

WIFFLEBALL RULES

- Teams are responsible for all information given at the team manager's meeting and in the Intramural Handbook.
- Intramural Softball is governed by NIRSA rules except for adjustments as noted below.

RULES:

1. Two teams of 7 players each shall play the game. A team may play with 6 players but no less.
2. Regardless of changes in fielding positions, the batting order must remain the same.
3. You may re-enter a game once provided it is in the same batting position.
4. If a team drops below the numbers of players that start the game, an automatic out is declared when that person is supposed to be up to bat.
5. Each game will be 7 innings or 45 minutes from the first pitch. Forfeit time is 5 minutes after scheduled game time.
6. Mercy rule is 15 runs after 3 innings or 10 runs after 5 innings.
7. Tie games will end in a tie with each team getting half win and half loss. If there is no game following, you may proceed until a winner is determined.
8. Any ball hitting above the yellow air duct on the back wall or the west wall opening will be considered a homerun. **A ball caught off the wall in any other location is an out.**
9. Any ball leaving the gym by the remaining openings will be declared an out.
10. Any ball hit into the player's box in the South corner will be declared a "ground-rule" double.
11. No sliding. (Sliding player is an automatic out.)
12. No bunting or chopping at ball or it will be considered an automatic out.
13. Base runners must remain at their base until the batter hits the ball. No pitch will be declared and the base runner is out.
14. 2 warm up pitches between innings, 5 if it is a new pitcher.
15. It is the responsibility of base runner to avoid contact with any fielder. A ball that hits the pitcher is a **live ball** unless the pitcher makes an attempt to catch or block the ball. Catching or blocking will result in an out.
16. Batting team will furnish its own pitcher. (the pitcher may not field any balls)
17. Each batter will have 3 pitches to hit the ball. If a batted ball strikes any obstruction on a third pitch, the batter may return to the batter's box for one (only) additional pitch.
18. If ball hits any obstructions such as ceiling or something hanging from the ceiling, it's considered a foul ball. However if a ball hits the basketball apparatus it is considered a ground rule double.
19. Once a player crosses the hash mark line, he/she must go to homeplate. If they return to third it is an automatic out. Only force plays at home.
20. A coin flip will determine the home team. In the playoffs, best record will determine the home team.
21. **NO JEWELRY!** Medical alert bracelets and religious jewelry must also be taped to the skin. **(No tape provided by the SRC)**
22. "NO MOUTH" Rule
23. Unsportsmanlike conduct will not be tolerated.

ELIGIBILITY:

Individuals may play on only one team in all leagues.

LOCATION:

All Intramural Whiffleball games are played in the SRC (# 6) enclosed gymnasium.

EQUIPMENT:

The Intramural Office will supply all bats and wiffleballs.