



# Wiffle Ball Rules

## Mission Statement

To Serve, Educate and Promote Wellness

## Vision Statement

We are a service-oriented department dedicated to excellent fitness, and recreation programs that enhance the university experience.

## ELIGIBILITY

1. All participants are subject to Intramural Sports Eligibility Rules, which are listed, in the current Intramural Sports Handbook.
2. NO ID, NO PLAY, NO EXCEPTIONS!

## TEAM

Men's: A team shall consist of 4 players with a maximum of 6 players able to play in each game. A team will need a minimum of 3 players to begin a game.

Co-Rec: A team shall consist of 4 players with 2 males and 2 females with a maximum of 6 players able to play in each game. A team will need a minimum of 3 players with at least 1 male or female and 2 males or females.

## GAME PROCEDURES

### The Game

1. A game consists of four innings or 30 minutes, whichever comes first. No new innings can begin after the 30-minute time limit has expired.
2. There is a seven run limit per team per inning. However, if a team has players on base with 4, 5, or 6 runs, they could reach as many as 10 runs in that inning with an extra base hit. EX: If a team has bases load and hits a home run, that team scores ten runs in the inning.
3. There is no run limit in the 4th inning.
4. During the regular season, extra innings will be played as long as time allows.
5. During playoffs, extra innings will be played until a winner is determined.

### Pitching

1. Teams pitch to their own players. Pitches may be overhand or underhand.
2. The pitcher shall take a position where the tape is on the floor marking the 'pitcher's mound'.
3. Pitchers must not intentionally interfere with a batted ball. If intentional interference is ruled, the batter will be called out. If a ball comes in contact with the pitcher and it is NOT intentional, the pitch will be re-done, with no strikes assessed to the batter.

### Batting

1. Batters receive 3 pitches to hit. If they fail to hit the ball fairly in 3 pitches, they are "out".
2. A foul ball on the third pitch will be an "out".
3. Bunting is not allowed.
4. The ball can not make contact with the ground before being hit. This will be ruled a strike.
5. Any ball which hits the ceiling, a basketball hoop/ backboard, any rafters or anything else above the playing field in fair territory is eligible to be caught for an out.
6. A ball which hits the ceiling or any other obstacle, then lands in the infield and subsequently rolls foul is deemed a foul ball.
7. A ball which hits the track railing, the wall directly beneath the railing, or the ceiling underneath the track is a foul ball.
8. A ball which hits the blue pole to the left of the wall down the first base line is considered a fair ball and a home run.
9. Any ball which becomes lodged in the ceiling or any other obstacle in fair territory will be ruled a single.

10. The infield fly rule will not apply.
11. Any ball which hits any part of the wall in fair territory on a fly is a homerun. If a ball hits the net covering the scoreboard without hitting anything else first is also a homerun.
12. A ball which lands in fair territory then travels into either of the hallways, or over to Court 1 is ruled a ground-rule double.
13. If a team chooses to use their own bat, they may so long as the other team is allowed the same opportunity.

#### Substitutions

1. The captain making substitutions shall notify the supervisor of any changes. A team may not make substitutions in the middle of an inning, unless for injury. Teams wishing to play five or six players must assign people who will switch with the 5th and 6th person in the batting order.
2. Players arriving late must sign in with the supervisor before they can play. Base Running
  1. Runners can't lead off or steal bases. The runner can't leave a base until the pitch is contacted by the batter.
  2. A runner is out when he/she is struck with a fairly batted ball in fair territory provided the ball has not passed an infielder, excluding the pitcher.
  3. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, or catching). If the base runner does not avoid the collision, they are liable to ejection at the supervisor's discretion.
  4. A base runner may not charge into a fielder hoping to dislodge the ball. The runner will be called "out", and if the action was flagrant, ejected.
  5. Any fielder not making a play on the ball is liable to ejection from the game if they interfere with a base runner or cause a collision with a base runner. (This includes run-downs)
  6. Sliding is not allowed. A violation of this rule will result in the runner being out.
  7. The ball may not be thrown at the base runner to get them "out". If this occurs, it will be a one base error. (ex. a runner going to first gets second).
  8. If the runner makes contact with a base and the base slides the runner is "safe" if it occurred before the tag or putout.
  9. Runners may overrun any base without getting tagged so long as they do not make the turn to the next base. If a runner plans to overrun a base, he/she should run straight or turn right.
  10. If a runner on base is up in the order, a 'ghost runner' shall be acknowledged. The ghost runner advances the number of bases as the person forcing him or her advances. In order for the fielding team to force a ghost runner out at a base, they must tag that base before the batter reaches first. There may never be tag-ups advancing a runner when a ghost runner is on base.
  11. Once the ball is in possession of a member of the fielding team in the infield (the half of the basketball court closest to the supervisor), runners may not continue advancing past the base they are on their way to at that time. Discrepancies with this will be ruled on by the official or supervisor on duty.

#### Overthrows

1. There is no overthrow rule.
2. Runners may advance at their own risk until the play is called "dead" by the supervisor or a ball is secured by the fielding team in the infield.

#### Co-Rec Rules Modifications

1. In a Co-Rec game, batters must alternate male/female.
2. If a team has only 1 male or female, when the second comes up in the batting order comes up, the vacant spot shall be ruled an out. The opposing team may disregard this rule if they choose and allow the short-handed team to continue without penalty if agreed on before the game. This decision cannot be reversed.
3. Teams must play 2 males and 2 females in the field. A team may never play 3 people of the same gender in the field.

#### ADDITIONAL INFORMATION

1. No animals in indoor/outdoor facilities. (Exception: Assisted living animals)
2. Forfeit Policy:

- If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
- The Sport Assistant will declare a forfeit and award a "win" to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.
- If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.
- A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
- A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
- A team may receive a forfeit due to improper team attire.
- Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- Forfeited games will not be rescheduled.
- If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$30.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.
- If a team forfeits or defaults twice (in league) it is dropped without notice.
- A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a "win" for the opposing team.
- A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

### 3. Forfeit Penalties:

- Lose right to protest the game
- All choices will go to the opposing team
- Start the game with a 1 goal deficit

### 4. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 3:30pm).
- Default is recorded as a loss but does not require a fee payment.

### \*5. ID Policy:

Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community.

The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to "OUR" participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve.

Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**