



## **Intramural Sports Wiffle Ball Rules**

### **Facility**

Games will be played at the Health Sciences Medical Center Fields.

### **Eligibility**

Please reference the Intramural Sports Participant Handbook for player eligibility guidelines. The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate. Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: [www.wvugo.wvu.edu](http://www.wvugo.wvu.edu) or at the SRC Front Desk.

#### *Students:*

All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

#### *Spouses/Affiliates:*

Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

### **Equipment**

- All jewelry of any type must be removed.
- Head decorations, headwear, billed hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- Hard and unyielding items (guards, casts, braces, etc.) on the hand, wrist, forearm, elbow, upper arm or shoulder must be padded with a closed-cell, slow-recovery foam padding no less than ½-inch thick.
- You must schedule an appointment with a Competitive Sports Coordinator prior to playing if you have a special equipment need (i.e., medical). All equipment decisions made on site by the Intramural Sports Staff on duty shall be final.

### **The Team**

- Teams will have 4 or 5 players on their roster.
  - 4 Players are required to be in the field at a time

- A team may start the game with 3 players
- A team can bat up to 5 players

### **Field of Play**

- 40ft between bases
- 60ft between home and second
- Pitcher's mound will be 30ft from home plate

### **Game Time & Timing Regulations**

- Games will consist of 6 innings or 45 minutes (whichever comes first). No new inning shall be allowed after the 45-minute mark. There will be a limit of 10 runs per team per inning.
- Mercy Rule: A team leading by 15 runs at or after 3 innings constitutes for a mercy rule calling. Teams may decide to continue to play.
- Overtime Rules: Overtime will **only** be played in the playoffs. During the playoffs, if the game ends in a tie, extra innings will be played and continue to be played until either team scores an additional run. The first team to score a run during extra innings will be declared the winner.

### **Gameplay Rules**

- The choice of “Home Team” and “Visiting Team” will be determined by a coin flip, which will be conducted by the Intramural Sport Supervisor.

#### *Pitching:*

- The strike zone will be 31”x 21.5.”
- All pitches must be slow and have an arc on them.
- A pitch is considered a strike if the ball hits the strike zone stand behind home plate.
- The pitcher must have one foot standing on the rubber when he releases the ball. If this is violated, the pitch results in a ball.
- Traditional baseball rules for counts. 3 strikes = out, 4 balls = walk

#### *At Bats:*

- There are no called balls or strikes.
- There are no hit-by-pitches.
- One-handed batting will not be allowed.

#### *Fielding:*

- There is no infield fly rule.
- Pegging
  - Hitting a baserunner with the ball = an out.
  - If a baserunner is hit in the head, they will be awarded the base.

- “Pitchers Hand”
  - All force plays on the batter going to first base may be made to the pitcher, who may be anywhere in fair or foul territory.
  - The runner may also be put out by force at first base.
  - All other force plays must be made to the bases or to home plate.

*Batting, Running, and Scoring:*

- No Stealing and lead offs
  - Baserunners must remain on the bag until the bat contacts the ball.
- A walk moves only forced runners, one base.
- Runners are allowed to tag after the ball has been caught.

**Sportsmanship**

Teams will receive a rating each week, by the officials’ discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

- 5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players
- 4.0 = Good → Respectful, pleasant behavior, no warnings
- 3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls.
- 2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections
- 1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

*If you have any further questions, please contact us via email: [intramural.sports@mail.wvu.edu](mailto:intramural.sports@mail.wvu.edu).*