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 and Affiliates 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. **If your team forfeits, $5 will be charged to the Bursar's accounts of any absent team members.**

Rule 2: Team

1. Open: A team shall consist of 4 players on the field at a time. A team will need a minimum of 3 players to begin a game.
2. Co-Rec: A team shall consist of 4 players with 2 males and 2 females.
3. Teams will catch for themselves unless they choose to put 1 of their 4 players on the field as the catcher.

Rule 3: Game Procedures

1. A game consists of 6 innings or 50 minutes, whichever comes first. No new innings can begin after the 50-minute time limit has expired.
2. There is a seven-run limit per team per inning, there is no run limit in the last inning.
3. There are 3 outs for each team per inning.
4. During the regular session, extra innings will be played as long as time allows. If the game is still tied at the end of the 50 minutes allotted, the game will end in a tie.
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 and there will be no walks.
2. The pitcher shall pitch at center court on the A. The circle around the A is the "pitcher's mound"
3. Pitchers must not interfere with a batted ball. If a ball is hit up the middle and deflects off the pitchers it will be a redo pitch not counted toward the 3.

Rule 5: Fielding

1. No fielders can be in front of the imaginary line that goes from first to third base until the ball is contacted.
2. No gloves are allowed in Wiffleball.
3. Once a fielder has control of the ball and brings it to the pitcher's mound the play is dead and runners can no longer advance.

Rule 6: 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. Only full swings will be allowed. Any bunts will be a foul ball and count as one of the pitches.
4. Any ball which hits the ceiling, a basketball hoop/backboard, any rafters or anything else above the playing field is available to be caught. A ball which hits the ceiling or any other obstacle, then lands in the infield and subsequently rolls foul is deemed a foul ball.
5. 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.
6. Any ball which becomes lodged in the ceiling or any other obstacle in fair territory will be ruled a single.
7. The infield fly rule will not apply in Wiffleball.
8. Any ball which hits any part of the wall in fair territory on a fly is played as you would any other ball off the wall.
9. Any ball that hits the net above glass and above the goal. Even if the ball hits off a banner, backboard, or wall, if the ball makes it to the net without hitting the ground it is a homerun.
10. If a team chooses to use their own bat, they may do so long as the other team is allowed to use the opponent's bat as well.
11. Any ball hit down the first baseline that goes out of play will be ruled a single.

Rule 7: Substitutions

1. All players must sign in with the Supervisor before they can play.
2. Base runners cannot lead off or steal bases. The runner cannot leave a base until the pitch is contacted by the batter.
3. 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.
4. 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.
5. 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.
6. 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).
7. Sliding is not allowed. A violation of this rule will result in the runner being out.
8. The ball may not be thrown at the base runner to get them out. If this occurs, the ball will be live and will result in a one base error. (Ex: A runner going to first gets second).
9. If the runner makes contact with a base and the base slides, the runner is safe if it occurred before the tag or putout.
10. 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.

<u>Rule 8: Overthrows</u>

1. All runners will advance one base if the ball goes out of play.

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.**