

Wiffleball

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

General Rules

- All teams must show up and be checked in by their designated game time.
- Grace period: 5 mins max. If a team has at least 1 participant signed in at game time, but not enough to play, the team will be given 5 mins to get enough players. If after 5 mins, the team is still short players, the game is a forfeit. If the teams gets enough to play before the 5 mins is up, the game will begin, and the other team will be awarded 2 runs. The game clock will reflect the amount of time elapsed for the grace period. If no players are signed in at game time, there is no grace period, and the game is declared a forfeit. No exceptions.
- Players must show their Panther Card or a government issued photo ID to the Intramural Sports staff to sign-in for each game. Players without a valid form of ID will not be allowed to play
- Sportsmanship:
 - A player may be ejected at any time at the discretion of the officials, scorekeeper, or supervisor.
 - If kicked out of a game the player automatically must sit out at least the next scheduled game. The player and team are also subject to further suspension/discipline depending on the judgment of the Intramural Director. If a player is ejected from a game, that player must meet with the Intramural Director before being allowed to participate in further games. It is the player's responsibility to schedule the meeting with the Intramural Director. The meeting must take place in the Director's office the next day at the earliest.

Teams

- A team consists of five (5) players.
- A minimum of four (4) players is required to start and continue a game.

Equipment

- Close-toed, non-court marking athletic shoes are required
- Athletic attire is required
- All equipment, i.e. bats and balls, will be provided by GSU Intramurals
- Players are not allowed to use gloves

Timing

- Game time is five (5) innings or thirty (30) minutes, whichever comes first
- No new innings will be started after the thirty minute time period is over
- Mercy Rule
 - 12-runs after the third inning
 - 10 runs after the fourth inning
- Overtime Rule

Gameplay

- Players will start with a 1 ball and 1 strike count
- A called strike will be determined by hitting the designated target behind home plate before hitting anything else, i.e. the ground or the batter or if a player swings and misses the ball
- Players are not allowed to bunt or slap bunt. The ball must cross the designated line of play, or it will be considered a foul.
- A ball caught in foul territory before touching anything is considered an out. A ball caught off a bounce or the wall is not an out.

- There is no infield fly out rule
- The offense can get out in the following manners
 - Strike out
 - Pop fly caught by the defense
 - Force out, similar to softball
 - Tagged while off base
- Pegging is not allowed
- Runners must remain on a base until the ball is hit; there is no stealing
- Runners are discouraged from sliding feet first, but it is allowed. If the runner initiates contact with a defensive player, the runner will be called out.
- **SLIDING HEAD FIRST IS NOT ALLOWED**
- If a base slides away from the spot, the runner must tag the space that base occupied. A runner cannot be called out if the base has moved from its position.
- Main Gym
 - A ball that goes over the top hand rail and lands on the track is considered a home run.
 - A fair ball hit above the bar in the curtain barrier is considered a Home Run
 - 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.
- Omni-Gym
 - If the ball hits the ceiling or any item connected to the ceiling, the ball will be considered a foul
 - If the ball hits above the division line on the wall (the horizontal line between the different colored bricks) the ball is a homerun
 - If the ball hits the wall below the division line, the ball is still in play, but is not an out if caught off the wall.
 - Any live ball stuck in the net, scoreboard, or ceiling is considered out of play. Runners will advance one base.
- 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.
 - A called strike will be determined by hitting the designated target behind home plate before hitting anything else, i.e. the ground or the batter
 - All pitches must be thrown with moderate effort which is determined by the umpire's discretion.