

- E. Free substitution of fielders is permitted among all players in the batting order. The batting order shall not be changed at any time except for the addition of a player to the end of the order (maximum of 6 batters).

- E. The batter will be declared out if he/she hits a foul ball with a two-strike count.
- F. A fair-batted ball hits over the wall is a homerun
- G. A batted ball which hits an overhead obstruction such as the ceiling or basketball goal will be considered a **FOUL** ball. If caught before touching the ground or another object such as the side or outfield wall, it shall be an out.
- H. "Out of Play" areas will be determined by the umpire(s) prior to the start of the game

V. Pitching Regulations

- A. The pivot foot must remain in contact with the pitcher's plate until the pitched ball leaves the hand.
- B. The pitched ball may be thrown in an overhand or underhand motion. There is **no arc requirement**. There must be a definite pause prior to beginning the pitching motion and delivery must be made directly to home plate once the pitching motion begins. A stop or change of direction in the pitching motion will result in an illegal pitch being called.
- C. There is a speed restriction for pitchers. The ball must not be thrown excessively fast as determined by the discretion of the umpire.
- D. The pitcher may take only one step before releasing the ball and the pivot foot must remain in contact with the player's plate area for the duration of the pitch.
- E. There are no balks. Any deviation from pitching regulations shall result in an illegal pitch. In all instances, the umpire shall call illegal pitch loud enough for the batter and catcher to hear. A ball will automatically be awarded unless the batter swings. Should the batter swing, the illegal pitch call will be ignored and the result of the play will stand.
- F. Any pitched ball which strikes the batter shall be ruled upon based on whether the batter swung (strike) or outside this area (ball). **A batter will not be awarded first base if struck by a pitched ball.**
- G. The pitching distance from the pitcher's plate to home plate shall be 35 feet.

VI. Pitcher's Poison

- A. A circle will surround the pitcher's plate
- B. If the pitcher has the ball within the circle before the batter reaches first base, the batter will be out
- C. If a base runner is tagging up, he or she will be out if the pitcher has the ball within the circle before reaching the next base.
- D. **Pitcher's Poison cannot be used for force plays**

VII. Baserunning

- A. There is no stealing of bases under any condition.
- B. A runner may leave a base only after the ball has **BEEN CONTACTED BY THE BATTER**.
- C. If an overthrow goes out of play or is interfered with by a spectator, coach, opposing team player or equipment, the base runners are awarded two bases from the release of the throw or the interference contact based on the runner's location.
- D. Malicious contact by a base runner with a fielder will result in an out and an automatic ejection.
- E. **The runner or batter-runner may be put out by being struck with a thrown ball below the player's chest.** Any thrown ball from the fielder which strikes the runner above this area shall be treated as an overthrow unless the runner caused this contact by altering their movement as to encourage being struck (Interference). The fielder shall be ejected for any malicious attempt to injure a runner with a thrown ball or for striking a runner above the chest a second time in the same game. A warning will be issued following the first occurrence in addition to overthrow penalties.
- F. Interference is the act of an offensive player or team member which impedes or confuses a defensive player attempting to execute a play. Contact is not required. When this occurs, the ball is ruled dead and runners return to the last base touched and someone will be called out.
- G. **Sliding is illegal and is a form of interference** when it is an intentional act designed to avoid being put out and the runner's hand and knee touches the ground.

VIII. Players/Substitutions

- A. Substitutions may be made at any time with prior notification to the umpire.
- B. If the pitcher is removed from the pitching position, he/she may only return to this position one time. However, this player may remain in the game at another position.
- C. If a player leaves the game in favor of a substitute, that player may re-enter the game once, but only in the same batting position.
- D. If a "substitute" leaves the game, that player may not re-enter the game.

**The George Washington University
Campus Recreation
Intramural Sports
Wiffleball Rules 2007**

Each player must present a G-World card before each contest to be eligible to participate. No exceptions.

Any rules questions or judgments will be made by the Intramural Supervisor. Misconduct of spectators, players, or coaches can result in assessment of a penalty, ejection, or forfeiture of that game. The Supervisor shall have the power to make decisions on any matters or questions not specifically covered in the rules. **Rules may be adapted during the season by the Assistant Director if necessary.**

I. Governing Rules

Current rules of the United States Perforated Plastic Baseball Association (USPPBA) shall apply with modifications or exceptions as indicated below

II. Equipment

- A. Athletic shoes must be worn by all participants. No boots, sandals, cleats, etc. will be allowed
- B. WIFFLE bats will be provided and are the only legal type of bat for use.
- C. The WIFFLE perforated plastic baseball shall be used and will be furnished by IM Sports
- D. Regulation baseball/softball gloves **may** be worn by all players. The pitcher's glove cannot have any white or distracting material upon it. **Gloves are not required.**
- E. The catcher has the option to wear a mask while positioned in the catcher's box.

III. Starting and Ending the Game

- A. Teams must be prepared to begin play at the scheduled game time.
- B. If a team is not present at the scheduled game time, the offended team captain may elect to take a forfeit victory or choose to have the game clock started and wait up to 10 minutes for their opponent to gain enough players to play. Once the decision to play is made, it cannot be reversed and the score shall stand
- C. A team shall consist of 5 or 6 players (**Only five may play the field at one time while the batting order may consist of 5 or 6 players). The sixth player is similar to the extra player rule used in ASA softball.** However, to avoid forfeiting when a full complement is not present at the scheduled time, a team may begin and continue play with a minimum of four (4) players. The defensive positions of pitcher and catcher must be filled. Late players may be added onto the end of the batting order with no penalty.
*****CO-REC teams may play with 5 or 6 players with a maximum of 3 men and 3 women. Any combination of 5 players may play the field as long as there are no more than 3 men or women in the field. CO-REC teams may begin and continue play with four (4) players. The batting order must alternate male/female for the first 4 places in the order. If any 2 males or females bat in a row, unless at the end and beginning of the order, it will result in an automatic out between batters.**
- D. An official game shall consist of five (5) full innings or 45 minutes, whichever occurs first.
- E. A team ahead by ten (10) or more runs, after four (4) complete innings of play shall be declared the winner
- F. A team can score a **maximum** of 8 runs per inning
- G. If an inning has begun and the time limit expires, the inning shall be completed (unless the home team does not require their turn at bat).
- H. In the event of a tie score at the end of five (5) innings or at the end of the last completed inning, each subsequent half-inning will begin with the batting team placing a runner on second base (The Runner will always be the last batter to complete their turn from the previous inning) and two outs. Extra innings, under these conditions, will be played until a winner is determined.

IV. Batting

- A. Choice of first (Visitor) or last (Home) at bat in an inning for the game shall be decided by a coin flip at the start of the game
- B. All batters will start with a 1 ball and 1 strike count.
- C. A batter is only allowed 1 foul ball per at-bat. 2 foul balls will result in an out.
- D. Bunting or chopping the ball **is illegal (dead ball, batter is out, runners may not advance).**