

# Intramural Wiffleball Rules

The following set of rules addresses gameplay for intramural wiffleball. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

**Postings:** Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

**Eligibility:** All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf.

All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.

All players must have played in one regular season game to be eligible for the playoffs.

**Pre-Game:** All participants must present a valid Ole Card to participate in any intramural activity.

There will be no exceptions to this policy. If participants do not present valid identification, they will not be allowed to participate in the Intramural activity.

## **No ID, No Play!**

**Equipment:** Teams should wear matching colored jerseys or shirts whenever possible. In addition, all teams should bring a white shirt to ensure there is not a conflict.

No jewelry may be worn.

No cleats are to be worn. Additionally, fielders may not use baseball/softball gloves.

**Forfeits:** To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.

**Timing:** Each game will be 7-innings in length. Unlike baseball, there will be two outs per half-inning, rather than three.



No new inning will begin after 45 minutes of play.

If a game is cancelled due to inclement weather, the score will stand if 3 full innings have been completed.

**Extra Innings:** There are no extra innings during the regular season.

During playoffs, extra innings will be played until there is a winner. During extra innings, the batting team will begin each new inning with a runner on 2<sup>nd</sup> base.

**Mercy Rule:** The mercy rule is 10 runs after the 4<sup>th</sup> inning of play.

**Players:** The game is played by teams of 4 players. Teams must have at least 3 players to begin and continue a game.

While fielding, teams must have a pitcher and up to three fielders. No catcher shall be used.

**Pitching:** For a pitch to be legal, the pitcher must be in contact with the rubber when their forward motion begins. The pitch may be thrown overhand or underhand.

A pitch will be a called strike if the ball contacts the K-Zone after crossing the plate, and it does not hit the ground or plate prior to contacting the K-Zone

The pitcher shall not attempt a pitch before the batter is ready.

The pitcher may declare an intentional walk before any pitches have been thrown. If this is done, the batter gets first base and runners only advance if forced. This is different from an unintentional walk, which is discussed below.

**K-Zone:** The K-Zone is 25" wide by 37" tall. It shall be located 3' behind home plate and 12" off the ground.

**Batting:** Teams may have as many players in the batting order as they wish. However, the batting order must remain the same for the entire game. Players may be removed from the batting order due injury or personal reasons, at the discretion of the umpires.

Batters get a 4 ball – 2 strike count, rather than the typical 4 ball – 3 strike count.

On the second strike, the batter is out. Batters get one courtesy foul ball on the 2<sup>nd</sup> strike. If they foul a pitch off after their courtesy foul, it is considered a strikeout.



On the fourth ball, the batter advances on an unintentional walk. Unintentional walks result in the batter advancing two bases. Other runners advance only if forced.

**Base Running:**

Runners may not leave the base until the batter has hit the ball.

Additionally, there is no sliding allowed. Runners who slide will be called out.

If a ball is thrown out of play, all baserunners are awarded two bases from the time of the throw.

If the next scheduled batter is currently on base, a “ghost runner” will be used. A ghost runner only advances as many bases as they are forced to advance by the runner behind them.

Additionally, a ghost runner does not need to be tagged out. Rather, if a fielder tags the base before all trailing runners are safely on base, the ghost runner is out.

**Interference:**

Any act by an offensive player or team member which impedes a defensive player attempting to execute a play on the ball is considered interference. This will result in the assessment of any outs that may have resulted as judged by the umpire.

If before a fielder has the opportunity to field a fair batted ball, the runner contacts the ball, it is interference. The ball is dead and the runner is out.

However, if the ball contacts the runner after contacting or near contacting a fielder, the play is live and the runner is not out.

**Player Conduct:**

The following situations may result in a warning or an ejection based on the severity of the infraction:

- Verbal abuse or taunting of other players or an umpire.
- A Fake Tag.
- Thrown bat or other equipment.
- Intentionally delaying the game.
- Physical contact with other players or the umpire.
- Violation of the alcohol policy.

