



The University of Michigan
Department of Recreational Sports
Intramural Sports Program
WIFFLEBALL RULES

I. INTRAMURAL POLICIES AND PROCEDURES

(NOTE: Listed below is a synopsis of important Intramural Policies and Procedures. For a more detailed explanation, please refer to the Intramural Sports Program Manager's Manual.)

A. ROSTER AND ROSTER ADDITIONS

1. **Team Sports:** A team's roster is formed throughout the regular season. All players participating in a game must be listed on that game's scorecard. The players who are listed will be entered onto that team's roster and will appear on all future scorecards under that team's name. *The manager is responsible for ensuring that each scorecard, including the printed roster, is complete and accurate (i.e. all team members who participated in that game are listed on the scorecard).* Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player's name as well as his/her ID or User Pass number on the scorecard. A player must participate in at least one regular season game to be eligible to participate in the playoffs.
2. **Tournaments:** A team's roster is built over the course of the preliminary rounds of the tournament. As in team sports, the individuals listed on the scorecards constitute a team's roster. Managers are responsible for the completeness and accuracy of the scorecards. In tournament events, roster additions may be made through the quarter-final games.
3. **Individual, Dual, and Team Meets:** For meets, a team must submit its roster prior to the event, and prior to the roster deadline if one is set. Rosters may not be modified after the roster deadline.

B. ELIGIBILITY

1. **Checking ID's:** Before a contest, event, or activity, all members of a team shall present to the official their pictured Student ID card or Department of Recreational Sports user pass. The official shall then verify the participant's identity and so note on the scorecard. Those players listed on the scorecard and verified by an official are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participants assumes the responsibility to have his/her identity verified by the official during a stoppage of play. Should a player not be verified by an official, that individual shall be considered an ineligible player.
2. **Forgotten ID Policy:** If a player forgets his or her ID, the following procedure will be followed:
 - a. The player must present a form of pictured ID (i.e. state driver's license, state identification, etc.) to the sport supervisor.
 - b. The sport supervisor shall complete an Intramural Forgotten ID Form and give that form to the participant.

- c. The participant shall present the completed Intramural Forgotten ID Form along with his/her ID to the game official for verification.
 - d. The player must come in the next working day between 11:00am and 4:30pm with their valid student ID or current Department of Recreational Sports user pass to verify that they are an eligible participant in the Intramural Sports Program. Failure to do so shall result in a forfeit against the violating team.
3. **Club Sport Members and Intercollegiate Athletes:** Teams that have Club Sport Members and/or current/former intercollegiate athletes on their roster should check the Intramural Sports Program Managers Manual for restrictions on these participants.
- C. FORFEITS:**
 A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest. In order to be credited with the forfeit “win,” the team present for the contest must list on the scorecard the team members present. A team may waive the right to forfeit and wait for the opposing team to arrive. If 10 minutes after the scheduled game time passes, and the minimum number of players required to play for the opposing team has not arrived, the team present must accept the forfeit. Should the opposing team arrive before the 10-minute time limit, and should the team entitled to the forfeit agree to play, then the contest shall be played. The time lost shall not be made up, and the team that agreed to play cannot rescind their decision.
- D. SPORTSMANSHIP RATINGS**
- 1. Each team in each contest shall be rated by the officials. A team begins an intramural game or event with a total of 10 sportsmanship points. A meet has a total of 10 sportsmanship points, based on the conduct of the team for the duration of the meet. During the course of the contest, teams may lose points if their behavior deteriorates. It is possible to receive a sportsmanship rating below zero.
 - 2. Yellow Cards: For each yellow SRS card a team receives, three points shall be deducted.
 - 3. Red Cards: For each red SRS card a team receives, seven points shall be deducted.
 - 4. Forfeits: Forfeiting a contest shall result in a seven point deduction.
 - 5. Officials, at their discretion, may subtract one point for minor unsportsmanlike conduct which does not result in the issuing of a card.
 - 6. Playoffs: In order to be eligible for the playoffs a team must average a SRS score of 7 or higher for the regular season. If in any playoff game, including the Championship, should a team’s actions cause that team to receive a SRS rating of less than seven (7), the game will immediately be discontinued; the opposing team will be declared the winner of the game; and the declared winner will advance to the next round in the playoffs. The declared winner must not have a SRS rating of less than seven.

II. SPORT RULES

A. EQUIPMENT

- 1. The official Wiffle Ball (baseball size) shall be used.
- 2. All defensive players must play barehanded. No gloves are to be worn by defensive players.
- 3. Only bats supplied by the Intramural Sports Program are to be used.
- 4. Bases are to be set up 45 feet apart.

B. TIME FACTORS

- 1. A regulation game will be seven (7) innings in length.
- 2. A game need not be seven (7) innings for it to be legal.
- 3. NO new inning may begin after 40 minutes have elapsed from the start of the game.
- 4. Semi-final and Final games will have no time limit.
- 5. At the discretion of the Field Supervisor or umpire, games may be terminated at the end of a half inning when there is a great difference in the score and continuance of play interferes with the start of the next game.

C. TIE GAMES

1. During the regular season, ties will not be resolved, and each team will be credited with a win.
2. During tournament play, if the time limit has passed and the teams remain tied, the following tie-breaking procedure will be used:
 - a. Each team will begin their half of the inning with a runner at second base.
 - b. This runner shall be the last batted out from the previous inning.

D. PLAYERS

1. A regulation team consists of 6 players.
2. A team will position 6 players in the field. Defensive positions are set at the discretion of the defensive manager with at least one fielder at the catcher position.
3. A team needs 4 players to begin and/or continue a game.
4. If a team is going to bat more than 6 players, they must all be present and listed on the scoresheet prior to the start of the game and any substitutions made after the start of the game must follow Official Softball Rules.
5. If a team begins a game with less than 6 players and additional players arrive after the start of the game, the line-up may be filled out only by adding on to the existing line-up.
6. If, for any reason, a player must leave the batting line-up, the substitute must be a person who has not yet batted. If no qualified substitute is available, an out shall be declared each time the vacated position in the batting order comes up.

NOTE: Please see Co-Rec Modifications for Co-Rec Play

E. PITCHING

1. Teams will pitch to their own batters.
2. A pitch will be delivered with an underhand motion.
3. The pitcher will not have any defensive responsibilities but must avoid interfering with defensive players attempts to play a ball. If a batted ball hits the pitcher, the batter will be declared out, the ball is dead immediately, and all runners must return to the bases occupied at the time of the pitch.
4. Each batter will receive a maximum of three pitches to hit. If after the third pitch, the ball is not put into fair play, the batter will be declared out. (i.e. If on the third pitch, the batter does not swing or hits a foul ball, he/she is out.)

F. SCORING

1. Teams are responsible for the keeping of scores. It is advised that teams check the score following each half inning.
2. **Mercy Rule.** If a team is winning by 12 runs or more after 5 innings of play (4 1/2 if the home team is winning), a mercy shall be called, and the game shall end.

G. GROUND RULES

1. Any ball hitting an overhead obstruction that is over foul territory is a foul ball and may not be caught for an out.
2. Any ball hitting an overhead obstruction that is over fair territory and lands in fair territory is a fair ball. Balls hitting an overhead obstruction over fair territory may be caught for an out.
3. The following hits will be declared home runs:
 - a. Any fair ball hitting the field dividers (curtains) above the blue section on the fly.
 - b. Any fair ball hitting the gym wall above the base of the gym windows extended.
 - c. Balls which first hit an overhead obstruction and land in home-run territory are live and in-play.

H. OTHER IMPORTANT WIFFLEBALL RULES

1. All calls (fair/foul, out/safe, etc.) will be made by the defensive team. If teams cannot agree on a call, the supervisor shall be called in and a coin flip will be conducted to make the call.
2. Bunting is not allowed in wiffleball. Result: Batter is out.

3. Base stealing is not allowed.
 4. Runners cannot leave their base until the pitch crosses home plate.
- I. CO-REC MODIFICATIONS**
1. Line-up
 - a. Co-Rec teams will consist of 6 players (3 men and 3 women).
 - b. At least 4 players are needed to start a game. In this situation, 2 females and 2 males are required.
 - c. Teams may play with fewer number of either sex but any break in the batting order of male-female batters will result in an OUT. Example: 4 men; 2 women---
M, W, M, W, M, OUT, M, OUT.
 - d. With equal numbers of men and women (2 men and 2 women) no out would be awarded.
 - e. The batting order must be set with all team members alternating (male/female) until the alteration is affected by the odd number of players with the resulting outs coming at the end of the batting order.
 - f. Any number of players may be included in a teams batting order as long as the above conditions are met.
 2. Fielding
 - a. There will be total free substitution of players in the field on defense.
 - b. At no time will there be more than three (3) men or three (3) women on the field.
 - c. There can be no more than 6 players fielding.