

INTRAMURAL WHIFFLEBALL RULES

The World Whiffleball Championship will utilize the same rules used in Major League Baseball's National League, with the following exceptions:

RULE DIFFERENCES

Team Rosters:

Rosters are limited to 25 individuals. Teams may add players up to the point that (1) the roster limit has been reached or (2) until the roster addition deadline has passed. A player must have played in at least one regular-season game to be eligible for the post-season playoff tournament.

RULE 1 PLAYING PROCEDURES

SEC. 1 Team Requirements

Whiffleball will be played between two teams of 5 players. All teams must have at least five players on their roster. Teams unable to field at least 4 players at anytime will be given a forfeit.

SEC. 2 Substitutions

The batting order is to remain the same throughout the entire game. Defensive substitutions may not be made in the middle of any inning. If a substitution is made, the player substituted for will not be allowed to re-enter the game.

SEC. 3 Aztec Recreation Center Membership

Prior to all games, participants must sign a participation agreement. This agreement is located on the reverse of the score sheet. The Team Captain is responsible for monitoring the completion of his/her team's participation agreement. No player may participate in any Intramural Sports contest without prior purchase of an Aztec Recreation Center membership or Day Use Pass.

ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS! NO I.D., NO PLAY!

SEC. 4 Equipment

All bats used in league play must be regulation, yellow WIFFLE® bats. They may not be altered in any way, however they may have plastic tape on the handle. Balls must be WIFFLE®, baseball size. All shoes must be flat-soled (no cleats, turf shoes, or shoes with ridges, heels or exterior arches). No gloves will be allowed for players in the field.

SEC. 5

Length of Game

A regulation game shall consist of seven innings or 50 minutes, whichever comes first. No new inning may start after 50 minutes

SEC. 6

Extra Innings

Tie games will remain a tie during the regular season. In tournament and playoff games extra innings will follow a tied game. Each team will begin its half of all extra innings with two outs. The last batter from the previous inning, (whether finished with his, or her at bat), will go to 3rd base and the next batter will bat first.

SEC. 7

Mercy Rule

If at the end of any the 5th inning a team leads by 15 runs or more, the game will be over. If the home team leads by 15 or more runs at any time during the bottom half of the 5th inning, the game will be over.

RULE 2

THE GAME

SEC. 1

Pitching

Each team will pitch to themselves when they are at bat. Pitches are allowed to be overhand or underhand at any speed. If the pitcher is struck by the ball after the hitter swings, then the person at bat will be called out (on the fly or on the ground). The pitcher should try to avoid the ball at all times. If, in the umpire's opinion, the pitcher interferes with any part of a defensive play, the umpire may call out a runner or batter.

SEC. 2

Batting

There will be no balls, walks, or called strikes. Batters may strike out swinging. Batters may choose not to swing at any pitch. Hit batters will not advance. One-handed batting will not be allowed. There is a maximum of three pitches per at bat, regardless of what happens on the third pitch, unless the ball is put into play, the person at bat will be called out. Everyone signed in on the roster will be allowed to bat, once a batting order has been established, the teams may not deviate from their original batting order.

SEC. 3

Bunting

Bunting is not permitted. An intentional bunt will result in a dead ball and the player being called out.

SEC. 4

Intentional Walks

Intentional walks are not permitted.

SEC. 5

Foul Balls

Foul balls may be played off the wall and caught for outs. The ball is still considered foul if it hits the wall in foul territory and then lands in bounds.

SEC. 6 **Infield Fly Rule**
The infield fly rule will **NOT** be in effect.

SEC. 7 **Base running / Stealing**
Batters may not steal 1st base after the catcher drops strike three. **Base runners may not lead off of any base; nor may they steal any base.** One foot must be in contact with the bag at all times until the ball is hit. Runners must tag up when a ball is caught on the fly with less than two outs.

SEC. 8 **Pegging**
Fielders may throw the ball at runners. Runners struck below the neck will be out, and play will continue. Runners hit below the neck with a thrown ball which first hits any player, a base, or the ground first, will be out. No malicious acts will be allowed (ie, throwing a ball hard when the player could have easily been tagged out), first time administer a warning, the second time results in an ejection.

SEC. 9 **Runner / Ball Contact**
Base runners in contact with a base that are hit with a batted or thrown ball will be safe. Base runners between bases hit with a batted ball will be out.

SEC. 10 **Homeruns**
A ball that has been struck on a fly to the opposite curtain will result in a homerun. Also, if the ball bounces and hits the back curtain, no ground rule double will be called, just play the ball as if it bounced off the side curtain. Once a homerun has been called, then the ball is dead and may not be caught for an out.

RULE 3 **GAME SITUATIONS**

SEC. 1 **Slow Play**
Slow play may cause games to run long. The Supervisor may, at their discretion, shorten games by informing captains that the game being played will end at the end of any inning.

SEC. 2 **Rafter Rules**
Balls striking the sides of the walls (including the scoreboard) in the black area will be considered *in play*. However, once a ball strikes one of the actual rafters or lighting fixtures on the ceiling of the gym, the player will be called out.

SEC. 3 **Curtain & Wall**
Balls striking the curtain or wall of the gym will be considered in play. If the ball is caught while in the air after the ball has struck a wall or curtain the player will be called out.