

# BASEketball Rules

## GENERAL RULES:

- 1) All participants must meet the eligibility requirements listed in the Intramural Sports Participant Handbook. **Each player must be an EIU student or current EIU Recreation Member (faculty/staff).**
- 2) Participants must have their Panther ID at every game. The Panther Card serves as a **Waiver Release.**
- 3) **Teams are responsible for keeping their players and spectators under control.** Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
- 4) IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

## SECTION 1: THE PLAYERS, GAME, COURT, AND EQUIPMENT

### The Players

1. Players can compete on one men's, women's or Open (any combo of men and women) team.
2. Each team consists of **four (4)** players, one of whom is captain. Only the captain may address an official on matters of interpretation or to obtain essential information if it is done in a courteous manner. **Four (4)** players must be present for a game to begin. A team's roster shall have a maximum of **six (6)** players.

### The Game

1. Each game will be nine innings in length or have a 40-minute time limit beginning after the first shot. The Official or Supervisor on duty will determine the official start time. No inning will start after the time limit has been reached.
2. Forfeit time is 5 minutes after game time. The game is played by two teams, each team consisting of a minimum of three players and a maximum of six.
3. Each game starts with a coin toss or paper, rock, scissor. The winner of the coin toss or rock, paper, scissor match shall have the choice of being home or away.
4. A batting order must be given to the official or supervisor on duty before the game starts. If a team bats (shoots) out of order then this will be considered an automatic out.
5. No team time-outs shall be called. Only Official's time-outs for injury or at their discretion.

### The Court

1. A BASEketball court is the combination of a baseball field on a basketball court. There are four bases located on the court. There are shooting spots radiating from the hoop: three single squares, three double squares, and three triple squares. Home plate designates as the homerun square. The two shooting locations closest to the basket are used for bunts.

### Game Equipment

1. The Intramural Office will provide all of the equipment needed for the game to take place.
2. The game ball will not be used for warm ups. If teams want to use a warm up ball, they can check one out from the equipment desk.

### Player Equipment

- 1 All jewelry must be removed before participating, including the livestrong bracelets.
- 2 Players may not wear headwear containing any hard, unyielding material, or items containing exposed knots.
- 3 Players may not wear pads or braces above the waist, and may not wear casts anywhere on the body.

- 4 Players may wear soft headbands, and knit or stocking caps, provided that the cap does not have a bill or a knit ball on top.
- 5 Players may wear soft, pliable kneepads. Players may wear leg or knee braces only if the brace is covered with at least ½” of closed cell, slow recovery rubber, or a material of similar thickness and physical properties.

## SECTION 2: DEFENSE, OFFENSE

### Defense

1. Defensive Alignment: There are three defensive players on the field. Two are located in the “outfield” waiting to rebound any missed shot. The other is located next to the shooter, attempting to psyche-out the offensive player.
  - a) Psyche-Outs: A diversionary tactic to break the shooter's concentration in an attempt to make them miss a shot.
  - b) An individual on defense is NOT allowed to make any contact with the individual shooting.  
**NOT allowed:** Degrading/inappropriate (i.e., clothing removal, obscene gestures, profanity, etc.) psyche-outs.
    - i. If the shot is missed, a walk is issued. Player is subject to discipline.
  - a) There is NO “double teaming” in psyche-outs.
  - b) A player may NOT participate in back-to-back psyche-out attempts.
3. Double Plays: If there are runners on base, and a shot is missed, the defense has the opportunity to tip in the missed shot for a double play. The defensive player can NOT have contact with the ground when tipping in the missed shot.
  - a. The defensive team only has one chance for the tip in
  - b. The offensive player closest to home is the second player ruled out in the double-play.
4. There are NO triple plays.

### OFFENSE

1. The batting line-up consists of 3-6 players.
2. Shot Selection: Whatever square you shoot from is the amount of bases you are awarded if the shot is made.
3. Shot Repetition: A team may not take a shot from a previously used square until they have tried all available squares (10 in total). Homeruns can be attempted at anytime.
4. Outs: Failure to make a shot is an OUT.
5. Conversions: During a double-play attempt, if the defense misses the tip in, the offense has the chance to tip in the missed shot for a conversion.
  - a) Any player on base is allowed to leave the base they are occupying and attempt the tip in. If this tip in is made, the batter is awarded the base he shot for.
6. Bunting: A player may bunt at anytime. When bunting, it is a sacrifice out. Runners advance one base each, but may NOT advance home. With a bunt, no tip ins or psych-outs are allowed.