

**Important Dates:**

Registration Dates: April 8, 2024, to April 10, 2024

Brackets Released: April 11, 2024

Bracket: April 14, 2024

**GAME DAY & TIMES:** Sunday, April 14, 2024

**GAME LOCATIONS:** Recreational Field Complex

**DIVISION OF COMPETITION:** Open

**MINIMUM NUMBER OF PLAYERS:** 8

**REGISTRATION/ROSTERS:** All teams initially will be pending until their roster has met the minimum number of players requirement. There are a limited number of spots available in each league/division and these spots will be filled based the order that teams meet the minimum player requirement. If the team does not have the minimum players required by the registration deadline, they will not be included in the Intramural season/tournament.

**FORMAT:** Single-elimination tournament

**FORFEIT PROCEDURE:** If a team fails to have the required number of players at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. The game will commence once the opponents arrive with the score at 3-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the game will be a declared a forfeit win for the waiting team.

**EQUIPMENT:**

1. Sneakers and soft rubber turf shoes may be worn. **Not allowed: metal, screw-in, or plastic molded cleats.**

**GAME FORMAT:**

1. Games will be 6 innings. No innings will be started after 50 minutes of playing time has elapsed.
2. All games are self-officiated. If there are any discrepancies, the team captains must reach an agreement. If no agreement can be reached, the preceding play will be re-played.
3. If one team has at least a 15-run lead over the opposing team after 4 complete (or 3.5 innings if it is the home team)
4. No time limit will be in effect during the championship game, but the mercy rules still apply.
5. If the home team is winning going into the bottom of the 6<sup>th</sup> inning, the half-inning will not be played.
6. If the home team takes the lead in the bottom of the 6<sup>th</sup> (or any extra) inning, the game is over.
7. During tournament play, extra-innings will begin immediately.
8. Three (3) outs by a team out by a team completes the team's half of the inning.

**Pitching:**

1. **Teams will pitch to their own teams and the pitcher must deliver a pitch from the rubber.**
2. If the batting team's pitcher is stuck by kicked ball or interferes with the fielding of a kicked ball, the teammate kicking will be assessed an out and the play is called dead, with no advancement of base runners. The fielding team will still place a fielder near the rubber and will play the normal role of that position fielding the ball.

**Kicking:**

1. The kicker will have a maximum of 3 pitches/strikes to put the ball in play.

- A. If a kicker accumulates 3 strikes, they are declared out (even if strike 3 is a foul ball)
- B. A strike consists of:
  - i. A foul ball
  - ii. Not attempting to kick a pitch.
  - iii. Attempting to kick a pitch and missing.
  - iv. Kicking the ball in front of the plate
- 2. The kicker must kick the ball at or behind home plate.
- 3. "Bunting" is not allowed. Any player attempting to bunt will be called out.

### **BASERUNNING**

- 1. Baserunners cannot lead off nor leave the base until the ball is kicked. Players leaving the base early will be declared out and the pitch will not count.
- 2. Stealing is not allowed.
- 3. On any overthrow that ends up out of play, the runner is entitled to one extra base from the one they currently occupied or were running to.

### **FIELDING**

- 1. Each team must have a pitcher and catcher. The pitcher will stand near the opposing team's pitcher.
- 2. All players, other than the catcher, must start the play behind the pitcher's rubber.
- 3. Each team must have a designated catcher that stands behind home plate.
- 4. An out is recorded in one of the following manners:
  - a. A kicked ball is caught by a fielder.
  - b. A force out
  - c. A runner being tagged or hit with the ball while off the base.
    - i. A ball that is thrown and hits the runner in the head during a normal running motion will not be declared out.

### **LINE-UP/KICKING ORDER**

- 1. All players who are checked into the game will be in the line-up/kicking order.
- 2. The kicking order will stay the same throughout the game.
- 3. Any combination of players may play the field during any inning.
- 4. If a player is ejected, injured, becomes ill, or leave the game for any reason, their spot in the line-up will receive an automatic out in their turn to kick.

### **INTRAMURAL POLICIES:**

- 1. All players are bound by the policies set forth in [Intramural Sports Participant Guide](#).
- 2. If wearing a UConn Rec provided pinnie, player must wear a short- or long-sleeve shirt under the pinnie. Cutoff shirts or tank tops are not allowed under a UConn Rec pinnie.
- 3. **WEARING JEWELRY IS NOT PERMITTED.** Players cannot tape jewelry and will not be able to participate until all jewelry has been removed.

**SPORTSMANSHIP:** Good sportsmanship is required of all participants. Players, coaches, and spectators are to always conduct themselves properly. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

If you have any questions, please contact the  
Competitive Sports Office by email at [competitivesports@uconn.edu](mailto:competitivesports@uconn.edu)