



Intramural Indoor Whiffleball Rules

1. THE GAME

Each game is scheduled for a maximum of five innings with a half hour time limit. No inning may begin after five minutes before the start of the next game. Home team will be determined by a pre-game coin toss.

2. STARTING TIME

Teams will consist of a minimum of four and a maximum of seven players. All participants must be ready to start at game time. **GAME TIME IS FORFEIT TIME!** No exceptions will be made for any reason. Team captains are encouraged to report to the field 15-20 minutes early so they can fill out the game cards.

3. EQUIPMENT

Non-marking, rubber soled shoes must be worn at all times. Bats and balls will be provided by the Rec Center, and will be at the facility. **DO NOT BRING YOUR OWN BAT OR BALL!** No equipment of any sort will be allowed, including gloves, batting gloves, etc. As always, jewelry is not permitted.

4. PITCHING

Teams must provide their own pitcher at all times. A legal pitch must be an overhand throw from the pitcher's area. **Each batter gets only three pitches before he/she is called out.** Foul balls will not extend the length of the at-bat, nor will wild pitches. If a ball is hit into play, the pitcher must make every reasonable attempt to avoid interfering with the play. If the pitcher does interfere with the play and makes no attempt to avoid interfering, then the lead runner will be ruled out. If there is no runner on base then the batter will be out. If the pitcher does interfere with the play, but the interference is deemed to be unavoidable, then the "play with nature" rule will take precedence and the result of the play will stand. There will be three outs per team per inning.

5. THE FIELD

There are four bases in indoor whiffle ball. Three feet to the right of both home and first base will be a "safety base". The runner will hit the ball and run to the first base **safety base**. If the runner reaches the safety base before the first baseman tags the regular first base, he/she is safe. Once the runner is safe he/she will move to the regular first base and start from there the next time the ball is hit. The safety base is to avoid any possible collisions between players. The same "safety base" rules apply at home plate. The catcher will stand on home plate while the runner trying to score will run to the "safety

base". If the catcher catches the ball before the runner tags the base, the runner is out. **Plays at home plate are ALWAYS FORCE PLAYS**, there will be no tagging allowed. "Tagging" is only allowed on non-force plays involving second and third bases. There will be a "commit line" 15 feet from home plate on the third base line. If a runner coming from third base in an attempt to score crosses this line, he/she is not allowed to stop his/her progress and return to third base. Once past this line, the runner must try to score. **ANY PLAYER VIOLATING THE BASE RUNNING RULES WILL AUTOMATICALLY BE CALLED OUT! THIS IS FOR YOUR OWN SAFETY!** The foul lines will be taped out, starting from home plate and extending to the walls in both left and right field, and the baselines will be 40 feet long. **No defensive player (i.e. only the pitcher) will be allowed inside the baselines (that is, inside the diamond formed by the baselines) before the ball is hit.** Once the ball has been hit any player may enter the diamond to make a play.

6. GENERAL RULES

A full team would consist of seven players, six fielders and one catcher. A team may start with only four players.

THERE IS NO BUNTING ALLOWED. If a player bunts the ball, he/she will be called out.

7. DISPUTES AND PROTESTS

Players are to settle disputes amongst themselves; even if this means a "do over". Any rule interpretation protest must be made immediately to the supervisor at the time of the incident. All rule changes are to be consulted with the tournament supervisors. Only protests of misinterpretation of the rules and eligibility will be considered. No judgment calls will be considered.

8. SCORING

The team batting will keep their own score on the flip scoreboard. Opposing team captains will check this score as he/she comes off the field. Any score discrepancy must be reported immediately. **NOTE:** Tournament Supervisors are not responsible for keeping score or for getting the score sheet back and forth between innings.