

**STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY**

**INTRAMURAL WIFFLE BALL HOMERUN DERBY**

- 1) **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
- 2) Each participant will have 20 swings to hit the wiffle ball off of a tee at one end of the court to accumulate as many points as possible.
- 3) Participants may choose to provide their own pitcher and have the ball thrown to them. The scorekeeper will not be eligible to pitch to batters. When a batter has a pitcher, each pitch will count as a swing regardless of if the batter swings at the pitched ball or not.
- 4) If the ball lands half court and the opposite free throw line extended, the participant will be awarded 1 point. If the ball lands past with free throw line extended without hitting the track, it will be worth 2 points. Any ball that hits the track will be worth 3 points.
- 5) An out is any ball that does not make it past the half court line, or is a missed swing.
- 6) Any ball that hits the upper apparatus will be worth the point total of where it lands. (If it lands before the free throw line extended it is worth 1 point and 2 points for anything past that line.)
- 7) Balls must land within the sideline boundaries of the basketball court to be scored. Balls landing outside these lines will be considered a “foul” ball and not be scored.
- 8) The participant with the highest point total at the end of the event wins the homerun derby.
- 9) The first tie breaker will be the highest number of homeruns hit (balls that hit the track). The second tie breaker will be swings that result in points.
- 10) Each day of the competition, we will award Intramural Championship T-Shirts to the first three participants to hit the target on the track. (Limit one per participant.)

Revised 06/2019