Intramural Wiffleball Rules

ALL GAMES WILL BE PLAYED IN THE STUDENT RECREATION CENTER GYMNASIUM.

PLAYERS AND ELIGIBILITY

1. We offer 4 Leagues: Men’s, Women’s, Greek, and Open. Our open league is an all-inclusive league. Open teams have no restrictions based on a player’s sex, gender identity, or gender expression.

2. ANY team that leaves ANY trash on the in the gym WILL receive an F for sportsmanship. (Sportsmanship is the deciding factor for making the playoffs)

3. The field will be set up similar to a baseball field.
   a. Home plate will be at the center of the baseline of the basketball court.
   b. The pitcher’s mound for open games will be at the yellow line of the top of the arc three point line. But the pitchers line for men’s games will be at the red line closest to half court.

4. Each team consists of a minimum of 3 players and a maximum of 8 players.
   a. 6 players bat
   b. 4 players field
      i. all players must field and bat at least one inning.
   c. Each match up will consist of two teams who will play each other in one game.
   c. The away team is up first.

5. Three outs to an inning per team. Each game consists of six (6) innings or sixty (60) minutes. No full inning may start after sixty (60) minutes of game play.

6. In the men’s game, each team will pitch to the opposing teams like in Major League Baseball. Batters get a full pitch count with four balls enabling the batter to walk and 3 pitches enabling the batter to strike out. The strike zone will be provided and for the pitch to be considered a strike it must hit the black line or anything inside of that black line. Pitches must be thrown at a medium speed as, and that will come at the director’s discretion.

7. An official will be provided for all calls.

8. Directors will keep track of time, batting lineups and scoring.

MERCY RULE

If either team is leading by 10 or more runs after 4 full innings, the game will be called due to a mercy.

OVERTIME

There are NO extra innings in the regular season. Extra innings will ONLY be played in the playoffs.

PITCHING

1. You are allowed to bring your own scuffed Wiffleballs. A crack in the ball can be no larger than ¼ of an inch

2. In open games, teams will pitch to their own team. Both overhand and underhand pitching are allowed.
   a. This pitcher’s mound is at the yellow three point line.
   b. The batter will only get 3 pitches in an at bat regardless of the quality of pitch.
   c. Pitches that bounce before reaching the batter are declared dead, and the batter cannot attempt to hit a bouncing pitch.
   d. The pitcher must not interfere with the ball or impede a defensive player from making a play. Any ball which strikes the pitcher is a dead ball and does not count as one of the three (3) pitches. *The pitcher may throw under or over hand.
**BATTING**

1. Each batter receives three pitches from the pitcher (their teammate in open).
   a. Men’s games get a full count of batting.
2. Any ball which strikes the pitcher is a dead ball and does not count as one of the three (3) pitches.
   (Open)
   a. If the batter fails to put any of these 3 pitches into play in fair territory they will be called out.
3. 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.
4. The ball cannot 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 AUTOMATICALLY an out.
6. A ball which hits the track railing, the wall directly beneath the railing, or the ceiling underneath the
   track is a fair ball. The fielding players can then field the ball and the base runner can advance to another
   base at their own discretion
7. Any ball which is hit on to the track over the railing between the pole at half court and the second pole
   to the right of it will be considered a ground rule double.
8. Any ball which is hit on to the track over the railing to the right of the pole at the curve of the track will
   be considered a homerun.
9. If a team chooses to use their own bat, they may so as long as the other team is allowed the same
   opportunity.
10. The ball must be hit past the half court line to be considered fair. However, if a fielder is unsure if the
    ball will roll fair they can make an attempt to field the ball at their own risk.
11. A batter can be out by any of the following:
    a. A foul ball after the second pitch.
    b. Force outs
    c. Fly outs
    d. Tag Outs
    e. Bunts

**BASERUNNING**

1. There is no leading. A runner is allowed to leave the base once the batter makes contact with the ball.
2. There is no stealing.
3. If the runner makes contact with a base and the base slides away from its original position on the field,
   the runner is safe (if it occurred before the tag or putout) and is not liable to be out while the 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 position of the dislodged base (not the original position of the base).
4. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play
   on the ball (fielding, throwing, catching). If the base runner does not avoid the collision, play will be
   ruled dead, the base runner 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.
5. There is no sliding.

**FIELDING**

1. There is no pegging.
2. The Infield Fly Ball Rule will be in effect (Balls hit up into the air and stay within the infield will be an
   automatic out and runners may not tag up to advance bases)

*All rules are subject to change at a moment’s notice and are at the discretion of the Intramural Sports
Director. If any participant argues with an official or Director, they may be ejected from the game and/or
the field space. If any issues occur, Campus Police may be called.*