

Wiffleball Rules

ROSTERS: Team rosters consist of 4-5 players. Only three may play the field (Defense) at once. This includes the pitcher. You must always have at least one woman and one man-playing defense in the field. A fourth fielder may play in the catcher's role only. All roster players must bat.

THE GAME: Five innings equal a normal game. A time limit will be imposed on games running long. We will not start an inning after 25 minutes has passed. The team winning after this time will be declared a winner. There will be a 10-run mercy rule after 3-innings.

OUTS: Three Outs Per Inning and 3-Strikes and you are out. A foul ball with two strikes will also be counted as an out.

PITCHING: Each pitch must have an arc on it to be a legal pitch. The batter may take as many pitches as he or she wishes. There are no walks for this tournament.

BASERUNNERS: There is no base stealing or leading off. Runners may tag up on a fly ball. Base runners will be called out if a batted ball hits them.

BUNTING: Bunting is illegal and will not be permitted.

EXTRA INNINGS: In extra innings, the beginning of the sixth inning runners starts on first and second base. The seventh inning is started with bases loaded and the remainder of the game is played with bases loaded until a winner is determined.

Game Play

Standard baseball rules will apply except where noted in these rules. All **batted balls** must reach fair play to be playable; otherwise it is a foul ball. There will be no **walks allowed** and **hit batsman** will not take their base.

Pitchers Hands rule will be implemented for batted ground balls and will serve as a proxy for first base. All runners must advance where there is a force play (fielder's choice) when Pitchers Hands is in effect. Pitchers hands will not be allowed after a force play has been made at another base.

Dimensions: Bases and Pitchers Mound will be 45ft apart. The outfield fence will be between 80-100ft from home plate. (See Upper Right Corner)

Batting: Each team will set a **batting lineup** prior to the start of the game. All roster players present will bat even if they aren't playing the field (See Below). Hitting out of order will constitute as an automatic out. All batters must swing with two-hands. An automatic out will be issued for one-handed swings (fly swatter style).

Fielding: While all players will bat, you may only field three players on defense (pitcher included) and one catcher. Intramural staff will umpire the game and serve as all-time catcher until the ball is put into play. Defensive players may not throw the ball at opposing base runners. You may substitute fielders at any point in the game. Fielders choice or force outs at any base will be in effect.

