

Bellarmine University Intramural Sports

WIFFLEBALL RULES

ELIGIBILITY RULES

1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

THE GAME

1. There will be a "5 Minute Grace Period". At game time the clock will start and the team who is present will receive 2 runs every minute. At the end of 5 minutes if the opposing team has not shown up the game will be declared a forfeit. The team that is present will win the game 12 – 0 (2 runs at the start of the clock and 2 runs each minute). If a team shows up during the grace period the contest will begin with the score that accumulated during the that 5 minute period (the team shows up 3 minutes late and will be down 8 – 0 and will begin with the top of the 3rd inning).
2. A team will consist of at least 6 players. There will be 6 players in the field at a time in addition to a catcher provided by the batting team. The batting order may have an unlimited number of people as long as the order remains the same throughout the entire game.
3. There are unlimited substitutions as long as there are a maximum of six fielders at one time.

EQUIPMENT AND FIELD

1. The intramural office will provide bat and wiffle balls. Participants must use the bats and balls provided by the Intramural Sports Staff. Anyone using another bat will be declared out.
2. Shoes: all players must wear shoes. Tennis/running shoes are required
3. All fielders must play barehanded. No gloves or hats may be used. Batting gloves are allowed to be worn by a batter.

GAMES

1. A game will consist of five innings or 30 minutes, whichever comes first (no inning will start after 30 minutes of playing time has elapsed). If the game is tied after five innings or 30 minutes, a hit off will take place. One player from each team will attempt to hit the ball as far as possible on the fly. The player that hits the ball farthest on the fly will be declared the winning team.
2. An Intramural Staff member will be at the site to record scores and act as an 'observer.' The teams will call the game – honor system. The teams are responsible for keeping score.
3. If a 10- run difference occurs after the bottom of the 3rd inning (or during the bottom of the 3rd inning with the home team winning), then the game will be over.

PITCHING AND HITTING

1. The hitting team will provide the pitcher.
2. The pitcher can throw overhand or underhand.
3. Each batter gets three pitches. If the batter fails to put the ball in play, he/she will be declared out.
4. No bunting will be permitted. Each batter must take a full and complete swing. Bunting is an automatic out.
5. There will be no base awarded for being hit by a pitch. The pitch will be ruled a ball. The batter does not need to avoid being hit. If it is ruled that a batter leaned into or interfered with a pitch, a strike will be recorded against the hitter.
6. Batters must always have both hands on the bat when swinging. Penalty: automatic out.
7. If a batter intentionally throws a bat, he/she will be called out.

FIELD RULES

1. If the ball is hit into the air and a fielder catches the ball before it touches the ground, the batter is out and all other runners must return to the base they started from.
2. If the ball is hit into the infield and is caught before it touches the ground, the batter is out and all other runners must return to the base from which they started without threat of getting "out." This is a modified infield fly rule.
3. To consider a person "out" one of the following must occur:
 - a) The batted ball must be caught before it touches the ground
 - b) The runner must be tagged with the ball while it is in the hand of the fielder. To be tagged out, the runner must not be on base
 - c) The ball must be securely in the hands of a fielder standing on a base, where the ball has arrived before the runner. This only applies if the runner is forced to run.
4. No stealing will be permitted. If a wild pitch or a passed ball goes out of play, runners may NOT advance. In addition, runners may not lead off bases. Players may not leave the base

until the ball has been batted. An automatic out will result if a player is caught leading or stealing.

5. A runner may over-run first base and home plate only. If the runner does not stop on second or third base, he/she may be caught off base and tagged "out."
6. Base runners advance at their own risk. No bases will be automatically rewarded for over throws. However, if the ball is blocked by spectators or becomes out of reach of the fielders, each runner will advance only one base.

DEFENSE

1. A ball which hits a wall or ceiling in foul territory may NOT be caught on the fly for an out.
2. A ball which hits the ceiling in fair territory may be caught on the fly for an out.
3. A ball which hits the outfield wall on the fly is an automatic homerun.

MISCELLANEOUS

1. Absolutely no sliding. Any base runner that slides will be called out automatically.
2. The Intramural Staff on site have final say in all disagreements.

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