

## CU • STUDENT REC. CENTER INTRAMURALS

### WIFFLE BALL • RULES

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#### FIELD/EQUIPMENT

*All games will be played on the Sewall Field.*

1. The field will look somewhat like a baseball diamond. Bases may be about 45 feet from home with the pitchers' mound being 35 feet away from home plate. The “homerun line” is 125’ from home plate.
2. Shoes must be worn at all times. Metal cleats are not allowed.
3. Softball/Baseball gloves may not be used. No sandals or flip flops will be allowed. Closed toed shoes only.
4. The Intramural Department will provide the wiffleballs and wiffleball bats.

#### TEAMS

1. Only fee-paying students and members of the CU Recreation Center are eligible for Intramurals. Players must bring their Buff OneCard to check-in for every game.
2. Participants may play on only one team. A player must play in at least one of the regular season games to be eligible for the tournament.
3. a) a team will consist of six players or more.  
b) a team may play with five players and still have the game count.  
c) if a team has both male & female players there does not have to be a batting order of male then female....
4. A team may bat as many players as they wish, but must maintain the same batting order.
5. Players may interchange position on and off the field (the batting order remains the same).
6. The fielding team consists of 6 players in the field. They fielders can be placed at any position on the field. The team at bat provides their own pitcher.
7. Pinch runners are only allowed if there is an injury.

#### GAME

1. Game time is forfeit time.
2. A game consists of 7 innings or 45 minutes, whichever comes first. After 45 minutes a new inning is not started.
3. A “coin toss” by the supervisor will be used to determine home team and visitors.
4. A “10 run rule” is in effect after four complete innings; a “15 run rule” is in effect after three innings.
5. A supervisor will be at the site to record scores and act as an “observer”. Teams will call the game – honor system. The team at bat will keep score, transfer the book as the other team comes up.
6. During regular season a game may end in a tie. In tournament play if a game ends in a tie, start with the last batter on 2<sup>nd</sup> base and play an extra inning.

#### PLAY

1. A pitcher pitches to his/her own team. They may not interfere with the further play on fielding a ball. The pitcher should make sure the defense is set before pitching the ball.
2. The pitch may be overhand or underhand.
3. The batter must hit the ball by the third pitch. If the ball is not hit fairly by the third pitch, it is an out.
4. There are no walks.
5. Each team gets three outs per inning.
6. Bunting is not allowed.
7. The ball must pass the 3 foot arc to be considered in play. If the ball is not hit past the 3 foot arc it is considered a foul and included in the three pitch count.
8. Base runners may not ‘lead off’ or ‘steal’ bases. A base runner may leave the base when the batter contacts the ball. Base runners may not ‘tag up’ and advance on a caught fly ball.

9. If a player slides, they will be automatically out.
10. A player may not run more than 3 feet outside the base path line. Doing so to avoid a tag will be an automatic out.
11. The base runner is out if struck by a fairly batted ball that has not passed an infield player excluding the pitcher area.
12. Do not throw the 'wiffleball' at the runner. If this occurs on purpose, the runner advances one base (i.e. Runner going to 1<sup>st</sup> gets 2<sup>nd</sup> base. If there is runner on 2<sup>nd</sup>, they advance to 3<sup>rd</sup>, etc..
13. Base runners are responsible for avoiding all collisions with fielders involved in the play. This includes whether the fielder is fielding, throwing, or catching the ball. If the base runner contacts the fielder, they are out and they may be ejected from the game (supervisor's call).
14. A fielder not involved in making a play is liable to be ejected from the game if they interfere with a runner or cause a collision.
15. A runner may not advance once a throw is made to the pitching mound. If the runner is less than half way to the next base when the ball is thrown he or she must retreat back to the last base.
16. Runners may take only one base on an overthrow.
17. A ball that lands from the air past the home run line is a home run. A ball that rolls over the home run line on the ground is played as an in the park hit.
18. A catch made with the outfielder's feet beyond the home run line is still a home run. (Outfielders can think of the home run line as a wall, that they can run through if the ball is on the ground, but not in the air.)