MIDDLE TENNESSEE STATE UNIVERSITY
Campus Recreation
Intramural Sports

WIFFLEBALL RULES HANDOUT

ELIGIBILITY RULES:
1. You must have an MTSU ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!

2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official. Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.

3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Associate Director of Intramurals, Sport Clubs, and Wellness.

THE GAME:
1. Field: Wiffleball games will be played on the basketball courts at Campus Recreation.

2. Team: Teams will consist of 5 players. A minimum of 4 players are needed to start. Rosters will be limited to 8 players. Teams must field a catcher, remaining players may be used as either basemen or outfielders.

3. Game: The game shall consist 30 minutes. No inning can start after the 20th minute. 5 inning maximum.

4. Run limit: There will be a 7 run limit per inning.

5. Substitution: Substitutions can be made at any time and re-entry of the starter is allowed. However, once a substitute comes back out of the game, the sub is ineligible to return.

6. Equipment: Wiffleballs and bats will be provided by Intramural Staff, no outside bats will be allowed. Players may not wear gloves of any kind and must play barehanded in the field.

7. Mercy Rules: Mercy rules will apply if a team leads by 15 runs or more after the 2nd inning or by 12 runs or more after the 3rd innings of play, or a 20 run lead at any point in the game.
THE RULES:

- **Playing Regulations**: Official wiffleball rules developed by the Intramural Office will be in effect.

- **Baserunning**: No bunting, base stealing, or leading off will be allowed, any player doing so will be called out. Baserunners must run the bases and runners must be forced in order to advance on the base paths.

- **Strikeouts**: Batters will be allowed 2 swinging strikes. Foul balls will count as strikes, any foul ball occurring after the batter already has a strike will constitute a strike-out.

- **Pitch limit**: There will be a three (3) pitch limit per batter, meaning batters must either put the ball in play or strike out within three pitches. Batters failing to do so will be called out. A foul ball on the 3rd pitch will also constitute an out.

- **Notes on Hitting**: Balls that hit the ceiling, lights, or basketball goals are live and may be caught by the fielding team for an out or will count as a normal base hit.

- **Pitchers**: Teams will pitch to their own team. Pitchers will pitch from the top of the 3-point key on the basketball court. All pitches must be delivered over-handed. No under-handed pitching will be allowed.

- **Fielding**: Outs can be recorded in the following ways:
  1. Catching a fly ball, fair or foul.
  2. Striking out a batter.

- **Notes on Fielding**: Fielders will not throw at a baserunner in an attempt to record an out. Potential homeruns may be caught by a fielder for an out as long as the fielder stays in the field of play at all times and catches the ball with at least one foot in fair territory.

- **Resolution of Ties**: If the game is tied at the end of 5 innings, extra innings will be played to determine a winner. There will be no extra innings in regular season play.

- **Game officials shall have equal authority to impose penalties and control the game.** Any player found in violation of Rules of Conduct may be removed (ejected) without warning.

Wiffleball Rules: 8/12/15