The rules governing this intramural sport activity are derived from rules used by the National Intramural-Recreational Sports Association (NIRSA), National Federation of State High School Associations (NFHS) Softball Rules, and rules unique to the UVM Intramural Sports Program. This rules sheet is not meant to be all-inclusive; rather it is a summary of the more common rules, policies, and procedures used by the Intramural Sports Program. Important policy information can be found in the Intramural Sports Handbook. All team captains and players are responsible for reading this document and understanding the rules, policies, and procedures prior to participating in this activity.

### General/Eligibility

See the Intramural Sports Handbook for complete listing of eligibility.

### Intramural Team Participation

Individuals may only play on one team in the Wiffleball tournament.

### Identification

All players MUST present a UVM Cat Card to the IMS Supervisor prior to each game. Players who do not have their Cat Card will be subject to the terms of the Campus Recreation ID Policy.

### Team Rosters

The official team roster consists only of those individuals who are eligible and who have signed the official online IMLeagues roster/waiver. Individuals must be listed on the official online IMLeagues roster, the Friday before the start of the tournament. Confirming that all players are listed on the official online IMLeagues roster is the responsibility of the Team Captain.

### Communication with IMS Staff

Team captains are the only individuals permitted to speak with officials regarding substitutions, calls or questions. If another player attempts to dispute, a warning may be issued. Subsequently, an un-sportsmanlike conduct penalty may be called followed by a possible ejection.

### Players and Substitutions

#### Players

Line-ups include up to seven (7) players with a minimum number of five (5) individuals required to start a game.

- This is an OPEN league and teams may include any number of specific gender identifying players on their roster.
- The batting order will remain the same for each inning unless there is an injury. The use of an extra batter is not permitted.
- Each team is responsible for checking in with the supervisor and score keeper before each game so they may obtain the line-up.

#### Substitution

There is limited substitution available to all players in the line-up. Once a substitute has entered the line-up, the player must play for a full inning (team’s offensive and defensive halves of an inning). This rule allows for re-entry of both the starter and any subsequent substitutes. In the event of an injury, a substitute may enter the game prior to the full inning period. If players have to leave, with no available substitute, play will continue as long as five (5) legal players are available to play. Ejected players may not be replaced in the line-up or in the field. An out will be recorded when an ejected player’s turn occurs in the line-up.

### Equipment

#### Jerseys

HOME TEAM (team listed first on schedule) is required to bring and wear WHITE (no grey) shirts and the AWAY TEAM (listed second) is required to wear dark shirts (no grey-choose from blue, red, maroon, black, orange, tie-dye, etc.). The IMS Staff will provide numbered pinnies should your team not have same colored shirts with numbers.
Footwear: Sneakers or other non-marking athletic shoes are permitted. Cleats that do not have metal studs may also be worn on the athletic turf. **METAL CLEATS, SANDALS, & OPEN TOED SHOES ARE STRICTLY PROHIBITED.** Shoes must be worn. If there are any questions concerning footwear, please talk with the supervisor.

Jewelry: All jewelry must be removed. This includes, but is not limited to necklaces, earrings, newly pierced earrings, facial piercings, rings, bracelets, and watches. Individuals will not be allowed to tape over any jewelry item. If you cannot remove the item then you CANNOT play.

Other Equipment: Wiffleballs and bats will be provided. You may NOT use your own wiffleballs or bats.

**The Game and Game Duration**

Duration Each game will last 7 innings or 40 minute time limit. Any inning that is started before the 40th minute time limit will be completed. No inning will begin after 40 minutes.

Game Time is Forfeit Time! All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least 15 minutes before your scheduled game time. Game time is forfeit time! If one team is late/is not present, the team’s captain that is present and has the minimum number of participants required ready to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show
  - If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Mercy Rule: After five complete innings (or 4 ½ if the home team leads), if a team is ahead by 15 or more runs, the game will be called. After six complete innings (or 5 ½ if the home team leads), if a team is ahead by 10 or more runs, the game will be called.

Innings/Runs: An ‘at bat’ will end when three (3) outs have been recorded. There is NO run limit per inning.

**Pitching**

Teams will pitch to their own batters. Pitchers (of the batting team) will not be responsible for playing defense. When the pitcher is struck by a batted ball before it passes a member of the defensive team, the batter will be called out and runners must return to the base occupied at the time of the hit. In all other situations, the pitcher must move clearly out of the way of the defender making a play or the potential path of a throw.

If, in the supervisor’s opinion, the pitcher interferes with any part of a defense’s play, the supervisor may call out a runner or the batter as appropriate. The ruling will follow the guidelines similar to “interference” and “obstruction” in the ASA softball manual.

The pitcher must be a member of the offensive team. If the pitcher is a batter in the lineup, when it is the pitcher’s turn in the lineup, another player will be required to enter the game to pitch. There is no limit on pitching changes in any half-inning.

In the act of delivering the ball to the batter, the pitcher shall stand with at least one foot in contact with the pitcher’s line until the ball leaves the pitcher’s hand

Each batter will receive a maximum of three (3) pitches unless the third pitch is fouled off, in which case the pitcher will throw one more pitch. If the batter allows the third pitch to go by, that batter will be out.

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Batting

- Batting order: A team must keep the same batting order for the duration of the game.
- Players may run through first base but once they have made an attempt to advance to second base the player is live and can be tagged out.
- Bunting results in an OUT. It is at the supervisor’s discretion to call and runners will return to their previous bases and cannot advance. The play is dead once the ball has been bunted.
- A home run will be any ball that is batted and directly hits the outfield divider above the green (i.e., has not hit the ground, ceiling, or lights before hitting the divider).
- Any ball that is batted and hits the ceiling, the lights or “up” divider will result in an automatic out.
- Sliding is illegal and will result in an immediate ‘out.’
- There is no leading off or stealing.

Fielding

Defensive positioning is restricted by the following:

- If a team provides a “fielding pitcher”, the “fielding pitcher” may be positioned on either side of the offense’s pitcher no closer than three (3) feet from the pitcher. The “fielding pitcher” may not move in front of the pitcher’s line (closer to the plate) until the ball is hit.
- Each team must provide a catcher. The catcher must field from behind the batter and may not cross home plate until the ball is batted.
- No Fielder may attempt to block/obstruct any part of the plate/base by being in front of or on the base. If a defensive player obstructs the runner illegally from getting to that base then the runner will be awarded that base.

Getting players out:

- The batter is out in situations similar to softball (force outs, fly outs, etc.). In addition, a runner is out when hit by a thrown ball below the shoulders. In these cases, the ball must be thrown (not kicked) and may bounce before hitting the runner to record an out.
- A FORCE PLAY/FORCE OUT is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner. If in this case, a defensive player reaches the next base with possession of the ball before the runner does then the runner will be called out.
- TAGGING UP is the act of a runner returning to the base they were last touching and staying in contact with that base until the ball is caught, to then legally advance to the next base.
- The runner cannot be tagged out after overrunning first base as long as the player immediately returns to the base. There is an exception to this rule, in that the runner can make no attempt to go to second base or he/she can be tagged out.
- Any runner hit above the shoulders by a batted ball is safe. In this case, the play continues, but the runner who was hit above the shoulder is NOT liable to be put out until after they touch the next base; however, if the runner intentionally uses the head to block the ball or ducks, the runner will be called out (the ball is immediately dead and runners return to the last base they legally touched).
- In the event a fielder intentionally throws a ball towards and contacts a runner’s head, the play will be immediately dead and the fielder will be ejected. The runner will be awarded home and all runners in advance of the runner hit by the ball will also score.
- If the ball is batted and hits the walls/side nets, the ball may be caught directly off this obstacle, but the player is NOT OUT.
- There is no out of play area. Overthrows must be retrieved by the defensive team unless obstructed by immovable objects. In the event of an obstructed ball, regular softball out of play rules will apply. Any ball deemed to be obstructed; the defender will signal this by raising their arms or the umpire may use their discretion in deciding whether or not the ball has gone into an obstructed area. In this situation, once it has been ruled that the ball has in fact gone into an “obstructed” area then each runner will be granted the base made plus one.
Extra Innings:

- If a game is tied after the 40 minute time limit has expired, extra innings will occur.
- The game will continue to be played until after a team in a full inning is up by one (1) or more runs. If the home team is up after the first half of an inning in extra innings play, the home team has won. If the away team is up at the end of an inning in extra innings play, the away team has won.