UToledo INTRAMURAL Wiffleball Rules
Revised August 27, 2007

**GENERAL**
- Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
- All participants must be currently enrolled as a student, faculty, or staff member of the University of Toledo.
- All participants must present a current, valid UT Rocket Card upon checking in with the IM Staff. Participants who do not have their UT Rocket Card with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.
- Individuals may only play for one same sex team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that season.
- A player may not participate unless she/he is recorded on the scoresheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook).
- Game time is forfeit time. There is no grace period. All players must be signed in and ready to play at the exact scheduled game time.

- **Forfeits:**
  Any team or individual that fails to appear for any scheduled contest will be charged with a forfeit. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing field by the time of the game. **Game time is forfeit time. There is no grace period.** It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited games will be recorded as a loss. This policy will be unilaterally enforced. If a team forfeits a game they must pay a forfeit fee $15 before being allowed to resume participation in the sport. All forfeit fees must be paid in 2 business days or before next scheduled game, whichever is sooner. If the forfeit fee is not paid the team will be eliminated from competition.

- ** Defaults:**
If a team knows in advance that it will not be able to make a scheduled contest, the manager should contact the Intramural Department. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:
  - Games scheduled Monday-Friday → notification must be received by 12pm on the day before the scheduled game
  - Games scheduled Saturday/Sunday → notification must be received by 3pm on the Friday before the scheduled game

Captains may contact the Intramural Department by notifying the Coordinator of Intramurals at 530-3704 or by email at joe.bendix@utoledo.edu. This notification must come from the team captain only. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit fee.

- **Dropped from Play:**
  Any combination of two forfeits/defaults in the same season will result in a team being dropped from play for the remainder of that particular season. Any team owing a forfeit fee will be eliminated from playoff eligibility. Any team that forfeits/defaults a game in a single or double elimination tournament will also be dropped from play.
- Forfeited and defaulted contests will not be rescheduled.

**The Playing Field**
The field will be set up similar to baseball. The pitching mound is 26 feet from the home plate. The home run line is 150 feet from home plate. The distance between bases is 36 feet.
The Game

1. Teams will consist of 6 players. Coed is made up of three (3) females and three (3) males.
2. Teams will pitch to their own batters. The pitcher must not interfere with the ball or impede a defensive player from making a play. Any ball which strikes the pitcher is a dead ball and does not count as one of the three (3) pitches. *The pitcher may throw either under or overhand pitches.
3. Three outs to an inning per team. Nine (9) innings per game or fifty (50) minutes. No full inning may start after fifty minutes of game play unless the game is tied. In games ending in a tie regulation play, additional innings will be played until a team scores more runs in the extra innings.
4. Teams will bat as many as they want, but only 6 can play in the field.
5. An out for a batter can be made in the following ways:
   • The batter is out after three (3) pitches. Foul tips count as a pitch.
   • Fly balls caught in fair or foul territory (Not exceeding cone line).
   • Ground balls fielded to the base.
6. Bunting is not allowed. Only full swings are permitted.
7. The ball may not be thrown at the runner.
8. Tagging the pitching mound is not legal to get a runner out. Ball must be thrown to a defensive player who tags the base runner.
9. No sliding or diving to tag a runner. If this occurs, the runner is awarded two bases from the last base touched.
10. No sliding or diving into a base. If this occurs, the runner is out.
11. Any ball thrown out of play will result in each runner being awarded the base that they are advancing to plus one at the time the throw occurred.
12. Diving is not recommended to field the ball due to chance of injury. It is recommended that all players wear long pants and shirts due to possible abrasions from the synthetic surface.
13. Each game will be played using a limited run rule, which limits the amounts of runs scored per team half inning to ten (10) runs.
14. The home run rule is similar to the touchback rule in football. If the ball is hit it can be caught if the defensive player catches the balls and keeps one (1) foot in front of the line. If the defensive player does not keep one (1) foot in front of the line it will be declared a home run. The defensive player is allowed to jump in the air to catch a ball as long as they jump from in front of the line and land in front of the line after the catch. Players may jump from the field of play and bat the ball back onto the field where they or another player may make a play on the ball.
15. Mercy rule applies when there is no mathematical possibility that the losing team can win due to the limited run rule per inning.
16. A game becomes official after the losing team has received at least 5 at-bats.

Offense

✓ Runners cannot play off base and must tag before advancing on fly ball outs.
✓ No stealing.
✓ No bunting.
✓ All balls that roll beyond the homerun line will be ruled as a live ball and are still in play (i.e. There are no ground-rule doubles).

*Appended rule for 2007-2008 season.