

University of Wyoming  
INTRAMURAL SPORTS

## **Whiffleball Rules**

(Updated: 2/09)

General Rules Adapted for Intramural Play; in other cases, rules of the National Federation of State High School Athletic Association will be in effect.

*Games will be played on the middle and south courts of Half Acre Gym. The field will be set up similar to a baseball field. The pitching mound is 36 ft from the plate. Distance between bases is 40 feet.*

1. The umpire(s) shall use a coin toss to determine who is home and away for each game.
2. Teams will consist of 6 players with no gender restrictions (minimum of 4 to start). Forfeit time is 10 minutes. If a team begins the game with 4 players, they will take an out in the 5<sup>th</sup> and 6<sup>th</sup> spot in the order until that spot is filled by a player.
3. Teams will pitch to their own batters. All pitches must be overhand and pitchers must be in contact with the rubber mound at all times. An at-bat will consist of a maximum of 3 pitches.
4. Three outs per inning per team. Games shall be five innings long or 25 minutes, whichever occurs first. No inning shall be started after the 25-minute time limit has been surpassed. In case of a tie at the end of five innings or the 25-minute time limit, extra innings will be played until a team scores more runs than the other.
5. Teams must bat at least 4 and no more than 10 players. Any 6 players from the line-up can play in the field each inning.
6. Teams will be allowed to bat 5 players without taking an out in the 6<sup>th</sup> spot if an injury occurs to a player in the line-up during the game.
7. An out for a batter can be made in the following ways:
  - batter is out after three pitches – foul tips count as strikes; pitches that are not swung at also count as strikes.
  - batter is out if the pitcher intentionally contacts a batted ball. If the pitcher contacts a batted ball in any other way, the ball will become dead, runners will return to their base last occupied, and the pitcher will re-pitch to the batter. The dead ball contact will not count as a pitch to the batter.
  - fly balls caught in fair or foul territory.
  - ground balls fielded to a base for a force-out.
  - tagging the runner out or throwing the ball at the runner and hitting them between bases (if, in the attempt to get the runner out, a thrown ball hits the ground before striking the runner, NO out will be made).
    - The ball can be thrown at the runner as long as the throw is **below the shoulders**. If a runner ducks their head into a throw, they will be called out. If a ball hits a runner in the head, the ball is dead and the runner is awarded the base they were trying to achieve.

8. Runners may not lead-off or steal. They must remain on the base until the ball is contacted by the batter. PENALTY: The ball becomes dead and the runner is out.
9. Pinch runners are only allowed in cases of injury.
10. A batted ball that hits the batter will be ruled a foul ball.
11. A batted ball that strikes an advancing runner is considered dead and the struck runner is out. The batter will receive first base, and other runners may only advance if forced.
12. Play stops when the ball is controlled in the infield by a defensive player and the umpire declares "time."
13. Bunting is not allowed---only full swings are permitted. A full swing is defined as one continuous motion, from the backswing to the follow through. An attempted bunt will count as 1 of the 3 pitches.
14. **No sliding or diving to a base.** If this occurs, the runner is automatically out. No sliding or diving is allowed in order to tag a runner. If this occurs, the runner is awarded one base from the last base touched.
15. Out of bounds shall be the area behind the yellow gym divider, and any area of the track in foul territory in Half Acre. In Corbett, out of bounds will be behind the curtain, as well as past any sideline dividers. Overthrows that go out of bounds allow runners to advance one base. A ball is also out of bounds if it, during a throw, goes through any part of the net. Play may not be made on a ball that is out of bounds.
16. Ground Rule Double: When a fair batted ball bounces over the outfield fence, rolls into the stairwell in right-center field, becomes lodged in the ceiling, hits the ceiling in fair territory and lands on the track, OR deflects off a defensive player in fair territory and rolls into dead-ball territory, the ball will be declared dead and all runners will be awarded two bases from the time of the at-bat.
17. 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 wood surface.
18. The amount of runs scored per half inning is limited to 10 runs. The fifth or final inning and any extra innings needed will not have limitations on the number of runs the home or visiting team may score.
19. If a batted ball, while in the air in fair territory, goes over the portable fence in left field, hits any part of the track railing above the lower façade of the track, hits above the shooter's square on a basketball hoop, or lands on the track itself, it will be declared a home run.
20. The umpire will serve as the catcher until the ball becomes live, at which point the fielding team becomes responsible. The defensive team can provide a catcher if wanted. This player has the right to make plays on all live balls.
21. The umpire shall rule on any decisions not specifically covered in these rules.