Wiffleball Rules

Each participant is responsible for presenting a current Photo ID at game time. NO EXCEPTIONS

Eligibility

It is the responsibility of each team to know the existing intramural rules. IGNORANCE OF ANY INTRAMURAL RULE IS NOT AN EXCUSE!! The Department of Campus Recreation does not assume responsibility for the investigation of the eligibility of all participants. The Department of Campus Recreation will, however, investigate any case as required.

- Men are not permitted to compete in the Women’s Division.
- One (1) woman is allowed to appear on the roster of a Men’s team.
- It is the responsibility of all participants to know their own eligibility status at all times.

All current members of the Fitness & Wellness Center are eligible to participate. This includes faculty/staff, students, Alumni, semester off, and EELI students. If you have access to the Fitness & Wellness Center you are welcome to play Intramural Sports.

All participants must have a valid state/government issued PICTURE ID to play and know their identification number. Student ID with picture is recommended but we will also accept the following: Driver’s License, State ID Card, Military ID and Passport.

Exceptions:

Any individuals who have been declared ineligible to participate through disciplinary sanctions by the Director or Assistant Director of Campus Recreation

False Name:

An individual may not participate under an assumed name or use false identification. Violation of this rule will result in suspension from further participation for the individual and/or team.

Compete on Two Teams:

A player may participate on only one team in any given activity during a season. Note: The only exception to this rule is that a player may play on a team in the men's or women's division and play on a Co-Rec team. If an individual plays for more than one team in that division, all teams involved will receive a forfeit in games in which that player was involved and the player shall be suspended for a period of 1 week.

Greek “A-Team” Rules

1. All participants appearing on the Greek “A” team roster must be the on the official chapter roster with the office of Greek Life.
2. Alumni are not allowed to participate on Greek “A” teams.

Playoff Eligibility:

Wiffleball Rules Amended December 3, 2010
Team members must have participated in at least one (1) game during the regular season to be eligible for participation in the playoffs. Teams must earn at least a 7.0 Sportsmanship Rating average to participate in the playoffs.

- The Intramural Staff reserves the right to declare an individual ineligible for competition if his/her participation is considered unsportsmanlike or dangerous

Professional and Olympic Athletes:
An individual who has participated as a professional/Olympic athlete in a sport is not eligible for intramural competition in that sport or similar sport.

Current and Former Intercollegiate Athletes:
Any person who participated with a varsity team in the current or last school year (i.e. practiced, red shirted, and/or played) is ineligible to participate in that intramural sport (or related activity). Ineligibility will be determined by the Assistant Director based on rosters, media guides, and participant reports which will be looked into and ruled upon. All protests on ineligibility rulings may be taken to the Director of Campus Recreation.

Ringer Rule
The ringer rule allows former varsity athletes and current sport club members the opportunity to participate in Intramurals in their sport (or related activity). Individuals are considered ringers in a particular sport for the following reasons:
1. They are a current sport club member in that sport.
2. They have competed on a College or University Varsity team at any level in that sport but are currently eligible for that Intramural sport.

Teams in open or competitive divisions may have two ringers on their roster. Teams in recreational divisions may not have ringers.

Any matter that cannot be resolved through these eligibility rules shall be brought to the Assistant Director of Campus Recreation for a decision.

Players and Forfeits

A game shall be played with five (5) to six (6) players

Official Game = 5-6 players present
Forfeit = less than 5 players present

10 Minute Forfeit Rule: Your team has 10 minutes after their scheduled game time show up with the required number of players to start. For each minute late the opposing team will receive a point. Example team A shows up 5 minutes late team B will receive 5 points at the start of the game. Team B also has the option not to take any points.

A game may continue with 4 players if necessitated by injury.

The maximum number of players a team may have on their roster is 9.

CoRec: At least two (2) players of one gender must be present to start a game. Teams are required to play 3 males and 3 females (if available) in the field at all times.

Batting: Teams must alternate gender in order. If two males bat back to back in the same inning an out will be recorded.

The clock shall start at game time. Any time it takes to fill out scorecards and check ID’s will be deducted from the game.

Wiffleball Rules Amended December 3, 2010
**Location and Field**

All games will be played in Weaver Gymnasium. Bases will be placed at the corners of the basketball court and forming a square with the mid-court line.

**Equipment**

Intramurals will provide bases, bats and balls for each scheduled contest and teams must use provided equipment.

All players must wear clean athletic shoes with non-marking soles.

**Illegal equipment:** Examples of illegal items are, but not limited to:

1. A guard, cast or brace made of hard and unyielding leather, plaster, pliable (soft) plastic, metal or any other hard substance— even though covered with soft padding—when worn on the elbow, hand, finger, wrist or forearm.
2. **Head decorations, headwear and jewelry**
   
   **Exception:** A headband no wider than two (2) inches and made of non-abrasive, unadorned cloth, elastic, fiber, soft leather or rubber may be worn. Rubber/cloth (elastic) bands may be used to control hair.
3. Equipment which is unnatural and designed to increase a player’s height or reach or to gain an advantage.

The Referee shall not permit any player to participate if in his/her judgment, items such as player’s fingernails or hairstyle may constitute a safety concern.

**The Game**

A game consists of 5 innings or 45 minutes, whichever comes first. No new innings may begin after 40 minutes into the game.

The batting order must be listed on the score sheet prior to the game – Home and Visitor will be decided by coin flip.

**CoRec:**

*Batting: Teams must alternate gender in order. If two males bat back to back in the same inning an out will be recorded.*

Extra innings will be played until a winner is determined.

**Mercy rule** = 10 runs after 2.5 innings if the home team is winning and 3 innings if the visiting team is winning.

The defense must provide a catcher.

**Pitching**

Teams pitch to their own team members.
The pitcher shall take a position with both feet firmly on the ground and with at least one foot in contact with the pitching rubber – the pivot foot must remain in contact with the pitching rubber until the ball leaves the pitcher's hand.

The pitch must be overhand.

Pitchers must not intentionally interfere with a batted ball. **Penalty:** The batter will be declared out, and runners will return the base they were on when the pitch was thrown.

**Batting**

**All players appearing on the roster may bat (up to 9 players may bat, only 6 may field.)**

**CoRec:**

*Batting: Teams must alternate gender in order. If two males bat back to back in the same inning an out will be recorded.*

Batters receive 3 pitches to hit. If they fail to hit the ball fairly in 3 pitches, they are out. **Bunting is not allowed.**

**The ball must reach the pitcher or it will be declared a foul.**

The ball cannot make contact with the ground before being hit.

Any ball that contacts a structure in fair territory (basketball goals and supports, ceiling, railings, walls, etc.) is a live fair ball regardless of where the ball careens – runners may advance and the ball may be caught for an out.

- **Exception:** A fair ball which becomes lodged in or under the bleachers will be a ground rule double.

A ball which becomes lodged above fair territory will not count as one of the batter’s 3 pitches and will be replayed as if the pitch did not occur. A ball which becomes lodged above foul territory **WILL** count as one of the batter’s 3 pitches. If this occurs on the third pitch, the batter will be out.

The infield fly rule will not apply.

An out can be made in the following ways:

1. The batter does not fairly hit one of his/her three allotted pitches.
2. A fly ball is caught in fair or foul territory.
3. A runner is forced or tagged out as in baseball.

**Home Runs**

There are no automatic home runs in Weaver Gym – the only home runs will be four base hits. Therefore, there is no limit to the number of home runs at team can hit in an inning or game.

**Base Running**

Runners can’t lead off or steal bases. The runner can’t leave a base until the batter contacts the pitch.

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.

Wiffleball Rules Amended December 3, 2010
Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball. If the runner impedes any play made by the fielder, they and the batter/runner will be called out.

A base runner may not charge into a fielder hoping to dislodge the ball. The runner will be called out and ejected from the game.

**Sliding is not allowed.** Any violation of this rule, other than accidental, will result in an ejection.

The ball may not be thrown at the base runner to get them out.

There are no overthrow unless the ball becomes lodged in or under the bleachers. In this case the runner will get the base they are going to plus one.