**Wiffleball**

All standard Intramural Rules apply

Current USSSA Softball rules will govern wiffleball with the following emphasis and modifications. Also, standard Intramural softball rules apply when applicable.

1. A team consists of five players in recreational leagues. A minimum of four players is required to start and continue a game. A team consists of six players in competitive leagues. A minimum of five players is required to start and continue a game. For CoRec, at least two females must be playing at all times.

2. All games will be limited to five (5) innings or thirty (30) minutes – no innings start after 30 minutes.

3. There will be a 12-run mercy rule after three (3) innings; 10-run mercy rule after four (4) complete innings.

4. The batter/runner is out in situations similar to softball (force-outs, pop-outs, etc).

5. All bases that slide away from the spot are still considered to be on the spot. If a runner was safe and the base slides away, the runner cannot be tagged out. If a runner approaches a base that has been moved due to a previous play, that runner does not need to go out of his/her way to find the base. Runners only need to go into the area where the base would have been. This is a judgment call and cannot be appealed.

6. All players must wear tennis shoes. No gloves are permitted. No equipment can be used to field - all outs must be made by hand. For example: no catching fly balls with hats or shirts. Bats and balls are supplied.

7. Each team will pitch to themselves in the recreational league. The defense will pitch to the offense in the competitive league.

8. Every batter will have a maximum of 2 pitches in the recreational league. A foul ball is the same as a swing and a miss. In the competitive league, a batter will continue to bat until he/she reaches base on a hit/base-on-balls or is called out.

9. In the recreational league, if a hit ball strikes the pitcher (from own team) and he/she makes no attempt to get out of the way, the batter will be declared out and the ball is dead. All runners must return to their base. If he/she does make an attempt or simply doesn't have enough time to react, it will be declared a "no pitch".

10. Runners must remain on the base until the ball is hit. There is no stealing.

11. Any ball that is hit above the net or above the division line on the wall (the line between the 2 different color bricks) can be caught in the air before it hits the ground for an out. Any ball that hits the net or below, or below the division line on the wall is still live, unless foul, even if caught before it hits the ground. Players may advance according to normal softball rules. Any ball stuck in the ceiling, or
scoreboard is a one base hit and all runners advance one base. Any ball that hits the ceiling, backboards, net, walls, etc. in fair territory will remain a fair ball no matter where it rebounds.

12. A batted ball that hits the wall, net, or ceiling in foul territory before the ball becomes a legal fair ball (rebounds or bounces fair), will always remain a foul ball.

13. A fair ball hit above the bar in the curtain barrier is considered a Home Run. A fair ball that hits below the bar in the curtain barrier is live and can't be caught for an out even if before it hits the ground. A ball hit in the outfield that rolls out of the field of play (around or under the curtain barrier) is considered a ground-rule double.

14. A fair ball hit through the net or into the net and stays is considered a ground-rule single.

15. Sliding by the baserunner is NOT permitted.

16. No bunting or chop swings. The ball must travel past designated line, or the ball will be declared foul.

17. No "pegging or burnouts" of runners.

18. The batter must swing with TWO hands on the bat. If the batter swings with one hand, the result is an out.

19. There is NO infield fly rule in wiffleball.

20. Defensive teams may align themselves anyway they would like.

21. For games played in the Main Gym, a ball that goes over the top hand rail and lands on the track is considered a home run. A team is allowed 3 of these per game. Any homeruns after the 3 are considered an out. A ball that travels in between rails and lands on the track is considered a ground-rule double.

22. Any ball that comes to rest in the bleachers of Court 4 in the Main Gym is considered a dead ball and all runners will get 2 bases from the time of the HIT. Any ball that comes to the rest in the window bench is considered live, as if it is on the ground.

23. Any ball that goes past the dropped curtain is considered dead and all runners will get 2 bases from the time of the HIT/THROW.

**Competitive specific rules - all rules above apply except with the following modifications:**

**Pitching:**

When pitching, the pitcher's pivot foot must remain in contact with the pitcher's rubber until the ball leaves the pitcher's hand.

Batters will begin with a 0-0 count, with 4 balls resulting in a base-on-balls and 3 strikes resulting in a strike-out. Batters are permitted unlimited foul-tips to extend their at-bat.

A called strike will be determined by hitting a target located behind home plate. The ball may not contact the ground prior to hitting the designated strike zone.
Once the ball is in the pitcher’s possession he/she has 10 seconds to release their next pitch. After that time, an automatic ball will be called.

All pitches must be thrown with moderate effort which is determined by the umpire’s discretion.

A batter hit by a pitch will not be granted first base. The pitch will be counted as a ball.

**Homeruns:**

For games played in the Main Gym, a ball that goes over the top hand rail and lands on the track is considered a home run. A ball that travels in between rails and lands on the track is considered a ground-rule double.

There are an unlimited amount of homeruns allowed in a game.