

Whitworth Intramurals: Wiffleball Rules

Wiffleball Rules

Teams: Players must sign up through Fusion IM and be registered and paid to be eligible to participate. No exceptions.

Game Time: Both teams must have a minimum of one representative on the court/field at game time. Teams must meet the minimum roster requirements by 5 minutes after the scheduled game time.

Minimum Roster Requirement: 4 players

Maximum Roster Requirement: 12 players

Game Structure:

Games played to 5 innings or 30 minutes, whichever comes first.

Championship games do not have a time limit

Field Specs:

- Bases will be paced approximately 15 paces apart, with the pitcher's mound located approximately 12 paces from home plate.

Equipment:

- Umpires will provide balls and bats. All fielders must play barehanded. No gloves or hats can be used to field balls.
- No baseball or softball bats are allowed to be used. Only plastic wiffleball bats will be allowed.
- Closed-toed shoes required. Molded plastic/rubber cleats are legal. Metal spikes are illegal.

Scheduling:

All games will be scheduled on Fusion IM for The Loop. Please see "Section 7" of the IM policy regarding rescheduling, defaults, forfeits and no-shows. Be sure to update your team time preferences prior to the start of the season.

General:

1. Teams will be asked to fill out a line-up card (provided by referees) prior to game time.
 - a. Line-up cards must be followed for batting order.
 - i. "Late comers" can be added to the lineup without penalty, but the player must be added to the end of the lineup, and the umpire must be informed.
 - b. Players changing positions does not need to be communicated to the umpires, only substitutions in the batting order.
2. Games will be played with general baseball/softball ruling, with minor adjustments listed below.
3. Teams are not required to field a catcher but are responsible for covering home plate on their own in the case of a play at the base.
 - a. An umpire will only act as catcher for normal pitching, they will not catch out pop up foul balls and will not cover home plate to make a play on a base runner.

Pitching:

1. Teams will pitch to their own players.
2. Pitchers are allowed to throw either overhand or underhand.
3. Pitchers shall keep one foot in contact with the pitcher's plate until the ball is released.
4. Each batter gets a maximum of 3 pitches unless the third pitch is fouled off, in which case the pitcher will throw one more pitch. If the batter allows the third pitch to go by, that batter will be out.
5. Pitchers are required to make ordinary effort to make a play on a ball hit to their area (even though they will throw their player out).

- a. Any refusal to make effort or intentionally missed throw will result in the base runner being called out and the pitcher being substituted out of that position for the remainder of the game.
6. Teams will be given 8 warm-up pitches at the beginning of the first inning, and then are allowed 3 warm-up pitches every inning after.
 - a. New pitchers are allowed 5 warm-up pitches when they enter into the game.
 - b. Warm-up pitches can be reduced in number or denied at the discretion of the umpire.
7. No foul tip outs.
 - a. A foul ball must reach a minimum height of 6 feet in order to be considered playable for an out.

Batting:

1. Bunting is illegal. Any attempt to bunt will result in an automatic out.
2. Batters must always have both hands on the bat when swinging. The penalty for swinging with one hand is an automatic out.

Base Running:

1. Base stealing is not allowed.
2. Runners are not allowed to lead off.
 - a. All runners must have one foot on the bag until the ball crosses the plate and must return immediately on a ball not hit by the batter.
3. Sliding IS legal. However, sliding is not allowed at home plate and will result in an automatic out

Overtime:

1. Regular season:
 - a. A hit off will occur. Each team will select two hitters. The hitters will attempt to hit the ball the farthest. The team with the farthest hit ball will win.
2. Playoffs:
 - a. Extra innings will be played until a winning team can be determined.

Blood Rule:

Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member has the authority to remove the player. If by removing the player who is bleeding the team falls below the minimum number necessary to play, then the following will apply: The game clock will stop and five (5) minutes will be allowed for the player to stop the bleeding. Any blood on the court must be removed using proper methods and bloodied clothing must be changed. AN INTRAMURAL STAFF MEMBER MUST APPROVE THE PLAYER TO REENTER AND HAS THE AUTHORITY TO PREVENT REENTRY. Players who refuse to leave the game due to bleeding could potentially face suspension.

Protest Policy:

Teams have the option of protesting any application or misinterpretation of a rule. No protest of a judgment call will be considered. When a team requests a protest, they must call a timeout and the game must be stopped and no further game action should continue. The concern must be brought to the attention of the referees, who will check the ruling, have deliberation and then make a decision. If the call is overturned, the team is not charged with a timeout. If the initial official's ruling is upheld, the team is charged with a timeout. Game play will then continue as normal. If the team determines to continue challenging the call, a formal request can be made by filling out the Protest Form and submitting to the IM coordinator *within 24 hours of the game*. See the Participant Manual posted on the Whitworth Intramurals website or by speaking to an IM staff member.



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