

STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY
INTRAMURAL WIFFLEBALL RULES

Location

- Games will be played in the Indoor Athletic Facility, across the street from the SRWC to the south.

Schedule

- Regular season will be played for 3 consecutive weeks at your scheduled day and time. Playoffs for qualifying teams will follow the regular season. Days and times may vary from your regular season during playoffs.
- If your team is unable to make your game contact the Intramural Office at 785-670-1314 by 3:00pm the day of your game to default.

Eligibility

- 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.

Players

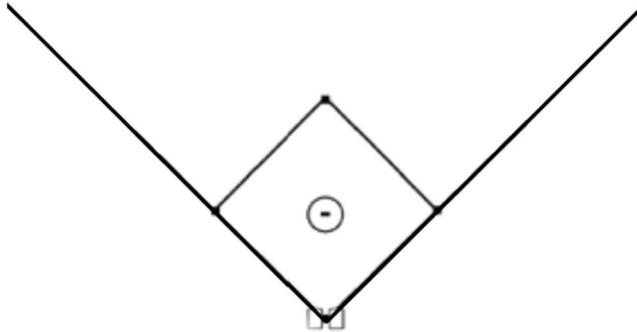
- Each team will consist of five (5) players. Game time is forfeit time. Teams must begin the game with a minimum of three (3) players.
 - Players may be distributed in the field in any way.
 - If teams are playing with fewer than five players, each missing player is recorded as an "out" when it is his/her turn to bat.
 - Wiffleball will be played in an "Open" format, meaning
- Teams must have a minimum of five (5) players registered on IMleagues to be entered into the league.
- Players may be added to the roster via IMLeagues, before the end of the regular season. Roster addition instructions are available at the SRWC or online at www.washburn.edu/getfit.

Equipment

- Bats, balls, and bases will be provided by the SRWC.
- No jewelry is permitted.
- Head decorations, headwear, hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- All players must wear athletic shoes with non-marking court soles. Hard sole shoes or sandals of any kind will not be permitted.
- All teams must wear the same color shirts or jerseys. Jerseys will be provided if needed.

Gameplay

- **The Playing Field**



- Played on the turf football field.
 - Foul territory is anything outside of the first and third base line.
 - Balls may not be caught for an out after hitting the poles, walls, or nets.
 - If a thrown ball goes past the curtain, the ball becomes dead and runners advance to the base they are heading to.
 - Any hit ball that goes past the curtain is a ground-rule double.
 - Any ball stuck in netting or the ceiling is a ground-rule double.
- **Game Duration**
 - The game will last five innings or 30 minutes, whichever comes first.
 - No new inning can start after 30 minutes.
 - Any inning started must be played out in its entirety.
 - The 30-minute time clock will start promptly at game time, even if the game has not begun yet.
 - Marcy Rule- 11 or more runs after 4 innings
 - During the regular season, games will end in a tie.
 - During playoffs, games will go into extra innings until a winner can be decided.

The Game

- **Foul Balls**
 - Since we are in an indoor setting, foul lines will be a line from home plate to either first or third base, and extend all the way to the wall and straight up the wall. Outside of these lines is foul territory.
 - The batter will be tasked with ruling fair or foul, since they will be in the best position. However, fielders can make the call if the ball curves foul or rolls foul before it is touched.
- **Game Play**
 - **Traditional baseball rules apply, except for the following modifications.**
 - Each team will pitch to themselves.
 - Every batter will have a maximum of 2 pitches.
 - A foul ball is the same as a swing and a miss.
 - There are no courtesy fouls in wiffleball.
 - All pitches must be thrown underhand.
 - If a hit ball strikes the pitcher (from his/her own team), it is an out.
 - Once a ball gets to the pitcher it is a dead ball. No runner may advance.
 - No bunting or chop swings.

- Batters must bat with two hands, and throwing the bat is not allowed.
 - There is no infield fly rule.
 - Runners must remain on the base until the ball is hit.
 - Attempting to steal a base or “leading off” a base is subject to that player being called out.
 - Teams will be allowed to score a maximum of 10 runs per inning.
- **Rule Enforcement**
 - Games are self-officiated. The batting team is responsible for making calls. If there are discrepancies the team captains must reach an agreement. If no agreement can be reached, then the preceding play will be replayed. If it is not resolved in one minute the game will be a double forfeit. Please be fair and use best judgement on calls.
- **Substitutions**
 - Players must notify the supervisor before entering the game.
 - The substitute may enter the game by taking the place of another player in the batting lineup. The substitute must also play in the field for an inning.
 - If a player leaves the game and no substitute is available, an out will be recorded for the leaving player's spot in the batting lineup.
 - The player replaced by the substitute may not re-enter the game.
 - After the game has begun:
 - Players may be added to the bottom of the batting order as they arrive OR may be designated as substitutes

Playoffs

- In order to be eligible for playoffs:
 - Teams must maintain at least a 3.0 team sportsmanship rating throughout the season.
 - Teams cannot forfeit any regular season games.
- Playoff brackets will be posted via IMLeagues before the regular season ends. Teams that qualify for the playoffs will be scheduled to play at times that will be different from their regular season time, be sure to check for updates.
 - Wins/Losses from pool play will determine seeding for Tournament/Bracket play, for specific qualifications see Intramural Sports Policies and Procedures.
- There will not be a time limit enforced during playoffs. It will be played as long as necessary to get a winner.

Note: only participants listed on the roster during the regular season are eligible to participate during playoffs.

Sportsmanship

- Washburn University takes Sportsmanship very seriously. Teams will be ranked after each game and need a 3 or greater average to advance to playoffs. Any team receiving a 0 or 1 for non-forfeit related games will need to meet with the Assistant Director before their next game. Any person being ejected from a game will need to leave the SRWC immediately and also will need to meet with the AD before being eligible to play in future contests.