Intramural Wiffleball Rules

PARTICIPATING WARNING

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

Players:

a. A legal team shall consist of 6 players. A team may start a game with a minimum of 4 players.
b. A team may have no more than 8 players total, and no more than 6 players in the field at a time (including a catcher and a pitcher).
c. Captains for each side are picked and they choose their batting order. They alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.
d. Three outs to retire a side, 7 innings per game.
e. In case of a tie, additional innings are played. For a complete inning, both sides must bat.

Game Regulations

- Each game will be seven innings in length or have a 50-minute time limit beginning at the first pitch. The Intramural Sports staff will determine the official time. No inning will be started after the time limit has been reached.
- Before each game, the pitcher will be allowed a maximum of five warm-up pitches. Between innings, the pitcher will be allowed a maximum of two warm-up pitches.
- There is no run limit for each inning. The inning will only end when a defensive team converts three (3) outs, time expires, or the overall run rule is reached.
- Batters will start each at bat with a 0-ball, 0-strike count. A batter is out if they hit a foul ball after two strikes. This includes hitting two fouls consecutively (i.e., no courtesy foul).
- A strike-zone indicator will be used to determine balls and strikes. A pitch will be called a strike if it hits the indicator on its original flight path (i.e. does not bounce off the ground or any other object).
- No lead-offs or base stealing. Players shall remain on the base until the batter makes contact with the ball.
- A ball hit above the wood panel in fair territory will be ruled a homerun. There is no limit to the number of homeruns a team may hit.
• No sliding is permitted in Intramural Wiffleball.

Pitching

• The pitcher shall take a position with one or both feet firmly on the ground and in contact with the pitcher’s plate.
• The pitcher must come to a complete stop holding the ball in front of the body with a pivot foot in contact with the pitcher’s plate. This position must be maintained at least one second, but no more than 20 seconds before starting delivery.
• Pitchers may throw as hard as they would like, or put any spin on the ball capable within a legal throwing motion. No foreign substances may be used to alter the flight of the ball (i.e. spit).
• The pitcher must have a continuous motion. No fakes, etc. allowed.
• A batter may not take first base on a hit-by-pitch, the pitch will count as a ball
• When the ball is released, then the pivot foot may come off the rubber.

Mercy Rule

• The game will be over if a team is winning by 20 runs after 3 innings, 12 after 4 innings, and 10 after 5 innings

An out for the batter can be made when:

• The batter can strike out (3-strikes):
  o If he/she swings at a pitched ball and does not foul tip the third strike.
  o Foul balls count as a strike for the first two strikes only.
  o A foul ball caught in back of the batter’s box does not count as an out.
  o The batter can strike out if the pitched ball hits the strike zone behind the batter three times. (IM staff will monitor pitches)
• Fly balls caught in fair or foul territory
• Ground balls that are retrieved by fielder then thrown to strike zone. If ball was fielded cleanly and hits strike zone within 3 seconds or 1 fluid motion, the batter is out. IM Supervisor will monitor fielding.
• Double Play Rule – if there is a force at any base, and the infielder/pitcher fields the ball cleanly before the single line, they have 3 seconds or 1 fluid motion to throw and hit the strike zone to turn the double play.

Scoring/Runners
• A ball hit in the single area that is not caught or fielded/thrown to strike zone, constitutes a single.
• A ball hit in the double that is not caught or fielded/thrown to strike zone, constitutes a double.
• Ball hit in the triple area on the fly that is not caught, constitutes a triple.
• Ball hit past the triple markers on the fly, that is not caught, constitutes a home run.
• A batter earns 1 imaginary base on a single, 2 imaginary bases on a double and 3 imaginary bases on a triple.
• A runner on 1st advances one base on a single, 2 bases on a double and scores on a triple.
• A runner on 2nd base scores on a double, or triple. For a single, they go to third.
• A runner on 3rd base scores on any hit.
• 10-run rule in effect after any complete inning.

SPORTMANSHIP RATING SYSTEM

The sportsmanship rating system is intended to be an objective scale by which teams’ attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating ALL players and spectators affiliated with his/her team about the system. **Teams must maintain a 3.0 (“B”) average in order to qualify for tournament play. Teams must also maintain a 3.0 (“B”) average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team’s sportsmanship rating should do so the business day following the contest by contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu.

The sportsmanship rating system is based on the following criteria, **not limited to:**

**4.0 = Excellent Conduct and Sportsmanship (A)**
- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

**3.0 = Good Conduct and Sportsmanship (B)**
- Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanshiplike conduct penalty.
- Teams receiving one unsportsmanshiplike conduct penalty will receive no higher than a “B” rating.
- A team defaults the contest

**2.0 = Average Conduct and Sportsmanship (C)**
- Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanshiplike conduct penalty.
- Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
• Teams receiving more than one unsportsmanlikeness conduct penalties will receive no higher than a "2.0" rating.
• Team is unable to produce a team at game time resulting in a forfeit.

1.0 = Below Average Conduct and Sportsmanship (D)
• Team continually dissents the officials and/or opposing team from the court/sidelines.
• Team manager exhibits little or no control over team/spectators or himself/herself.
• Teams that have a player ejected will receive no higher than a "D" rating.

0.0 = Poor Conduct and Sportsmanship (F)
• Team is completely uncooperative; manager has no control over team/spectators/self.
• Teams play with ineligible participants or withhold any information requested.
• Damage or destruction of any Campus Recreation facility/equipment.
• Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
• Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

Teams receiving a "1.0" rating must have their team captain meet with the Assistant Director of Competitive Sports before their next scheduled contest.

Teams that receive a sportsmanship rating lower than a 3.0 during any Tournament contest will automatically be disqualified from the tournament.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the Assistant Director of Competitive Sports and the Graduate Assistant of Competitive Sports. If you have any questions, contact them at intramurals@usu.edu or 435-797-0552.