

Wiffle Ball

1. Players

- a. A team will consist of 7 players.
- b. A team may start and play with as few as five 5 players.
- c. Each team must field a catcher, regardless of the number present.

2. The Game

- a. A game consists of 5 innings or 30 minutes, whichever comes first.
- b. No new innings can begin after the 30 minute time limit has expired.
- c. The choice of "home" and "visitor" will be decided at game time.
- d. The batting order must be listed on the score sheet prior to game time.
- e. There is a 10 run limit per team per inning.
- f. A "Mercy Rule" will be in effect.
 - After the 3rd inning, if a team has a 15 run lead and the team behind has had its turn to bat, the game will be ended.
 - After the 4th inning, if a team has a 10 run lead and the team behind has had its turn to bat, the game will be ended.

3. Pitching

- a) Teams pitch to their own team members.
- b) 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.
- c) The pivot foot must remain in contact with the pitching rubber until the ball leaves the pitcher's hand.
- d) A pitch must be underhand.
- e) Pitchers must not intentionally interfere with a batted ball. If a ball is hit off of the pitcher, the pitcher must immediately move away from the ball to not interfere with the play.

4. Batting

- a) Batters receive 3 pitches to hit. If they fail to hit the ball fairly in 3 pitches, they are "out".
- b) A foul ball on the third pitch will be an "out".
- c) Bunting is not allowed.
- d) The ball can not make contact with the ground before being hit.
- e) If a ball hits a wall or basketball goal in fair territory, it is considered a live ball. Balls that hit any of the above will not be eligible to be caught for an "out".
- f) If a ball hits the ceiling in fair territory, it is considered a live ball.
- g) A ball that hits the ceiling can be caught for an "out".
- h) Homeruns:
 - If a ball is hit anywhere over the railing of the track in fair territory will be considered a homerun.
 - The team that hits a homerun is responsible for retrieving the ball.

5. Substitutions

- a) The captain making substitutions shall notify the supervisor of any changes.
- b) Players arriving late must sign in with the supervisor before they can play.

6. Re-entry

- a) Players may enter the game as many times as they want.

7. Base Running

- a) Runners can't lead off or steal bases. The runner can't leave a base until the pitch is contacted by the batter.
- b) 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.
- c) 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.
- d) A base runner may not charge into a fielder hoping to dislodge the ball. The runner will be called "out", and if the action was flagrant, ejected.
- e) 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)
- f) Sliding is not allowed. Any violation of this rule, other than accidental, will result in an out.
- g) 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).
- h) If the runner makes contact with a base and the base slides the runner is "safe" if it occurred before the tag or putout.

8. Overthrows

- a) There is no overthrow rule. Runners may advance at their own risk until the play is called "dead" by the supervisor.

9. Appeals

- a) An appeal occurs when a player requests a ruling on whether or not a runner touched a base, and at that time the supervisor will make a decision.
- b) The appeal must be made before the next pitch.

All rules are subject to change by the Program Director for Intramural and Club Sports.