*-Arkansas State University-*





INTRAMURAL SPORTS

TOURNAMENT EVENT

**7-ON-7 WHIFFLEBALL RULES**

**FALL 2013**

***\*\*\*\*Key Dates, Times & Location\*\*\*\****

### The last day to register for whiffle ball is *November 16th*

The Captain’s meeting will be ***November 18th (before pool play starts)***

Pool play starts ***November 18th***

Tournament play will be ***November 19th***

Whiffle ball is played at the RWC

### GAME FORMAT

1. A game will consist of five innings or 25 minutes, whichever comes first. No new inning will begin once the 25-minute time limit has expired; however, any inning which has been started prior to the time limit expiring will be completed.

2**. Game time is forfeit time.** There is **NO GRACE PERIOD**. Teams must have the minimum amount of players (4) to start a game. If they have less than the minimum at the game it will be called & that team will be subjected to our forfeit policy (read above).

3. The team that is listed on the score sheet first will be considered to be the home team. All players will need jerseys with numbers.

4. **Extra Innings:** In the event that the score remains tied after 5 complete innings or 25 minutes, a series of extra innings will be played until the tie is broken.

5. **Limited run rule:** Limits the amount of runs scored per team in an inning which is 10.

6. **Mercy Rule**: Will go into effect if a team is:

 a. Ahead by 20 runs after 2 complete innings b. Ahead by 12 runs after 3 complete innings.

 c. Ahead by 10 runs after 4 complete innings

***The mercy rule will apply to all games including the final***.

### RULES OF PLAY

Pitching & Hitting:

1. Teams pitch to their own team members.
2. The pitcher shall keep one foot in contact with the pitcher’s plate until the ball is released. A step may be taken, but it must be forward and the pivot foot must be in contact with some part of the pitcher’s plate until the ball is released.
3. Batters receive 3 pitches to hit. If they fail to hit the ball fairly in 3 pitches then they are out.
4. Teams will be given no more than three warm up pitches between innings. These pitches may be reduced in number or denied at the discretion of the Umpire.
5. Pitches can be an overhead or underhanded throws. There is no such thing as an illegal pitch in wiffleball.
6. Pitchers must not intentionally interfere with a batted ball. If a pitcher does interfere the batter is out. All base runners must return to the bases in which they came from.
7. Seeing how you only get three pitches there is no strike zone.
8. A foul ball on the third pitch will be an out.
9. A foul ball will consist of the following: a ball hitting the wall before crossing over third or first base, the ball hitting the ceiling prior to passing over the pitching area.

9. Bunting is not permitted. Balls batted must be a **FULL** swing & must go past the pitcher’s mound. Batters who do bunt will be called out. Balls that hit the ceiling & do not make it past the pitcher’s mound will be called a foul ball **HOWEVER** can be caught for an out.

10. The ball cannot make contact with the ground before being hit.

11. The Umpire may allow a courtesy runner in the event that an injury takes place during the game. A courtesy runner is not considered a substitute. The player who made the last out will be designated the courtesy runner. This rule is to be used if there is any blood present on a player or his/her uniform.

12. A runner is out when he/she is struck with a fairly batted ball in fair territory provided the ball has not passed an infielder, excluding the pitcher.

13. If a ball hits a wall or basketball goal in fair territory, it is considered a live ball. Balls that hit any of the above will not be eligible to be caught for an “out”.

14. If the ball hits the ceiling in fair territory, it is considered a live ball.

15. A ball that hits the ceiling can be caught for an out.

16. The infield fly rule does not apply.

Running:

1. Runners cannot lead off. The runner can’t leave the base until the pitch is contacted by the batter.
2. Sliding is **illegal**. Anyone caught sliding, other than accidental, will be called out and ejected from the game(s).

2. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, or catching). If the base runner does not avoid the collision, they are liable to ejection at the supervisor’s discretion.

3. A runner may not charge into a fielder hoping to dislodge the ball. The runner will be called “out”, and if the action was flagrant, ejected.

4. The ball **may not** be thrown at the base runner to get them out. If this occurs, it will be a one base error. Example, a runner going to first gets the next base which would be second.

**Intramural Sports Rules and Procedures**

**GENERAL RULES**

1. **Registration:** All Registration is online. Teams are to be submitted using [www.IMLeagues.com](http://www.IMLeagues.com).

 Entries turned in late will be added to the substitution/waiting list. If a team drops out of pool play, the team first in line on the substitution list will take their place (same gender). Teams that have not played in pool play will not be eligible for the postseason.

1. **Rosters & limitations:** The **minimum amount** of players needed varies by sport. (See specific sport rules on the ASU IM website for specific details**).** The **maximum amount** of players that you can have on your event roster is **sixteen (16).**  An intramural roster turned in is a binding contract stating (among other things) that you will be providing a team at the time that is scheduled. Failure to do so will result in fines & possible suspensions. For a player to be added onto your team event roster at the playing field, the captain must provide the following: 1) participant’s proper name, 2) participant’s valid ASU ID, and 3) player’s signed addition/waiver form. Once a player has been added at the field, it is the captain’s responsibility to get the player added to the IMLeague roster. This should be done before the next scheduled game. **PLEASE BE AWARE** that if the captain or alternate captain decides to take a player off of the roster, the player that was taken off **CAN NOT** be added back on & **CAN NOT** play for another team. **In short, choose your players wisely when making your final rosters**. You have up until the last day of your last game of pool play to add players or change your roster. Once the tournament begins **ALL** rosters are frozen & **NO** changes will be made. Players must participate in at least one (1) pool play game to be eligible for playoffs.
2. **Pool Play Availability:** Major & Team Events are the only events that we ask teams about pool play availability. Availabilities can be set under “Time Preferences” on your IMLeague team page. If games are canceled due to inclement weather, availabilities will not be considered. You must be able to play where & when we have time to fill them in. During Tournament & Special Events, teams do not have the luxury of picking teams availabilities due to the time frame of the event.
3. **Waivers:** All participants must read and agree/sign the waiver stating they understand the document. Any teams that want to add players must go through this process. Players that do not do this will not be allowed to participate.
4. **Divisions & Leagues:** We have two types of classifications: **Men’s & Women’s**. Within those divisions we have three of four types of leagues (depending on sport and/or participation standards) : **Division I – Competitive, Division II – Intermediate, Division III – Recreational, and Greek**.

**Division I –** teamsare comprised of those individuals who are more skilled and are looking for a highly competitive atmosphere. Faculty/Staff are not allowed to participate in Division I (if offered). Teams in this conference will be eligible for extramural tournaments, both state & regional tournaments.

**Division II** **–** teams are made up of those individuals that are not as skilled as others in a particular sport, enjoy a competitive setting, but are participating for the fun and social aspects of a sports team. Faculty/staff are eligible for this league. Teams in this division are not eligible for extramural events.

**Division III** **–** teams are made up of those individuals who are more interested in a purely recreational setting and the social aspect of participating, rather than the intense competition. Teams in this league will not have playoffs. Formats will be round-robin style. Faculty/staff are eligible for this league. Teams in this conference are not eligible for extramural events.

**Greek –** teams comprised of IFC, NPC, & NPHC organization who are interested in playing only Greek teams. Within this league, Divisions I and II, will be offered for specific sports only. Teams in Greek league are not eligible for extramural events. If a Greek team wants to be considered to participate in an extramural event, teams must participate in Division I.

When necessary, leagues may be combines to create an Open league. All restrictions will be dropped. Not all sports/activities offer Divisions I, II, and III.

1. **Schedules:** Pool play schedules will be posted the following Friday, after registration has closed**.** Schedules can be printed & viewed from: **www.IMLeagues.com.**
2. **Captain/Players meeting:** There will be a **MANDATORY** meeting for most sports. (See Captain’s Meeting List on our website). A team representative (captain preferred) is required to attend one least one meeting.
3. **Pool & tournament play:** Pool play consists of 3-5 games, and playoffs with start immediately following the conclusion of pool play.

Teams are taken to playoffs based on regular season standings, sportsmanship rating, head –to-head competition, and point differential. **Only 50% of teams in Division I and II will qualify for playoffs.** This means not all teams will make playoffs. In the event there are an odd number of teams, an additional team will be added (+1) to the group to create an even number of teams. Playoffs are a PRIVILEGE and not a right; therefore, no team is guaranteed to make the playoffs.

***Your record and sportsmanship among other factors will determine where you place in the brackets.***

For players to be eligible for the tournament:

 1) Patrons must have participated in at least one (1) game during pool play.

 2) They name must not appear on the drop list.

9. **Canceled & rescheduled games:** Any games that are canceled and/or rescheduled can be found from the following locations: the Arkansas State Intramurals Facebook page and/or IMLeagues.com

10. **Defaults:** The Intramural Sports Department understands that there can be scheduling conflicts with game times versus work, social events, class time, study time, i.e. During **ANY** team event that we offer, we allow each team 2 defaults **to be used during pool play only**. A default is when you know that your team will not be able to make your game ahead of time. To be considered for a default your team must notify the Coordinator of Intramural Sports or the Intramural Sports office by 1:00 PM the day of the game. You are given the loss, but there is no charge. If a default is used after the maximum (2), the team will be charged the regular forfeit fee of $30.

11**. Forfeits**: A forfeit is when a team does not show up or notify the Coordinator. A team is given a loss, will obtain a point differential of two (2) points against their overall score, **AND** is charged a fee of **$30 per forfeit**. The maximum amount of forfeits a team can get to make it to the tournament is **two (2).** If a team exceeds the maximum amount of forfeits they are taken out of the league. **IF** a team forfeit’s out the season (forfeits out of pool play or during the tournament) they will be automatically suspended from registering for any future intramural events until fees are paid in full. Everyone on the playing roster will be blocked from future & current intramural registration. If that team or organization forfeits another season during that same semester they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. When reinstated for the next semester the team or organization that was suspended the previous semester will be on intramural probation for that semester. What does this mean? If they forfeit one (1) event during the probation semester then they will be suspended for that semester. This includes using the team or organization name, everyone on the playing roster. How do they get off of intramural probation? They must not forfeit ANY events during a probation semester. In short…don’t forfeit!

1. **ASU ID’s:** Each participant must present a current, validated ASU student or faculty/staff ID card in order to be eligible to participate. Failure to produce a valid ASU ID will result in that participant not playing that evening. **NO EXCUSES WILL BE TOLERATED! ASU ID’s with no number, no picture, or is broken into several pieces will not be accepted!**
2. **Jerseys:** Eachteam must wear numbered shirts of one distinguishable color. Players on a team must wear the same or similar color. This is the only way that officials & staff members will identify players. Numbers must be clearly legible on the back or front of each jersey. No taped-on numbers or numbers written in via markers will be allowed. Any team not dressed in like-colored shirts may wear the colored jerseys provided by Intramural Sports. If both teams are wearing the same colored jerseys, the visiting team must wear a different color.
3. **Shoes:** Regulation rubber-soled shoes are the only footwear that is permissible. The following footwear is illegal: barefoot, combat boots, hiking boots, or flip-flops. Before participating please ask an intramural supervisor for any questions concerning appropriate foot ware.
4. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material may not be used due to safety reasons. Elbow pads are not permitted. For safety reasons participants **CAN NOT** participate with a cast.
5. Tape or bandages of the hand, wrist, forearm, or elbow are prohibited except to protect an injury. This must be approved by the Intramural Supervisor **BEFORE** the game begins.
6. Sunglasses and/or glasses may be worn as long as they are pliable and non-rigid.
7. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (i.e. bandanas) is prohibited.
8. Jewelry is prohibited. Religious & medical-alert medals are not considered jewelry. A religious medal must be taped & worn under the uniform. A medical-alert medal must be taped & may be visible.

**CONDUCT OF PLAYERS**

1. Any player who acts in a manner not showing good sportsmanship shall be penalized with an unsporting behavior penalty followed by a yellow or red card and possible ejection from the game & complex. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or spectator for violations of sportsmanship including, but not limited to the following:
* Disrespectfully addressing an official or IM staff member.
* Questioning the official’s judgment or decisions.
* Showing disgust with official’s decisions.
* Using profane or insulting language or gestures toward an official or opponent.
* Baiting or taunting players of the opposing team.
* Disrupting the game so that it may not be continued in an orderly fashion.
1. Captains are responsible for the action of their team members and spectators.
2. **ANYONE** who is asked to leave or is ejected from a game **MUST** leave the **ENTIRE** facility before play is resumed. If they refuse to leave UPD will be called to physically remove them from the facility. **ANYONE** who is ejected from a game will be suspended from playing **ANY & ALL** intramural events until they make an appointment with the Coordinator of Intramural Sports. They **WILL NOT** be reinstated to play until a meeting has taken place. It is important to note that this meeting **WILL NOT** take place on the court/field of play, but the **NEXT BUSINESS DAY!**
3. **A coach/player receives one (1) ejection during a game.**

 **Penalty:** Disqualification from the game, suspension from team’s next game played, & probation for the remainder of the season. An Individuals receiving one (1) red card lose all rights to sit or stand in the team area or the stands.

1. **A coach/player receives two (2) ejections during a season.**

 **Penalty:** Disqualification from the game & suspension from participating for the remainder of the season (includes tournament & extramural events). Suspensions will carry over to other events. Individuals receiving two (2) red cards lose all rights to sit or stand in the team area or the stands.

**CONDUCT OF TEAMS**

1. **One team receives two (2) unsportsmanlike conduct / ejections / red cards during a game.**

 **Penalty:** The game shall be called. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If this team is not ahead, the score shall be recorded as 1-0 in their favor.

1. **One team receives three (3 - 5) unsportsmanlike conduct / ejections / red cards during a season.**

 **Penalty**: The game shall be called. If the team to which the game is forfeited is ahead, the score at the time of forfeiture shall stand. If this team is not ahead, the score shall be recorded as 1-0 in their favor. A team receiving three (3 - 5) red cardswill be removed from the season & possible expulsion from the intramural program & the Red WOLF center.

**VERBAL OR PHYSICAL ABUSE**

1. **Shoving, striking, or physically/verbally abusing any staff member.**

 **Penalty:** Automatic suspension of team from the remainder of the season & automatic expulsion from the intramural program & the Red WOLF center.

1. **Fighting – Each player will receive two (2) red cards for the game.**

 **Penalty:** Disqualification from the game, suspension from the remainder of the season, & suspension of individuals on team’s roster for the remainder of the semester (including extramural events), & expulsion from the intramural program & the Red WOLF center.

***\* It must be emphasized that the game officials can assess unsportsmanlike penalties* *before the game has started & after the game has ended.***

***This rule is in effect even if that team is winning. The opposing team will advance in their place.***

1. **Sportsmanship:** Teams are graded according to how they &/or their fans act & according to how many unsportsmanlike penalties they accumulate. The following is a guideline of how the grading system is set up:

**A (4.0) –** No verbal altercations with game officials, intramural staff, or opposing team.

**B (3.0) –** One (1) yellow card &/or constantly communication with players, team, or fans about behavior issues.

**C (2.0) –** Two (2) yellow cards or one (1) red card & continued communication with players, team, or fans about behavior issues.

**D (1.0) –** Three (3) yellow cards or if a player, coach, or spectator is ejected.

**F (0.0) –** Four (4) yellow cards &/or two (2) red cards or if a game is called

**RED WOLF GYMNASIUM POLICY**

1. **FOOD AND DRINKS ARE NOT ALLOWED IN THE GYMNASIUM SPACE** **(INCLUDING GUM)**
2. **Personal items such as bags are not allowed in the gym!** Bags must be placed in the day lockers that are located in the locker rooms & the fitness area. The purpose of this is to free up space on the bleachers for spectators & space for players on the players side.
3. This is a tobacco & alcohol free campus. Same rules apply for the Red WOLF Center. If any is suspected of being under the influence of alcohol or narcotics UPD will be notified.
4. Spitting on the courts is prohibited & will result in that person being removed from the facility.
5. Only gym appropriate shoes are allowed the courts.
6. Foul or abusive language towards an opponent, teammate, or staff will result in an immediate removal from the facility whether committed by a player or spectator.
7. The Intramural Sports staff & Coordinator reserve the right to refuse **ANYONE** access to the Red WOLF Center. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at any time we have the right to take that privilege away!
8. If their names **DOES NOT** appear on the roster then it would be in the team’s best interest to have them leave. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.

**INTRAMURAL COMPLEX FIELD POLICY**

1. **There are NO pets allowed in the complex!**
2. This is a tobacco & alcohol free campus. Same rules apply for the Intramural Sports Complex.
3. If the games are cancelled due to bad weather or poor field conditions then the complex will be closed. Field signs will be placed on the complex indicating that they are closed. Please respect them!
4. The Intramural Sports staff & Coordinator reserve the right to refuse **ANYONE** access to the complex. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at any time we have the right to take that privilege away!
5. If you would like to reserve the fields for practice please visit our web page at [**www.astate.edu/intramurals**](http://www.astate.edu/intramurals)**.** To reserve the fields you must fill out the reservation form & turn it in. If you have any questions please feel free to contact the Coordinator of Intramural Sports at 972-3109.
6. Team spectators must watch the game from the fan-side area of the field and are not permitted in the players/coaches area. If their names **DOES NOT** appear on the roster then it would be in the team’s best interest to have them leave. Conduct of team spectators is the responsibility of the team captain before, during, and after the game.