



9. **INFIELD FLY RULE:** Defined as a fair fly ball that can be caught by an infielder with ordinary effort when there are base runners at first and second, or first, second, and third bases, and less than two outs. The umpire will immediately declare an infield fly as soon as it is apparent, and the batter is automatically out. Runners may run at their own risk in accordance with regular fly ball rules. Should the ball go foul, it is played as any foul ball.
10. **COURTESY RUNNERS ARE ILLEGAL:** If the individual cannot run due to an injury prior to batting, they should not bat. If a base runner is injured while running to a base the team may replace them with a substitute runner not in the line-up. The replacement runner must play a complete inning before being removed. The injured player cannot re-enter the game if they are replaced. When no eligible substitutes are available the last player who recorded an out on that team will be the replacement runner.
11. **SUBSTITUTION IN BATTING ORDER:** If someone is taken out of the batting order, they must sit out a full rotation from the time they exited the line-up before re-entering. After sitting out a full rotation or a full inning (whichever is longer) the player may re-enter in any spot in the line-up.
12. **INJURY OR LOSS OF PLAYER:** Once in the batting order, if a player leaves the game for whatever reason(s) and there are no substitutes, the team receives an automatic out each time that player should bat for the remainder of the game.
13. Home team will be decided by a coin toss.
14. **Safety on close plays:** A runner must try to avoid contact with the catcher/fielder(s) on close plays at all bases. If they do not attempt to avoid the fielder, the runner will be automatically called out. The player may be ejected if there is excessive contact; this is at the umpires' discretion, with safety the priority. Sliding is not mandatory. Players may choose to avoid contact by either: sliding, going around the fielder(s), jumping over them, or giving themselves up. Fielders/catchers must not block the bases or the base paths when they are not making a play. **Regular interference and obstruction rules will apply at the umpires' discretion.**

## **GROUND RULES:**

### **AG Field**

- All balls hit over the fence, into the gazebo or the garden area (marked by cones), or into the bushes and trees in left field on the fly will be an automatic double.
- All balls that roll into the bushes or trees will be declared dead.
- Please keep all equipment and players as far up the first and third baselines as possible to keep the baselines near home plate clear.

### **Jungle Field**

- All balls hit over the fence in right field to the right of the stairwell on the fly will be an automatic double. All balls hit over the fence to the left of the pole by the stairs in right field will be an automatic home run.
- All balls that hit the equipment shed in center field on the fly will be an automatic home run.
- All balls hit into the area marked by the cones in left field on the fly will be an automatic double.
- All balls hit onto the volleyball or basketball courts on the fly or on the ground will be an automatic home run.

### **All fields**

- On dead balls or overthrows all runners will receive the base they are running to plus the next base if at the time the ball is declared dead the runner(s) are at least half way to the next base. If at the time the ball is declared dead the runner(s) are not at least half way to the next base they will be awarded only that base.
- There will be areas that will be out of play regardless of whether the fielder can make a play or not. These areas will be discussed during the captains' meetings.
- Anytime the ball hits any equipment, any player/spectator not in the game, trees (that are located out of play), or goes out of play (i.e.. over the fence or behind the backstop) the play will immediately be called dead and all base runners will advance to the base(s) at the umpires' discretion.

**Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by UConn Recreation.**

**SPORTSMANSHIP RATING:** Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. 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.**

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. UConn Recreation disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

**Throughout this tournament, teams advancing must average at least a "B" (3.0) rating to continue. If a team wins but drops below a 3.0 in sportsmanship rating, they must raise their sportsmanship back to a "B" (3.0) rating by their next game. If the team cannot raise their rating back to a 3.0 by their next game, they will be**

eliminated. Teams will not receive a grade for a game forfeited or won by forfeit. All ratings will be cumulative based only on the number of games played.

#### **RATING CRITERIA**

- A=** Team members participate with excellent sportsmanship within the established rules throughout the contest.
- B=** Team or individual team members occasionally complain to officials. Sportsmanship and understanding of the rules is acceptable, but could be better.
- C =** A player or team is issued a warning for unsportsmanlike conduct.
- D =** A player is ejected from the game for unsportsmanlike conduct.
- F =** Any individual involved in a fight. More than one player ejected from the game for unsportsmanlike conduct.

**The Intramural Managers reserve the right to reevaluate and amend any grade based on team/player's sportsmanship.**

If you have any questions regarding the intramural basketball rules, please contact Nick D'Amato (Coordinator for Intramurals and Tournaments) at 860-486-8126 or e-mail: [Nicholas.damato@uconn.edu](mailto:Nicholas.damato@uconn.edu)

Schedules and results will be available on the IMLeagues webpage.

**@UConnIntramural**

