

## WHIFFLEBALL

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### I. Eligibility

- A. In order to be eligible to participate in intramural activities, players must be a current E&H students, faculty, or staff with a valid E&H ID.
- B. Players must be listed on the team roster in the Intramural Office. Names cannot be added by phone. Teams may add players at the game site in the designated area on the score sheet. These players will be permanently placed on the team roster.
- C. Team captains and players are responsible for checking players' eligibility status.
- D. All teams may add players throughout the season but a player cannot play for two teams. No additions to roster for Tournament.

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### II. Equipment

- A. Clean athletic shoes must be worn by all players.
- B. Participants must remove all jewelry before playing.
- C. The Intramural Office will provide bases, bats, and balls for each contest.
- D. Teams must use the provided equipment.
- E. Hats and bandannas may be worn. Gloves can be used.

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### III. Forfeits

- A. Forfeit time is one minute after start time of the contest. A team must be present and ready to play at game time to avoid a forfeit.
- B. In order to claim a forfeit, a team must have the correct number of players present and ready to play.
- C. Two forfeits result in teams being ineligible for tournament play.

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### IV. Players

- A. A team will consist of seven players. There can be only 10 players on the roster for the game.
- B. A team may start and play with as few as five players.
- C. Each team must field a catcher, regardless of the number of players present.

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### V. Play

- A. The Game
  - a. A game consists of seven innings or 30 minutes, whichever comes first. No new innings can begin after the 30 minute time limit has expired.
  - b. Home and visitor sides are decided at game time.
  - c. The batting order must be listed on the score sheet prior to game time. .

- d. Extra innings will be played until a winner is determined.
- e. Mercy Rule:
  - i. After the 4th inning, if a team has a 15 run lead and the team behind has had its turn to bat, the game will be ended.

#### B. Pitching

- a. Teams pitch to their own team members.
- b. The pitcher shall take a position with both feet firmly on the ground and with at least one foot in contact with the pitching rubber.
- c. The pivot foot must remain in contact with the pitching rubber until the ball leaves the pitcher's hand.
- d. Batters get three pitches to hit.
- e. A pitch can be overhand or underhand.
- f. Pitchers must not intentionally interfere with a batted ball.

#### C. Batting

- a. The designated hitter rule will not be used. Any player playing in the field must bat.
- b. Teams have the option of batting all of their players in the batting order, including those who don't play in the field. (10 players per roster)
  - i. Teams must designate their batting order on the score sheet prior to the start of the game and AT THIS TIME decide if they will bat their entire roster.
  - ii. Teams choosing to bat their entire roster must list all of their players on the score sheet.
  - iii. Teams may choose to bat only fielding players and follow normal substitution procedures.
- c. Batters receive 3 pitches to hit. If they fail to hit the ball fairly in 3 pitches, they are "out".
- d. A foul ball on the third pitch is an "out".
- e. Bunting is not allowed. Legal hits must pass the pitching rubber to be a legal hit
- f. The ball cannot make contact with the ground before being hit.
- g. If a ball hits a wall or basketball goal in fair territory, it is considered a live ball. Balls that hit any of the above will not be eligible to be caught for an "out". (in gym only)
- h. If a ball hits the ceiling in fair territory, it is considered a live ball.
- i. A ball that hits the ceiling can be caught for an "out".
- j. The infield fly rule will not apply.
- k. Batters must keep **both hands** on the bat while attempting to hit the ball. (no one handed hitting)

#### D. Substitutions

- a. The captain make free substitutions in the field, batting order should not change.
- b. Players arriving late must sign in with the supervisor before they can play.

#### E. Re-entry

- a. Any of the starting players may be withdrawn and re-entered, however, they must stay within the batting order. .

#### F. Base Running

- a. Runners can't lead off or steal bases. The runner can't leave a base until the pitch is contacted by the batter.
  - b. A runner is out when he/she is struck with a fairly batted ball in fair territory provided the ball has not passed an infielder, excluding the pitcher. (hit by batted ball)
  - c. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, or catching). If the base runner does not avoid the collision, they are liable to ejection at the supervisor's discretion.
  - d. A base runner may not charge into a fielder hoping to dislodge the ball. The runner will be called "out", and if the action was flagrant, ejected.
  - e. Any fielder not making a play on the ball is liable to ejection from the game if they interfere with a base runner or cause a collision with a base runner (includes run-downs).
  - f. Sliding is allowed.
  - g. The ball may not be thrown at the base runner to get them "out". If this occurs, it will be a one base error. (ex. a runner going to first gets second).
  - h. If the runner makes contact with a base and the base slides the runner is "safe" if it occurred before the tag or put out.
- G. Overthrows
- a. There is no overthrow rule. Runners may advance at their own risk until the play is called "dead" by the supervisor.
- H. Appeals
- a. An appeal occurs when a player requests a ruling on whether or not a runner touched a base, and at that time the supervisor will make a decision.
  - b. The appeal must be made before the next pitch.
- I. Homeruns
- a. Homerun rule will be discussed at the captain's meeting before the start of each game.

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## **VI. Protests**

- A. Only protests which concern player eligibility will be considered.
- B. Official's judgment cannot be protested.

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## **VII. Player and Coach Conduct**

- A. Team captains and coaches are responsible for the conduct of their players and fans.
  - B. Only the captain may question the official during play.
  - C. Acts of unsportsmanlike conduct include, but are not limited to the following: Unnecessary roughness, arguing with officials, fighting, abusive language directed toward officials/opponents. These actions will result in the player(s) involved being ejected.
  - D. Any player ejected from a game will be ineligible to participate in any Intramural event until he/she meets with the Director of Intramurals.
  - E. Penalties for ejected players may include, but are not limited to the following: probation, suspension from one or more contests, disqualification for the remainder of the sport and/or upcoming sports, being banned from Intramural Sports competition for the remainder of that school year, or future years.
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## **VII. Playoffs**

All teams that complete the season with less than 2 forfeits will be eligible for playoffs.