Wiffleball Rules

The following is a summary of rules and regulations for Intramural Wiffleball. It is not the complete set of rules but includes those rules most frequently in question. All other rules are deferred to the National Wiffleball League Association rulebook. Some alterations may have been made specifically for WWU Campus Recreation. A complete list of our policies and procedures can be found in the Intramural Sport Participant Handbook. Questions can be directed to the Intramural Sports Office during normal business hours at intramurals@wwu.edu.

All participants must have their physical WWU ID in order to participate in any and all Intramural Sports. Please read the Intramural Participant Handbook for more participation policies.

Facility

All Intramural Wiffleball games are played inside the Wade King Recreation Center in the MAC Gym. Your game schedule on IMLeagues will indicate which playing surface you will be playing on. Should you need assistance locating your game, please ask the on-duty building staff at the Wade King turnstile entrance. The address for the Wade King Recreation Center is: 1880 Bill McDonald Pkwy, Bellingham, WA 98225

Teams

No Intramural Wiffleball team can have more than 2 players that are on a baseball/softball club roster on their intramural roster. They also cannot have any players who are on the varsity roster for that specific sport. Please read the Intramural Participant Handbook for more participation policies.

Open

Teams consist of 5 players with a minimum of 3 required to start the game. A team can have a maximum of 10 players on their roster. There are no gender requirements for open games, all are welcome to participate together!

Updated: 9/01/2021
**Equipment**

A player wearing illegal equipment may not be permitted to play. This applies to any equipment which, in the opinion of the Intramural Sports staff, is dangerous or confusing. Types of equipment or substances which will always be declared illegal include:

- Jewelry
- Hats of any kind
- Exposed metal
- Hard plastic braces or casts
- Non-closed toed or non-athletic shoes
- Jeans or other non-athletic apparel
- Anything the onsite supervisor deems as unsafe

**Gameplay**

**Teams**

Teams may have a maximum of 10 players on the roster. Five players may bat but only three are allowed to be in the field (ie: one pitcher, two fielders).

- Substitutions for fielders and batters can only be made in-between innings unless an injury occurs.
- Batting out of order is ruled as an out.
- Pitcher must face one complete batter before being replaced.

**The Game**

- Five innings equals a complete game.
- Ten-run “mercy rule” applies for each inning.
- Two outs allowed per inning for each team.
- Three balls equal a walk and two strikes count as an out. A foul tip that hits the strike zone on the second strike is an out.
- In extra innings, both teams will start the inning with the bases loaded. This format takes place immediately after the end of the fifth inning.

**Game Situations**

- Any fly ball caught in the air is an out. There is no infield fly rule.
- A foul ball cannot spin back into fair territory.
- A ground ball fielded before stopping or crossing the singles line is an out. Bobbling a grounder is OK as long as it doesn’t hit the ground.
- A ground ball that comes to a complete stop before being fielded is a hit.
- If a ground ball is dropped by a fielder in front of the singles line, it will be ruled a single.
- Fielders can try for a double play if there are no outs and a runner on first. To do this, a fielder must pick up an infield grounder cleanly (no bobbles and before the singles line) and then complete a throw that hits the strike zone. This must be done in a continuous motion. A delay in the throw will result in a ground out. A ball that misses the strike zone on a double play will be considered a dead ball and runners may not advance.

**The Batter**

- The batter may switch sides at any time in the count. The batter must notify the pitcher before doing so, otherwise the pitch will be called a strike.
- Any batter interference with the pitch will be called a strike.
- There is no hit batsman rule. The pitch will be called a ball.
- Batters must bat in the order that originally started. Any variation of this will result in an out.

**General Rules**

- Reporting the official score will be the responsibility of the winning team’s captain.
- Coin toss will decide the home team.

Updated: 9/01/2021
• Teams must play all scheduled games. Failure to do so will result in forfeit.
• All teams and players will adhere to all rules of the league. Any violations may result in ejection from the game and/or league.
• No alcoholic beverages will be permitted at the league.

Field Specifications – distance from home plate:
• Pitcher’s mound: 40 feet
• Singles line: 45 feet
• Doubles line: 65 feet
• Triple line: 80 feet
• Outfield fence: 90 feet

Injury and Blood Rule
Campus Recreation does not provide accident insurance coverage for injuries received by Intramural Sports participants. Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. Campus Rec Intramural Sports assumes no responsibility for injuries. However, basic First Aid will be available.

A player who is bleeding, has an open wound, or has any amount of blood on his/her uniform or on the player shall be considered an injured player. No player will be permitted to enter or reenter the game as long as there is blood on his/her jersey or uniform.

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

*Intramural sports staff has the right to withhold a player from play*

Sportsmanship
The Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after an Intramural Sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with their team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it.

At the conclusion of each contest, the Intramural Sports staff present will assign each team a Sportsmanship rating based on a grading scale of “1-5”. These assignments are nonnegotiable and will not be changed after being entered into IMLeagues.

5 pts- Above and Beyond Conduct and Sportsmanship: Players work to create a fun, inclusive, and welcoming space for everyone on the field/court. They keep a positive attitude and ensure their pace is clean after their game. These teams embody what Intramural Sports strives to be through good sportsmanship and friendly competition. They show no descent towards any of the intramural sports staff or participants and go above and beyond what is asked of teams.

4 pts- Good Conduct and Sportsmanship: Players cooperate fully with the officials and Intramural Sports staff. The captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner. The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers, spectators and Intramural Sports staff.
*Teams who default will receive a 4-sportsmanship rating

3 pts- Average Conduct and Sportsmanship: Team members complain about decisions made by the Officials and/or show minor dissention. Team members show minor disrespect to someone involved in the contest.

Updated: 9/01/2021
2 pts - Below Average Conduct and Sportsmanship: Team shows verbal dissent towards officials and/or the opposing team. Captain exhibits minor self-control and little or no control over their team.

1 pts - Poor Conduct and Sportsmanship: Players constantly comment to the officials and/or opposing team from the playing area or sidelines. Team captain has no self-control and no control over their team's actions.

0 pts - Very Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no control over teammates and/or themselves.
* Teams who no show
* 3 Unsportsmanlike infractions or game forfeiture.

Any player that is ejected during an intramural sports game will be removed from the game. Please see the ejection process outlined in the Intramural Sport Participant Handbook to review the process of returning to play.