

Note: Rules are governed by the current WAKA rules with the following adaptations. For a complete list of general Intramural Sports Policies, please reference the participants guide at recreation.uconn.edu.

DIVISIONS OF COMPETITION: Open

MINIMUM NUMBER OF PLAYERS: 9

REGISTRATION/ROSTERS: All teams will initially be placed on the waitlist and will remain on the waitlist until their roster has met the minimum number of players. Teams will have until the registration deadline to have the minimum number of players on their roster, or they will not be included in the league.

FORMAT: To be determined based on number of registered teams. Games are scheduled between 12:00PM – 10:00PM on Sunday, April 2nd. All games will be played on the Recreation Turf Field.

FORFEIT PROCEDURE: If a team fails to have the required number of participants 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.

GAME RULES

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 innings (or 3.5 innings if it is the home team), the game will be over. If at any time during the bottom an inning a team reaches the 15+ run margin, the game will be over.
4. No time limit will be in effect during the championship game, but the mercy rule still applies.
5. If the home team is winning going into the bottom of the 6th inning, the half-inning will not be played.
6. If the home team takes the lead in the bottom of the 6th (or any extra) inning, the game is over.
7. During tournament play, extra-innings will be played to determine a winner. If a game is tied after an inning in which the time limit is reached, extra innings will begin immediately.
8. Three (3) outs 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 struck 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 their currently occupied or were running to.
 - a. For example, if a runner is attempting to get to first base and a throw goes out of play, they will be awarded second base

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
 - a. The kicking order will stay the same throughout the game
2. Any combination of players may play the field during any inning
3. 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.

SPORTSMANSHIP POLICY: 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.**

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.

Site Managers, Coordinators, and Staff reserve the right to eject and/or remove participants and spectators for violations of this policy.

If you have any questions, please contact the Competitive Sports Office
at 860-486-6514 or by email: competitivesports@UConn.edu