



Wiffleball Rules 2007-2008

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

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

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.

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.

Location and Field

All games will be played in Weaver Gymnasium. Bases will be 35 ft apart and the pitching mound 20 feet from home plate.

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.

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.

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.

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 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.

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 overthrows 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.