WIFFLEBALL RULES

General
The Intramurals Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the Handbook rules of conduct as well as the sport-specific rules outlined below. The Handbook is available at und.edu/intramurals. Key Handbook items include:

- Alcohol, Tobacco, and Illegal Drugs – Handbook pg. 6
- Registration & Payment – Handbook pg. 7
- Captain Responsibilities – Handbook pg. 9
- Team Name Requirements – Handbook pg. 10
- Playoff Requirements – Handbook pg. 12
- Default/Forfeit Instructions and Consequences – Handbook pg. 14
- Participant Eligibility/ID Requirements – Handbook pg. 15
- Adding Players to Roster/Participation Limits – Handbook pg. 18
- Appropriate Attire – Handbook pg. 19
- Team/Participant Conduct – Handbook pg. 21

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Student Wellness Center on the Multi-Activity Court.

Questions
Please feel free to contact Intramurals with any questions or concerns.

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Rules
Rules will be enforced primarily by the “honor system”. There will be a sport supervisor on hand that will help make decisions on disputes. No umpires will be used. All supervisor’s calls are FINAL. Abusing or arguing with the supervisor will result in lowering the team’s sportsmanship rating.

Participants, Rosters, and Substitutions
- Teams can have 12 participants on their roster but only a maximum of six (6) may be on the field at one time. Defensive substitutions can be made at any stoppage of play. A minimum of four (4) participants per team is required to begin play.
- The batting order can consist of all present participants. It must remain the same order throughout the game.
- All rosters will be frozen prior to the playoffs for all divisions. Participants must have played at least one game with the team during the regular season to be eligible for the playoff roster.
- ALL team members, coaches, and spectators are subject to ALL rules.

Equipment
- Bats, balls, bases, and the strike zone chair will be provided by the intramural staff. The use of outside bats or balls will be prohibited.
- Fielders may not use a baseball/softball glove or any other catching equipment.
- All participants must wear court shoes or tennis shoes. Cleats, turf shoes, street shoes, any shoe that marks the floor, bare feet or stocking feet are not permitted. Without proper footwear, participants will not be permitted to participate.
- Plastic water bottles may be brought into team bench areas.

Field of Play/Ground Rules
- All games will be played at the Wellness Center Multi-Activity Court.
- Foul lines and bases will be clearly marked with green tape. The distance between each base is approximately 40 feet. The pitching rubber is approximately 30 feet from home plate.
- Hit off the side wall
  - A batted ball that hits the side walls first in fair territory will be a live ball. A ball caught after hitting the wall will not be a fly ball out, it is treated like a ground ball and the batter must be tagged or forced out.
  - A batted ball going into the player’s box area will be ruled a ground rule double.
- Hit off the back wall
  - An automatic home run will be awarded for a batted ball hitting the flat part of the centerfield wall on the fly.
- Hit off the ceiling/rafters/basketball hoops
  - All batted balls that hits the ceiling or any part of the ceiling first will be a live ball. A ball caught after hitting the ceiling will be an out.

Game Length
- Each game will have a 9 inning or 40 minute time limit. Any inning starting before the 40 minutes will be completed. No inning will begin after 40 minutes.
- The run limit per inning will be 8 runs. After 8 runs scored, regardless of the number of outs, that half inning will end and the teams will switch.
- In the case of a tie, extra innings will only be played if they begin before the 40 minutes. Extra innings will have a 4 run limit.
- During playoffs, extra innings will be played until a winner is declared.
- There will be no mercy rule.

Batting
- The batter must keep two hands on the bat when attempting to swing. One-handed swings will be called a strike.
• There will be no bunting. Attempted bunts will be called a strike.
• Batted ball must clear a 15 foot bunt line to be considered a fair ball. Hit balls that do not completely cross the line will be considered foul.
• Batters start with a traditional 0-0 count. A batter may walk on 4 balls or strike out swinging/called 3rd strikes. There are no foul outs.
• The offensive team is responsible for retrieving pitched balls that are not hit to return to the pitcher for the next pitch.

**Base Running**
• Runners cannot lead off or steal bases. Runners may leave the base only after the ball is contacted by the bat.
• Runners must stay on or close (officials judgement) to the baseline while running the bases. Any runner leaving the baseline to avoid a tag or interfere with play will be called out.
• There will be no sliding. An automatic out for anyone sliding.
• No ghost runners will be used. In the event that a player is on base when it is his/her turn to bat, the player must vacate the base to bat. A replacement runner may replace the player that was on base. If a replacement is unavailable the runner loses his/her spot on base. No out will be recorded.

**Fielding**
• No gloves or other catching equipment is permitted.
• Each team must provide a pitcher. There are no restrictions on where the other five fielders are positioned.
• The batter is out in situations similar to baseball/softball (force-outs, fly-outs, tag-outs, etc.). Runners may NOT be hit by a thrown ball --"pegged" -- to be put out.
• There is no infield fly rule. However, if a ball is deemed to be intentionally dropped, a fly out will be awarded.
• Overthrows that go out of play will result in the base runners being awarded one base.

**Pitching**
• A pitch may only be lobbed as high as the rim of the basketball hoop (or if hoops are up, the same estimated height), and must at least reach the height of the batters head at some point during the pitch.
  o If the ball is lobbed higher than that height, a call of “too high” from the supervisor will be given and a ball will be automatically awarded, unless the batter swings.
  o If the pitch is too low, a call of “flat” from the supervisor will be given and a ball will be automatically awarded, unless the batter swings.
• In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the pitcher's hand. A legal delivery shall be a ball that is delivered underhand or overhand at a slow to moderate speed.
• One “fastball” is allowed per inning.
• A called strike will be determined by hitting the cloth material of a folding chair behind home plate. A ball striking any part of the chair that is not cloth will be a ball.
• A pitched ball that strikes the batter will be called a ball. A hit by pitch will not be awarded first base.

*Wiffleball will be primarily a self-governing sport. A Supervisor will be on hand for disputes. If necessary, their decision will be final.*