

WIFFLEBALL RULES

All intramural participants are responsible for their own medical expenses. Any student unsure of his/her physical condition should check with his/her family physician or the University's Health Center before participating in intramurals.

The officiating will be done by student workers who are in absolute control of the game. Teams are responsible for keeping their own spectators under control. Misconduct of spectators, players, or coaches can result in ejection or forfeiture of the game. The student workers shall have the power to make decisions on any matters or questions not specifically covered in the rules.

FORFEIT TIME IS THE SCHEDULED STARTING TIME

Home team will be determined with the toss of a coin.

1. Players and Substitutes

1.1 Roster limit is 10. A team consists of eight (8) players, but may start with six (6) players. A team must have six players on the field at all times. Teams may be all women, all men, or mixed.

1.2 In order to receive a forfeit win, a team must have its line up on the score sheet and eight players on the "field".

1.3 Substitutions must be reported to the scorer before entering the game. Substitutions are allowed to enter the game at any time.

1.4 All players must wear non-marking rubber-soled athletic shoes.

1.5 Varsity rule is in effect. No more than four players may be varsity baseball and/or softball players. All four varsity players may be on the field at once.

2. "Field" Markings

2.1 The officials will inform the team captains about the official lines on a particular playing area.

3. Length of Game and Timing

3.1 A regulation game consist of a maximum of seven innings with no minimum number of innings to be played in the time limit. No innings will start after 30 minutes of playing time having elapsed. If an inning is started, it must be completed. There will be no warm-up time given to either team because of time limit. Teams should warm up on the sidelines prior to their scheduled times. Championship games shall be seven innings in length, with no time limit.

3.2 If a fifteen (15) run difference occurs during a contest and the trailing team has batted through its order once, the game will be stopped and considered a complete game. If the home team is trailing at this point, the full inning must be completed. A minimum of 3 innings must be completed in order for the fifteen (15) run rule to take effect.

4. General Rules

4.1 There is no umpire behind the plate - only base umpires.

4.2 Pitching - The team at bat uses its own pitcher to pitch to his teammates. Only two pitches are allowed. The pitcher cannot field or interfere with the ball after it has been hit.

4.3 Hitting - Any swing at the ball must result in a fair hit or the batter is out. A strike or a foul ball is an out. The batter may decline to swing at the first pitch, but must swing at the second pitch or be declared out. Bunting or chopping the ball is not allowed and will be declared an out. Any ball that hits foul, then bounces back into play is considered foul and the batter is out. Throwing

the bat is illegal and the batter is declared out.4.4 No Stealing - runners may not leave the bases until the batter hits the ball.

4.5 Sliding is illegal. The batter will be called out.

4.6 Players may or may not use gloves as desired.