



WIFFLE BALL RULES

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT CREIGHTON PICTURE ID TO ENTER THE KIEWIT FITNESS CENTER (All participants must be a full time student or a KFC member).** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Players must meet all IM eligibility rules
2. Teams will play a round robin regular season plus play-offs. Play-off games will be posted on the IM web page at the end of the regular season. **ALL TEAMS MUST BE PREPARED TO PLAY PLAY-OFF GAMES ON DAYS AND TIMES THAT ARE DIFFERENT FROM THEIR REGULAR SEASON SCHEDULE. IT IS HIGHLY RECOMMENDED TO CARRY ADDITIONAL PLAYERS ON YOUR ROSTER. IF YOU KNOW OF ANY CONFLICT YOU NEED TO NOTIFY JASON GANT 280-2987. PRIOR TO THE POSTING OF THE PLAY-OFFS. ONCE POSTED, PLAY-OFFS GAMES WILL NOT BE RESCHEDULED UNLESS THERE IS INCLEMENT WEATHER.**
3. All players must agree to the following: *Intramural Sports activity. I acknowledge that participation in the activity may involve the risk of bodily injury, property damage, or any other danger. I freely assume all risk of loss, property damage, or personal injury, including death, that may be sustained by me as a result of participating in the activity, whether caused by the negligence of Creighton University, its agents and employees, or otherwise. I hereby release, waive, and discharge Creighton University, its Board of Directors, and its agents and employees from all liability to me, my personal representatives assigns, heirs, and next of kin, for all loss or damage and any claims or demands thereof, including attorney's fees, on account of injury to myself or my property. I agree to indemnify, defend, and hold harmless Creighton University and any of its directors, employees, and agents from any and all claims and cost arising directly or indirectly as a result of my participation in the activity.*
4. Game time is forfeit time. The supervisor on duty shall declare forfeits.
5. A team shall be composed of 5 players. Free substitutions will be allowed. Teams must have 3 players present to begin the game. A team with less than 5 players does not have to take an out in the batting order for being short players.
6. All jewelry must be removed prior to the start of the game. All players must wear athletic shoes with non-marking soles.
7. No gloves may be worn by defensive players. Offensive players may wear batting gloves if they choose.
8. The ball shall be the official sized Wiffle Ball with 8 holes, and the bat shall be the official yellow Wiffle Ball bat. **All** equipment will be provided by the Department of Campus Recreation. Players may not use their own equipment.
9. Games shall be 6 innings in length. No new inning will begin after 50 minutes of play unless the score is tied. The bottom half of an inning that has gone past the 50 minute limit will not be played if the home team is ahead. If the score is tied at the end of the time limit, or after 6 innings (whichever comes first), a tiebreaker will be used to determine a winner. Teams will begin subsequent innings with a "runner" at second base until a winner is determined. **If a team is ahead by 15 or more runs after 3 complete innings or 10 or more runs after 5 or more innings, that team will be declared the winner**
10. **THE FIELD:** The field will be divided into zones of play. There will be 5 separate zone-lines: the fair play line, singles line, doubles line, triples line, and the home run line. The fair play line will be 8' from home plate. Any ball that does not travel past this line will be a foul ball. The singles line will be 43' from home plate. The doubles line will be 65' from home plate. The triples line will be 78' from home plate. The home run line will be marked by the **gym divider curtains**. The ceiling and curtain dividers are



treated the same as the ground. A fly ball caught off the curtain or ceiling is not an out. When the ball strikes the curtain or the ceiling, it will be treated the same as if the ball strikes the ground at that spot.

11. **HITS:** A single occurs when the batter hits the ball past the singles line. If a fielder picks up a moving ball before it crosses the singles line, it shall be an out. The fielder may bobble the ball as long as it does not re-strike the ground. If the ball stops before the singles line, it will be an infield single. There is **NO BUNTING**. A ball that hits the first cone shall be a single. Doubles occur when the ball is hit in the air past the doubles line and touches the ground between the doubles line and the triples line. If such a hit is caught in the air, it is an out. A ball that hits the second cone will be a double. Triples occur when any ball is hit in the air past the triples line and touches either the ground between the triples line and the home run curtain. If such a hit is caught in the air, it is an out. A ball that hits the third cone will be a triple. Home runs occur when any ball is hit in the air into the home run curtain.
12. **BALLS AND STRIKES:** Shall be determined by a cut out square measuring 32" high, 22" wide, 12" off the ground. This square will be cut from a backstop measuring 5' high and 3' wide. If the ball travels through the square in the air, it is considered a strike, even if it hits the side first. If the ball does not go through the square, and is not swung at by the batter, it is considered a ball. A pitched ball that hits the batter is also a ball, **although the batter must attempt to avoid being hit**. If a batter has 2 strikes and foul tips the ball through the square, it is considered strike 3. 4 balls constitute a walk, and 3 strikes are an out.
13. **PITCHING:** The pitching rubber will be 40' from home plate. Hitters will get 4 balls and 3 strikes. A strike shall be called if a pitched ball a) goes through the target strike zone in the air, b) is swung at and missed by the batter, or c) is fouled by the batter. Pitchers are allowed 10 warm up pitches before their first inning or first appearance of work. All subsequent innings or appearances, they are allowed 5 warm up pitches.
14. **AN OUT WILL OCCUR WHEN THE BALL THAT GOES THROUGH THE TARGET STRIKE ZONE IN THE AIR AND THE BATTER DOES NOT SWING.**
15. **RUNNER ADVANCEMENTS:** There will be **NO BASERUNNING**. Imaginary or "ghost runners" will be used. **All runners automatically advance the same number of bases as the batter.** **WITH TWO OUTS ONLY**, all runners advance an extra base on a clean, untouched hit. This extra base advancement shall not pertain to infield singles. **THERE IS NO BASE STEALING.**
16. **DOUBLE PLAYS:** When there is a double play situation in effect in the game, a team may choose to turn a double play. To do this, the fielder must play the groundball cleanly before the singles line and throw it through the strike zone square in the air. The fielder has 3 seconds and one step to attempt this throw. If the fielder bobbles the ball, but it does not re-strike the ground, the double play cannot be turned. The batter will be out in that scenario. **If the double play is successful, the lead runner involved in a force out and the batter are out.** If the attempt is unsuccessful, the batter is out.
17. **SACRIFICE FLYS:** If the offensive team has a runner on 3rd and less than 2 outs, they may elect to tag up the runner on 3rd to go home. They must yell tag while the ball is in the air. The fielder then has 3 seconds and one step to make the throw to home. An out will be called if the throw hits the board (backstop) on anything, including a groundball. The ball **DOES NOT** have to travel through the strike zone square. If the ball hits the backstop, it will be a double play; if it does not hit the backstop, the run will score.
18. **UMPIRING:** The intramural supervisor on duty will umpire games. The supervisor should say the situation when the batter enters the batter's box. Example: "Runners on 1st and 2nd, 1 out." The supervisor will also say the count before each pitch. Example: "2 balls, 1 strike. The rulings of the supervisor are final.
19. **SCOREKEEPING:** The hitting team keeps track of the score. Verify the score each half-inning with the other team.