

WHIFFLEBALL RULES

I. TEAM COMPOSITION

1. A participant is eligible to play for only one Intramural Wiffle ball team.
2. Six (6) players will play in the field. Teams must have 5 players to start a game.
3. A team's batting line-up must include all six fielders. In addition, teams have the option to bat an additional 6 players (to total 12 in the batting line-up). If a team does not have 6 players, the empty spot in the batting order will become an out.
4. Minimum number per team: 8
Maximum number per team: 12

II. GROUND RULES

1. The distance between each base will be approximately 40 feet. The pitching rubber is approximately 30 feet from home plate.
2. The ceiling, rafters, a/c ducts, basketball goals, scoreboards, and any other objects hanging over fair territory are considered in play. Batted balls may be played off each of these objects. Balls caught before hitting the ground will be considered outs. Once a ball contacts an overhanging object in fair territory, it cannot be considered a foul ball (even if it rolls over a foul line). Any balls that become lodged in these objects will result in a ground-rule double for the batter. All other runners are entitled to two bases based on their position at the time of the pitch.

III. GAME TIME AND LENGTH

1. If a team fails to appear at the designated playing site within five (5) minutes following a game's scheduled starting time, the official may declare the contest forfeited to the team ready to play. A team needs at least 5 legal players to begin the game.
2. Each game has a 50-minute or 7-inning limit. Any inning started before the end of the 50-minute time period will be completed. No innings will begin after 50 minutes.
3. Regular season games can end in a tie. Extra innings will be played only if they start before the 50-minute time limit. All tournament games will continue until a winner is determined.
4. (7-run Limit)
There is a seven (7) run limit per team per inning. In no instance may a team score more than 7 runs in an inning; i.e., if the offense has scored 6 runs and the batter hits a home run with the bases loaded, only 1 of the 4 runs will count (to total 7 for the inning).

IV. PITCHING

1. Teams will pitch to their own hitters. A member of the defensive team may position themselves no closer than 3 feet from the pitcher to act as a fielder.
2. Pitchers (of the batting team) will not be responsible for playing defense. When the pitcher is struck by a batted ball before it passes a member of the defensive team, the batter is out and runners must return to the base occupied at the time of the at bat. In all other situations, the pitcher must move clearly out of the way of a defender making a play or the potential path of a throw. If, in the umpire's opinion, the pitcher interferes with any part of a defense's play, the umpire may call out a runner or the batter as appropriate. The ruling will follow guidelines similar to "interference" and "obstruction" in the ASA softball manual.
3. The pitcher for the offensive team may be one of the batters in the line-up or the offensive team may choose to have an "all-time" pitcher. The all-time pitcher must be signed-in on the scoresheet as a substitute.
4. A legal delivery shall be a ball that is delivered underhand or overhand at any speed. The ball may not contact the ground prior to being hit.
5. Each batter will receive a maximum of 3 pitches. If a batter allows three pitches to pass and has not hit the ball, he/she will be out.

V. BATTING

1. The batter must keep two hands on the bat prior to and when contacting the ball. One-handed swings that hit the ball into fair or foul territory will result in the batter being called out.
2. Any foul ball on the third pitch is an out. Fouls on the first and second pitch are only strikes.
3. There are no walks.
4. There is no bunting. The batter must take a full swing at the ball. A batter who bunts the ball is out and the ball is immediately dead.

VI. RUNNING

1. Runners cannot lead off or steal bases. Baserunners may leave the base when the pitch is contacted by the batter. Runners who leave base prior to the ball being contacted by the batter are out.
2. Sliding is not allowed. Runners who slide are automatically out.
3. If the runner makes contact with a base and the base slides away from its original position on the court, the runner is safe (if it occurred before the tag or putout) and is not liable to be put out while base is dislodged. If the runner attempts to advance to another base, he/she is liable to be put out and must return to the marked area on the court where the base should be, not the actual dislodged base.

4. The base path for a runner is the direct line between the player and the base to which he is advancing at the time a play is being made on that specific base runner and the three feet to either side of that direct path

5. Baserunners are responsible for avoiding all collisions with fielders. Anytime a fielder is making a play on the ball (fielding, throwing, catching). If the baserunner does not avoid the collision, play will be ruled dead, the baserunner is called out, the batter is awarded first (unless involved in the collision), and all runners return to their original base unless forced to the next base.

6. A defensive player cannot stand in the base path or obstruct the path of a base runner unless he/she is making a play on the ball. In the event the defense obstructs a runner, the umpire shall award the runner and each other runner affected by the obstruction the bases they would have, in the umpire's opinion, reached had there been no obstruction. It is also obstruction when a fielder without the ball fakes a tag. In this case, bases are awarded as a normal obstruction AND the fielder will be ejected from the game.

7. Any runner in fair territory and not in contact with a base that is struck by a fair batted ball is out except when (a) the ball has passed an infielder and in the judgement of the umpire, no other fielder had a chance to make an out, (b) when a runner is hit with a fair batted ball over foul territory and no other fielder had a chance to make an out, or (c) when a runner is touched with a fair batted ball after it is touched by any fielder, including the pitcher. In the event of one of these 3 exceptions, all runners must return to their previously occupied base and the batter-runner is awarded first base. If the award of first to the batter-runner causes another runner to be forced, that runner will advance to the next base.

8. In case of a possible double play, the baserunner must get out of the way of the thrown ball. Baserunners who fail to get out of the way may be charged with interference resulting in both the baserunner and the batter-runner being called out on the play.

9. When a defensive player has the ball and is waiting for the runner, and the runner deliberately, with great force, crashes into the defensive player, the runner is declared out and will be ejected from the game. The ball will be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the umpire, the runner closest to home will also be called out.

10. There is no overthrow rule. Runners may advance at their own risk until play is declared dead by the umpire.

11. A courtesy runner may be used in the event of injury only AND upon agreement with the opposing team's captain. The courtesy runner must be the player who recorded the last out. In co-rec games, the courtesy runner must be a player of the same gender.

VII. FIELDING

1. Each team must provide a catcher. The catcher must field from behind the batter and may not cross home plate until the ball is hit.

2. If a team provides a "fielding pitcher", the "fielding pitcher" may align themselves on either side of the offense's pitcher no closer than 3 feet from the pitching rubber. The "fielding pitcher"

may not position themselves in front of pitcher's rubber (closer to the plate) until a ball is hit.

3. No infielder, other than the "fielding pitcher", may position themselves inside the diamond (inside the 1st/2nd/3rd base diagonals) until the ball is hit.

4. The batter is out in situations similar to softball (forceouts, flyouts, etc). Runners may NOT be hit by a thrown ball -- "pegged" -- to be put out.

5. Fielders may NOT slide or dive at a runner in an effort to tag him/her. In this case, the runner is awarded two bases from the point of the violation.

6. There is no infield fly rule.

7. Fielders may NOT use baseball/softball gloves or mitts or any other catching equipment. Hats may be worn but may NOT be used to catch the ball.

VIII. OTHER RULES

1. There will be a coin-toss prior to each game to determine the home team.

2. Participants may only use the equipment provided by the Recreational Activities office.