a “3” rating.

2 – Average Conduct and Sportsmanship- Team shows verbal dissent towards officials and/or the opposing team, which may or may not merit a yellow card (soccer, volleyball, softball), unsportsmanlike flag (flag football), or technical foul (basketball). Captain exhibits minor control over his/her teammates, bench, and spectators, but is in control with himself/herself. Teams receiving multiple yellow cards (soccer, volleyball, softball), unsportsmanlike flags (flag football), or technical fouls (basketball) cannot receive higher than a “2” rating.

1 – Below Average Conduct and Sportsmanship- Team consistently comments to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates, bench, spectators, and/or himself/herself. A team which receives one
red card (soccer, volleyball, softball) or an ejection (flag football, basketball) cannot receive higher than a “1” rating.

0 – Poor Conduct and Sportsmanship- Team is completely uncooperative. Captain has no control over teammates, bench, spectators, and/or himself/herself. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections will receive a “0” rating.

Forfeit Policy:

• Participants who do not show up to the venue and check in prior to the conclusion of the event have forfeited their opportunity to participate