Wiffleball Rules

Mission Statement:
Campus Recreation collaborates with the university community to offer exemplary facilities, programs and services that inspire participation and engagement.

Rule 1: Eligibility

1. All participants are subject to the Eligibility guidelines, which are listed in the current Intramural Sports Participant Handbook.
2. Participation is limited to currently enrolled U of A fee paying students and U of A Faculty/Staff that have a current Department of Campus Recreation membership.
3. All players must sign in with the Supervisor at site prior to game time with a current Catcard.
4. No ID, no play, no exceptions.
5. All Intramural participants must complete an online participation waiver prior to participating in any sport. This waiver can be found at rec.arizona.edu under the Intramural section. This waiver only needs to be filled out once and transfers over to all Intramural sports.

Rule 2: Team

1. 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.
2. CoRec: 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 and female and the third player consisting of either gender.

Rule 3: Game Procedures

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. Example: If a team has bases load and hits a home run, that team can score ten runs in the inning.
3. There is no run limit in the 4th inning.
4. During the regular session, extra innings will be played as long as time allows.
5. During playoffs, extra innings will be played until a winner is determined.

Rule 4: Pitching

1. Teams pitch to their own players. Pitches may be overhand or underhand. The batter is allowed 3 pitches only.
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 redone, with no strikes assessed to the batter.
Rule 5: 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 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 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 it is also a homerun.
12. If a team chooses to use their own bat, they may so long as the other team is allowed the same opportunity.

Rule 6: 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.
3. Base running runners cannot lead off or steal bases. The runner cannot leave a base until the pitch is contacted by the batter.
4. 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.
5. 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.
6. A base runner may not charge into a fielder with the intention to dislodge the ball. The runner will be called out, and if the action was flagrant, they will be ejected.
7. 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).
8. Sliding is not allowed. A violation of this rule will result in the runner being out.
9. 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).
10. If the runner makes contact with a base and the base slides the runner is safe, if it occurred before the tag or putout.
11. 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.
12. 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.

13. 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 Supervisor on duty.

**Rule 7: 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.

**CoRec Modifications**

1. In a CoRec 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, the vacant spot shall be ruled an out. The opposing team may disregard this if they choose and allow the shorthanded 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 ON RULES CAN BE FOUND IN OUR CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**