

WIFFLEBALL RULES

PLAYERS & EQUIPMENT

1. Each participant must present a current CSU student or faculty/staff ID card in order to be eligible to participate.
2. Each team shall consist of six (6) players. Each team must have a minimum of four (4) players in order to begin a game. **Co-Rec** teams need at least two (2) males and/or two (2) females to be a legal team.
3. Game balls will be provided for each game.
4. **Shoes:** Tennis shoes are the recommended footwear. No black-soled shoes that may mark the floor are permitted. Sandals, street shoes, combat boots, or hiking boots are not allowed. No player will be allowed to participate in bare feet.
5. **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn during play. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
6. There will be no hats, bandanas, or hard barrettes worn during play. Cloth (elastic) bands may be used to control the hair.
7. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any hard material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
8. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

GAME FORMAT

1. EQUIPMENT

- A. The official Wiffle Ball (baseball size) shall be used.
- B. All defensive players must play barehanded. No gloves are to be worn by defensive players.
- C. Only bats supplied by the Intramural Sports Program are to be used.
- D. Bases are to be set up 45 feet apart.

2. TIME FACTORS

- A. A regulation game will be seven (7) innings in length.
- B. A game need not be seven (7) innings for it to be legal.
- C. NO new inning may begin after 40 minutes have elapsed from the start of the game.
- D. Semi-final and Final games will have no time limit.
- E. At the discretion of the Field Supervisor or umpire, games may be terminated at the end of a half inning when there is a great difference in the score and continuance of play interferes with the start of the next game.

3. TIE GAMES

- A. During the regular season, ties will not be resolved, and each team will be credited with a win.
- B. During tournament play, if the time limit has passed and the teams remain tied, the following tie-breaking procedure will be used:
 - a) Each team will begin their half of the inning with a runner at second base.
 - b) This runner shall be the last batted out from the previous inning.

4. PLAYERS

- A. A regulation team consists of 6 players.
- B. A team will position 6 players in the field. Defensive positions are set at the discretion of the defensive manager with at least one fielder at the catcher position.
- C. A team needs 4 players to begin and/or continue a game.
- D. If a team is going to bat more than 6 players, they must all be present and listed on the scoresheet prior to the start of the game and any substitutions made after the start of the game must follow Official Softball Rules.

- E. If a team begins a game with less than 6 players and additional players arrive after the start of the game, the line-up may be filled out only by adding on to the existing line-up.
 - F. If, for any reason, a player must leave the batting line-up, the substitute must be a person who has not yet batted. If no qualified substitute is available, an out shall be declared each time the vacated position in the batting order comes up.
 - G. *NOTE: Please see Co-Rec Modifications for Co-Rec Play*
5. PITCHING
- A. Teams will pitch to their own batters.
 - B. A pitch will be delivered with an underhand motion.
 - C. The pitcher will not have any defensive responsibilities but must avoid interfering with defensive players attempts to play a ball. If a batted ball hits the pitcher, the batter will be declared out, the ball is dead immediately, and all runners must return to the bases occupied at the time of the pitch.
 - D. Each batter will receive a maximum of three pitches to hit. If after the third pitch, the ball is not put into fair play, the batter will be declared out. (i.e. If on the third pitch, the batter does not swing or hits a foul ball, he/she is out.)
6. SCORING
- A. Teams are responsible for the keeping of scores. It is advised that teams check the score following each half inning.
 - B. **Mercy Rule.** If a team is winning by 12 runs or more after 5 innings of play (4 1/2 if the home team is winning), a mercy shall be called, and the game shall end.
7. GROUND RULES
- A. Any ball hitting an overhead obstruction that is over foul territory is a foul ball and may not be caught for an out.
 - B. Any ball hitting an overhead obstruction that is over fair territory and lands in fair territory is a fair ball. Balls hitting an overhead obstruction over fair territory may be caught for an out.
 - C. The following hits will be declared home runs:
 - a) Any fair ball hitting the field dividers (curtains) above the blue section on the fly.
 - b) Any fair ball hitting the gym wall above the base of the gym windows extended.
 - c) Balls which first hit an overhead obstruction and land in home-run territory are live and in-play.
8. OTHER IMPORTANT WIFFLEBALL RULES
- A. All calls (fair/foul, out/safe, etc.) will be made by the defensive team. If teams cannot agree on a call, the supervisor shall be called in and a coin flip will be conducted to make the call.
 - B. Bunting is not allowed in wiffleball. Result: Batter is out.
 - C. Base stealing is not allowed.
 - D. Runners cannot leave their base until the pitch crosses home plate.
9. CO-REC MODIFICATIONS
- A. Line-up
 - a) Co-Rec teams will consist of 6 players (3 men and 3 women).
 - b) At least 4 players are needed to start a game. In this situation, 2 females and 2 males are required.
 - c) Teams may play with fewer number of either sex but any break in the batting order of male-female batters will result in an OUT. Example: 4 men; 2 women--- M, W, M, W, M, OUT, M, OUT.
 - d) With equal numbers of men and women (2 men and 2 women) no out would be awarded.
 - e) The batting order must be set with all team members alternating (male/female) until the alteration is affected by the odd number of players with the resulting outs coming at the end of the batting order.
 - f) Any number of players may be included in a teams batting order as long as the above conditions are met.
 - A. Fielding
 - a) There will be total free substitution of players in the field on defense.
 - b) At no time will there be more than three (3) men or three (3) women on the field.
 - c) There can be no more than 6 players fielding.