



Wiffleball Rules

Policies and Procedures

1. All rules in the Intramural Policies and Procedures Handbook shall supercede the following rules should a conflict between the two arise. The Intramural Program Advisor will make the final determination on all rule interpretations. Campus Recreation reserves the right to add, delete, and revise rules periodically to insure fair play for all involved.
2. All participants are required to bring a valid WVU identification card to all contests. Failure to do so will result in that player being unable to participate in that contest.
3. Player addition forms are available at the Intramural Information next to the front desk. You must have your player addition filled out and in the player addition box by Friday at 11:00 am.
4. Participants must meet all other eligibility requirements stated in the Policies and Procedures Handbook.
5. The officials' and supervisors' authority and jurisdiction will be in effect in and around the field of play.
6. **Captain's Ejection Policy:** Any captain, player or spectator ejected from a game for conduct reasons will be suspended for at least one game and must follow the ejection procedures listed in the Policies and Procedures Handbook. The captain's ejection policy shall be in effect for all contests. Any player or spectator ejected from a contest after their captain has received a warning to control his/her team's and/or spectator's actions should result in the captain also being ejected for the remainder of the contest. According to the captain's ejection policy, for each player ejected, the team must play a player shorthanded. The captain may be replaced on the field, unless he/she has been ejected for his/her own conduct, rather than those of his/her players and/or spectators. Any player ejected in the last league game or during the playoffs, must meet with the program manager and program assistant director in order to determine result of the incident.
7. **Sportsmanship:** Sportsmanship is rated on a score of 1 to 5, 5 being the best and 1 being the worst sportsmanlike. Teams are required to average a sportsmanship rating of 3 in the regular season in addition to having a sufficient won – loss record in order to qualify for the playoffs. Once in the playoffs, teams must finish each game with at least a 3 in sportsmanship rating to advance to the next round. Teams must earn a 3 sportsmanship rating in the championship game to win the championship. See the Policies and procedures Handbook for more information.
8. **Jersey Color:** No teams are permitted to wear black jerseys. Teams are asked to wear jerseys of the same color. If judged that too many different jersey colors are creating confusion, one team may be required to wear pinnies provided by Campus Recreation.

9. **Attire:** All players must wear gym shoes or tennis shoes. Sandals, street shoes, and bare feet are not allowed.
10. **Forfeit time:** Game time is forfeit time. No extra time will be given for players or teams to arrive.
11. **Scorekeeping:** Each team is responsible for furnishing a scorekeeper, whether it is a player or a spectator. The team captain shall decide on the scorekeeping process in whatever they see fit. Team captains are ultimately responsible for proper scorekeeping.
12. **Jewelry:** No player may wear jewelry including but not limited to watches, bracelets, necklaces, earrings, and various body rings. If a player is not willing to remove the jewelry, he/she will not be permitted to play. In addition, no rubber bands will be allowed to be worn on wrists during play.
13. If a player is bleeding, the game must be stopped and the wound must be covered. All clothing in blood must be cleaned or removed. The player must sit out at least until the next dead ball after he/she leaves the game before being allowed back in. The same applies to an injured player if the game must be halted to attend them.
14. **Bench Clearing:** Any player that leaves the bench during a game to rush the field will be ejected from the game.
15. **Equipment:** Batter must use wiffleballs and bats provided by Campus Recreation.

The Game

- 1 **Pre-game:** A pre-game coin flip will determine home and visitors designations. The winner of the coin flip will choose to be home or away. The visiting team bats first.
- 2 **Game Length:** A game consists of 7 innings (6 ½ if the home team leads), or 45 minutes, whichever comes first. At the end of the 45-minute limit, the inning in play will be completed. In case of a tie, extra innings will be played until a winner is determined.
- 3 **Number of players to start the game:** Six players are needed to avoid a forfeit.
- 4 **Number of players in the field:** Only eight players are allowed in the field.
- 5 **Timeouts:** Timeouts can be called by the offense when no base runners are attempting to advance. Timeouts may be called by the defense before the offensive pitcher releases the ball, and when the defense has possession of the ball in the infield and no runners are trying to advance.
- 6 **Warm-up Time:** No infield or outfield warm-ups will be allowed after the first inning is completed.
- 7 **At bat:** A team may bat an unlimited number of players.