
WIFFLEBALL IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN **GRAY**.

THE GAME WILL BE PLAYED ACCORDING TO THE WORLD WIFFLEBALL CHAMPIONSHIP RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

OPEN, IFC FRATERNITY, AND WOMEN'S TEAMS

STARTING THE GAME

1. **START TIME:** Teams are to be at the court and signed in before the official game time. If any team is not at the court and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **IM SPORTS PASS:** All participants must have purchased a valid Intramural Sports Pass in order to be eligible to participate.
4. **SCORING:** The Intramural Officials working the game will keep the official score, and confirm the score at the conclusion of each half inning.
5. **TEAMS:** Five (5) players constitute a team; a game may be started with no less than three (3) players per team. A team will forfeit if they do not have three (3) players at any point in the game.
6. **EXTRA HITTERS:** Teams are permitted (but not required) to have extra hitters in the lineup. An extra hitter is considered a spot in the lineup, but the player(s) does not play in the field. An extra hitter may switch positions with a field player. The only stipulation is that the batting order may not change. A substitute may enter the game into an extra hitter's position. That player is now considered an extra hitter. The extra hitter may bat anywhere in the line-up. A team may use up to five (5) extra hitters, but the total number of places in a lineup may not change once the game begins unless due to injury or ejection.

7. GAME TIME: No new inning may be started after the Intramural Sports Supervisor has made the announcement that the fifty (50) minute time limit has expired.
8. GAME EQUIPMENT: Team's must use the wiffleballs and bats provided by Towson University Intramural Sports.
9. JEWELRY/ACCESSORIES: No jewelry or accessories may be worn. Any batter wearing jewelry or accessories will be called out. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. *Clarification: Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.*
10. GROUND RULES: Special ground rules may be implemented by the Intramural Sports Supervisor if special conditions exist that would warrant an alteration of ground rules already in place.

PLAYING THE GAME

11. INNINGS: Seven (7) innings will constitute a game. Four (4) completed innings are necessary for an official game that is ended early due to inclement weather.
12. TIE GAMES: All games ending in a tie score during the regular season will be recorded as a tie in the win/loss record. During the playoffs, extra innings as described in the WWBC rules shall be used to determine a winner.
13. SUBSTITUTES: All starters and substitutes will be permitted unlimited re-entries, provided they return to the same spot in the batting order.
14. BATTING: Batters must use a wiffleball bat. Bunting and chop-swings are prohibited. Batters may not leave the batter's box to swing at a ball. The result will be a dead ball out, and all runners will have to return to their previous base.
15. BATTER'S COUNT: Batters will receive five (5) pitches each at-bat. All legal pitches that the umpire calls a strike, missed swings, and foul balls will be counted as a strike. All pitches that are illegal or are not called a strike will be counted as a ball. Each batter may receive one courtesy foul ball when there is a 2-strike count, but a second foul ball after the second strike will be considered a strike-out. Failure to record a hit on one of the five pitches will result in an out.
16. BASE RUNNING: Base runners may NOT lead off or steal unless they are on third base. Runners on first and/or second base may not advance without a batted ball. If a runner on third attempts to steal home, runners on first and second base may not advance. Runners on first base and second base who leave base before the batter makes contact with the ball will be ruled out.
17. OUTS: Fielders may throw the ball at runners in order to get them out. Runners struck below the neck will be ruled out. Runners hit below the neck with a thrown ball which first contacts another player, base, ground, or anything else will also be ruled out. Runners in

contact with a base that are hit with a batted or thrown ball will be ruled safe. Fielders can make force outs on batters going to first base by throwing the batted ball back to the pitcher before the reaches first base. All other outs must be recorded by throwing to the base or hitting the runner.

18. **PITCHING:** The pitcher must have at least one (1) foot on the pitching rubber from the time the pitching motion begins until the ball is released.
19. **PITCH ARC:** Pitches must have a perceptible arc higher than the pitcher's release point. No side arm pitching is allowed. If not, the umpire will call "illegal pitch" while the ball is in flight. If the batter takes the pitch, it will be called a ball, regardless of where the pitch lands. However, the batter may swing at the pitch. If so, the result of the swing (miss, foul ball, or ball in play) will override the "illegal pitch" call and a ball in play will be considered a live ball.
20. **STRIKE ZONE:** Any pitch within the legal pitch arc range that crosses the plate between the batter's front shoulder and back knee is a strike. Any pitch which strikes the plate will be considered a ball. Any pitch which hits the strike pad will be considered a strike.
21. **BALLS OUT OF PLAY:** The umpire will call time-out anytime a ball crosses the out of play line. If a batted ball travels out of play in the air, it will be considered a foul ball. If a batted ball lands in fair territory, and then travels out of play, it will be considered a ground rule double. If a live ball is thrown out of play, runners shall advance two (2) bases from the point when the ball was thrown. If a defensive player carries a live ball out of play, runners shall advance one base from the time the defensive player crosses the out of play line.
22. **HOME RUNS:** All batted balls in the air landing over the designated home run zone will be ruled a home run and that team will be awarded runs for each member on base.
23. **APPEAL PLAYS:** An appeal for leaving a base early or missing a base may be made by the defense after the ball is declared dead by the umpire and before the next legal pitch. The appeal must be announced to the umpire, and then a defensive player in possession of the ball must touch the base in question. The umpire's decision on an appeal is not subject to protest.
24. **MERCY RULE:** Games shall end if one team is ahead by fifteen (15) runs after the fourth inning or ten (10) runs after the fifth inning, providing the team behind has had its turn to bat that inning.

SPORTSMANSHIP

25. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

26. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game (for sportsmanship related issues), that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.
27. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
28. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products on Burdick Field. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
29. INTRAMURAL SPORTS POLICIES: Team captains are responsible for making sure that all members of their team are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.