Colorado School of Mines ~ Intramural Sports

Wiffleball Rules

I. Eligibility
   All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.

II. Game, Players and Equipment
   1. This sport is self-officiated, which means teams will call their own outs.
   2. Games shall consist of six innings or 40 minutes, whichever comes first. No new inning may start after 40 minutes unless the game is tied. In case of a tie, extra innings will be played until there is a winner.
   3. Each team will receive 3 outs per inning.
   4. A team consists of eight (8) players. Teams may start and continue with six (6) players. Sixteen (16) players MAX on roster.
   5. Bats and balls will be provided by the Intramural Sports Staff. You may NOT use your own wiffleball gear.
   6. Wiffleball is played without a glove. Use of a glove is NOT permitted.
   7. The distance between bases shall be 45 feet. The distance from home plate to the pitcher’s stripe shall be 30 feet.
   8. Cones will be used to designate the outfield fence.

III. Scoring
   1. Each time a person crosses home plate it will be counted as 1 run.
   2. There will be a 10 run limit per half inning.
      i. Scenario: If your team has already scored 8 runs in the inning, the bases are loaded and the person at bat hits a home run. Only 2 runs will count because you may not exceed the 10 run limit.

IV. Pitching
   1. The hitting team will provide their own pitcher.
2. The pitcher must stand 30 feet from home plate. This spot will be designated with a thrown down rubber or painted stripe.
3. There is a 3 pitch limit to each batter.
4. If the pitcher interferes with the defenses chance to field the ball and make a play, then the batter is out, the ball is dead and all runners must return to their original base.

V. **Batting**
1. No BUNTS! If a player attempts to bunt, they will be out, the ball is dead and all runners must return to their original base.
2. The ball must go past the pitcher. If it does not, the batter is out, the ball is dead and the runners must return to their original base.
3. On a batter’s 3rd foul ball, he/she will be called out.
4. If a batted ball clears the outfield cones in the air, it will be a home run.

VI. **Running**
1. No leading-off or stealing bases.
2. Once the ball is put into play, runners may advance at their own risk.
3. NO SLIDING!! If a player slides then it will be an automatic out.

VII. **Fielding**
1. Fielders may get a runner out one of two ways:
   i. Throwing the ball and hitting the runner below the shoulders before the runner reaches the next base. If the fielder hits the runner in the head then the runner will automatically get the base they were attempting to reach.
   ii. Tagging the base that the runner is trying to obtain. The fielder must have clear possession of the ball while touching the base.
2. If a fielder goes outside the cones to make a catch… it is still a home run. The fielder must have both feet inside the cones to make a legal catch for an out.
3. All plays at Home Plate and First Base will be force outs or hit outs. This means regardless of there being other runners on base, a fielder may always have possession of the ball and touch either of these bases before the runner reaches the base and the runner will be out.

VIII. **Sportsmanship**
1. All players are expected to play with good sportsmanship and uphold the spirit of Intramural Sports.
2. Self-Officiate with sportsmanship & class. Please respect your opponent(s) at ALL times and call a fair game to ensure a quality recreational experience for everyone involved.
3. If a game becomes heated and the participants are unable to call outs properly, the game will be called by the Supervisor and both teams will be eliminated from further play.
4. The Supervisor on duty will rate each team after each contest on sportsmanship.
5. **HAVE FUN!!**