

Arkansas State University

Intramural Sports

Wiffleball Rules

**Game Format:**

1. A game will consist of five innings.
2. Game time is forfeit time. Teams must have the minimum amount of players (3) 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.
3. A rock/paper/scissors contest will determine who is home/away.
4. Extra Innings: In the event that the score remains tied after 5 complete innings, 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 5.
6. Mercy Rule: Will go into effect if a team is:
   1. Ahead by 20 runs after 2 complete innings
   2. Ahead by 12 runs after 3 complete innings.
   3. Ahead by 10 runs after 4 complete innings

**Player rules:**

1. Teams will consist of three (3) players at all times. If three players per team are not present at the start of the game, the game will be called a forfeit.
2. Teams are allowed to have four batters in their lineup. All players are interchangeable in the field.

Only three players are allowed on the field at a time.

1. There are 3 outs per inning per team.

**Pitching and 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.
7. A foul ball on the third pitch will be an out.
8. 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. If a ball hits a wall, basketball goal, or ceiling in fair territory, it will be a ground rule double.
12. The infield fly rule does not apply.
13. Hits are determined by single, double, triple and home run lines marked on the playing field.

**Playing Field:**

20 Feet

80 Feet

60 Feet

40 Feet

Homerun

Triple

Double

Single

Out of Bounds

\*If the ball is hit in the out of bounds area then it is an automatic out.

\*If the ball hits the back curtain it is a homerun.

**Advancing runners and scoring:**

1. Ghost runners will be used for base runners. Ghost runners can only be advanced or scored by being forced.
2. All ghost runners and their positions will be recorded by a scorekeeper and their word is final.

**Fielding:**

1. Outs are made by a fielder cleanly fielding the ball, catching a pop fly, or striking out. A cleanly fielded ball cannot be bobbled. This will be up to the discretion of the official.
2. A ball cannot be fielded off the curtain in homerun territory.
3. Once an untouched ball gets past fielders it is counted as a hit and credited the appropriate number of bases according to where it lands.
4. Any hit ricochets off a player is counted as a misplay and the batter is credited with the appropriate number of bases depending on where the ball first bounced or where the player was if hit by a fly ball.
5. Players are not allowed to play in front of the pitcher’s mound.