



Wiffleball Rules

(Open)

Note: Rule changes for 2010-11 will be written in this font.

RULE 1. ELIGIBILITY GUIDELINES

Section 1. Eligibility

1. All participants must be current full-time students or Kiewit Fitness Center members.
2. All participants must bring and show their current Creighton picture ID card to participate.
3. Participants may only play on **ONE** open (O) team.
4. Refer to the Intramural Sports Manual for further eligibility guidelines.

Section 2. Assumption of Risk

1. All participants must agree to the following:
 - a. *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.*

Section 3. Captain's Meeting

1. There is no captain's meeting for Wiffleball.

RULE 2. GENERAL GUIDELINES

Section 1. Teams

1. Teams shall consist of five (5) players. There is no limit as to the number of eligible substitutes.
 - a. Teams must have at least three (3) eligible players present to start a game and avoid a forfeit.
 - b. The Intramural Supervisor shall rule on all forfeit situations.
2. Players may only be added to the team roster during the regular season. Following the conclusion of the regular season, new players may only be added to teams with the permission of the Intramural Director.

Section 2. Participants

1. All participants are subject to the rules of the game and Intramural Sports guidelines. Participants include, but are not limited to: players, non-players, substitutes, coaches, spectators, fans, and trainers.

Section 3. Supervision

1. The game shall be played under the supervision of the Intramural Sports Supervisor(s). The Supervisor has the authority to rule on any situation not specifically covered by the rules.



Section 4. Spectators / Team Box

1. **For the safety of the players, staff, and users of the KFC, spectators are not allowed down in the vicinity of the courts. All spectators must watch the games from the top floor walkway area overlooking the courts.**

Section 5. Equipment

1. Campus Recreation will provide the game bats and balls. Players may not use their own.
2. Players may not wear jewelry of any kind. (Exception: Medical alert bracelets)
3. Players may not wear fielding gloves, but may wear batting gloves.
4. Uniform requirements:
 - a. Shorts/Pants must be athletic (no jeans, khakis, etc.).
 - b. Only athletic shoes with rubber or pliable synthetic soles shall be worn. No sandals, boots or marking black soled shoes will be allowed.

RULE 3. PREGAME, TIMING AND SCORING

Section 1. Captain's Meeting

1. Prior to the start of the game, there shall be a pre-game captain's meeting. The referee will conduct a coin toss. The winner of the coin toss shall choose to be either the home team or the visiting team.

Section 2. Timing

1. Game time is forfeit time.
2. Games will be six (6) innings.
 - a. A new inning cannot be started after 50 minutes of game time has elapsed.
 - b. After 50 minutes, the bottom half of the inning will not be played if the home team is ahead.
3. The supervisor will keep the official time.
4. Extra Innings:
 - a. There are no extra innings during the regular season. The game shall be recorded as a tie.
 - b. Playoffs / Tournament Events:
 - i. Extra innings will be played until a winner is determined.

Section 4. Mercy Rule

1. The game ends if a team is winning by 15 runs or more at, or following three (3) complete innings.
2. The game ends if a team is winning by 10 runs or more at, or following five (5) complete innings.

Section 5. Scoring

Teams are responsible for the score. The supervisor(s) will assist and rule on the situation when necessary.

RULE 4. BALL IN PLAY

Section 1. The Field

1. The field will be divided into zones by 5 separate lines:
 - a. Fair play line is 8' from home plate. Any ball that does not travel past this line is a foul ball.
 - b. Singles line is 43' from home plate.
 - c. Doubles line is 65' from home plate.
 - d. Triples line is 78' from home plate.
 - e. Home run line will be marked by the gym divider curtains.

- f. A fly ball caught off of the curtain or ceiling is not an out. It will be treated the same as if the ball strikes the ground at that spot.

Section 2. Hitting

1. A hit occurs when the batter hits the ball in the air past the designated line and the ball is not fielded cleanly by a fielder.
 - a. Balls that hit the designated cones in the air count as hits.
 - b. An infield single occurs when the ball stops before the singles line.
 - c. There is no bunting.
2. If a fielder picks up a moving ball before it crosses the singles line, it is an out. The fielder may bobble the ball as long as it does not re-strike the ground.
3. If a fielder catches the ball in the air, it is an out.

Section 3. Pitching

1. The pitching rubber is 40' from home plate.
2. All counts start at 0-0. Four (4) balls constitute a walk and three (3) strikes constitute an out.
3. Strike Zone:
 - a. A cut out square in the backstop 12" off of the ground measuring 32" high, 22" wide.
 - b. A pitch that travels through the square in the air is a strike, even if it hits the side first.
 - i. With 2 strikes, a foul tip through the square is the third strike.
 - c. A pitch that is swung at and missed by the batter is a strike. A fouled off pitch is a strike.
 - d. A pitch that does not go through the square, or that hits the batter, is a ball.
4. Warmup: Pitchers are allowed a maximum of five (5) warmup pitches per inning.

Section 4. Fielding and Running

1. There is no base running. Imaginary runners will be used. There is no stealing.
2. All runners automatically advance the same number of bases as the batter.
 - a. With 2 outs, all runners advance an extra base on a clean, untouched hit. This does not pertain to infield singles.
3. Double Plays
 - a. To turn a double play, the fielder must play the groundball cleanly before the singles line and throw it through the strike zone square in the air.
 - b. The fielder has three (3) seconds and one step to attempt the throw.
 - c. If the fielder bobbles the ball, even if it does not re-strike the ground, the double play cannot be turned. Only the batter will be out in this scenario.
 - d. If the double play is successful, both the lead runner involved in a force and the batter are out.
4. Sacrifice Flies
 - a. To attempt a sacrifice fly, the batting team must have a runner on third with less than 2 outs. They must yell "Tag" while the ball is in the air.
 - b. The fielder has three (3) seconds and one step to attempt the throw to home.
 - c. An out will be called if the throw travels through the strike zones square or hits the backstop on anything, including a groundball.
 - d. If the throw does not hit the backstop the run will score.

RULE 5. CONDUCT OF PLAYERS AND OTHERS

Section 1. Unsportsmanlike Conduct

1. Non-contact acts. Include but are not limited to:
 - a. Participate while wearing or using illegal equipment.
2. Prohibited acts. Include but are not limited to:
 - a. Using profanity, taunting, insulting, or vulgar language or gestures.
 - b. Refusal to comply or abide by the request or decision of an official or supervisor.



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- c. Attempting to influence a decision by an official or supervisor.
 - d. Disrespectfully addressing an official or supervisor.
 - e. Indicating objections to a decision made by an official or supervisor.
 - f. Intentionally contacting an official or supervisor. (Flagrant)
 - g. Fighting (Flagrant)
 - i. Any attempt to strike or engage an opponent in a combative manner unrelated to the game, whether or not there is contact (ex. Spitting, throwing a punch). Leaving the team bench and entering the field during a fight is also considered a flagrant unsporting act.
3. Any act of fighting shall result in the game being ended immediately, with the offending team(s) forfeiting.
4. ***Penalty: A participant who commits any act of unsportsmanlike conduct is subject to ejection. A participant who commits any flagrant act shall be ejected immediately.***