



MIDDLE TENNESSEE STATE UNIVERSITY Campus Recreation Intramural Sports

WIFFLEBALL RULES HANDOUT

ELIGIBILITY RULES:

1. You must have an MTSU ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Associate Director of Intramurals, Sport Clubs, and Wellness.

THE GAME:

1. **Field:** Wiffleball games will be played on the basketball courts at Campus Recreation.
2. **Team:** Teams will consist of 6 players. A minimum of 4 players are needed to start. Rosters will be limited to 9 players. Teams must field a pitcher and a catcher, remaining players may be used as either basemen or outfielders.
3. **Game:** The game will consist of 5 innings or 30 minutes, whichever occurs first. Each inning consists of 3 outs per team.
4. **Run limit:** There will be a 10 run limit per innings except in the final inning.
5. **Substitution:** Substitutions can be made at any time and re-entry of the starter is allowed. However, once a substitute comes back out of the game, the sub is ineligible to return.
6. **Equipment:** Wiffleballs and bats will be provided by Intramural Staff, no outside bats will be allowed. Players may not wear gloves of any kind and must play barehanded in the field.
7. **Mercy Rules:** Mercy rules will apply if a team leads by 15 runs or more after the 3rd inning or by 10 runs or more after the 4th innings of play.



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THE RULES:

- **Playing Regulations:** Official wiffleball rules developed by the Intramural Office will be in effect.
- **Baserunning:** No bunting, basestealing, or leading off will be allowed, any player doing so will be called out. Baserunners must run the bases and runners must be forced in order to advance on the basepaths.
- **Strikeouts:** Batters will be allowed 2 swinging strikes. Foul balls will count as strikes, any foul ball occurring after the batter already has a strike will constitute a strike-out.
- **Pitch limit:** There will be a four (4) pitch limit per batter, meaning batters must either put the ball in play or strike out within four pitches. Batters failing to do so will be called out. A foul ball on the 4th pitch will also constitute an out.
- **Base Hits:** Hits will be awarded in the following manner:
 - Single:** A single is awarded for any batted ball between home plate and the half-court line.
 - Double:** A double is awarded for any batted ball between the half court line and the furthest red line from home plate.
 - Triple:** A triple is awarded for any batted ball between the red line and the opposite baseline of the basketball court.
 - Homerun:** A homerun is awarded for any batted ball the travels beyond the opposite base line on the fly.
 - Outs:** Any ball the makes contact with the side curtains on the fly will be an out.
- **Notes on Hitting:** Balls that hit the ceiling, lights, or basketball goals is live and may be caught by the fielding team for an out or will count as a base hit to be determined by which zone the ball lands in. Ground ball hits will be determined by where the ball comes to a stop or is fielded by the opposing team. Fly ball hits will be determined by where the ball lands.
- **Pitchers:** Pitchers will pitch from the top of the 3-point key on the basketball court. All pitches must be delivered over-handed. No under-handed pitching will be allowed.
- **Pitching Rotation:** A new pitcher must be rotated every inning with a pitching rotation set before the game begins. Every player must be included in the rotation and a pitcher cannot be removed until the end of the inning or until that pitcher has allowed at least 5 runs to score.



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- **Fielding:** Outs can be recorded in the following ways:
 1. Catching a fly ball, fair or foul.
 2. Catching a ground ball before it comes to a stop or crosses the half court line (a ball that crosses the half court line without being fielded will be a base hit. A ground ball that is bobbled and dropped will be a single).
 3. Striking out a batter.

- **Notes on Fielding:** Fielders will not throw at a baserunner in an attempt to record an out. Potential homeruns may be caught by a fielder for an out as long as the fielder stays in the field of play at all times and catches the ball with at least one foot in fair territory.

- **Resolution of Ties:**
 - If the game is tied at the end of 5 innings, extra innings will be played to determine a winner.

- **Game officials shall have equal authority to impose penalties and control the game. Any player found in violation of Rules of Conduct may be removed (ejected) without warning.**

Wiffleball Rules: 7/21/09