



Intramural Sports Whiffleball Tournament Rules

1. The field consists of a regular baseball diamond. Bases are approximately 40 feet apart and the pitching mark is 33 feet from home plate (Note: Woollen Gym Style).
2. A team consists of six [6] players. In Co-Rec players must consist of three [3] males and three [3] females.

There must be four [4] players present for a team to start and continue a game. In Co-Rec. these four [4] players must consist of two [2] males and two [2] females

Only five [5] players are in the field on defense. One [1] team member must be in the catching position at all times, even if the team has only [4] players.

If a team does not have the full compliment of six [6] players when batting, a “ghost” batter will appear in the lineup, an automatic out will be recorded. 4 players= 2 ghost batters, 5 players= 1 ghost batter.

3. Games are played to seven [7] innings or fifty [50] minutes. No new inning shall start after forty-five [45] minutes.

If a game is tied after regulation, extra innings will be played to determine the winner.

4. Game time is forfeit time. Please have team arrive fifteen [15] minutes before game time.
5. There are NO Umpires for this tournament. The teams will rule on all calls. If the teams dispute a call, the supervisor on duty will make the final ruling
6. Batting:
 - A. No balls or strikes are called, but a player can strike out by swinging at three [3] pitches without hitting a fair ball. Therefore, a strikeout may occur with any combination of strikes: fouls, tips, or complete misses.
 - B. Bunting is not allowed.
 - C. Batters must swing with two [2] hands on the bat.
 - D. Batters are encouraged to swing the bat. There are no walks.
7. Pitching:
 - A. The ball may be pitched with an overhand or underhand motion (slow-pitch only). However, the ball must have a perceptual arc not to exceed twelve [12] feet.
 - B. The intention for the pitcher should be to allow the batter to hit the ball. The supervisor on duty will make sure that this occurs. If pitcher is intentionally throwing bad pitches, the penalty will result in an automatic double for the batter.

8. Baserunning
 - A. Stealing and leading off are not allowed. A baserunner may not leave the base until the batter hits the ball. If caught off base too soon on a fair ball, the runner is out and the batter remains at bat with a no-pitch call on the previous pitch. Any other time, the runner is called out and the count on the batter stands.
 - B. If a player's turn at bat occurs while he/she is a baserunner, any team member of the same sex may pinch run.

9. Fair and Foul Balls
 - A. Balls may be played off the ceiling or basket supports that are in fair territory.
 - B. Balls that hit off the ceiling, walls or basket supports in foul territory, and then caught are recorded as outs.

10. Gym Ground Rules
 - A. Any ball hit over the net is considered a homerun. The ball must go over the netting to be considered a homerun.
 - B. The ball must hit over the white sidewall to be considered a homerun.
 - C. Any ball that rolls into the net and cannot be retrieved by a fielder with normal effort is a ground rule double. The fielder must raise his/her hand immediately to stop play or the result of the play will stand

11. Equipment
 - A. All equipment will be provided by Campus Recreation
 - B. No gloves are allowed

Co-Rec Rules

1. At least two [2] females must be in the game at all times
2. The batting order must alternate between males and females. See page #1 for "ghost" batter rules.