Wiffleball Rules

General Rules Adapted for Intramural Play; in other cases, rules of the National Federation of State High School Athletic Association will be in effect.

1. The umpire(s) shall use a coin toss to determine who is home and away for each game.

2. Teams will consist of 6 players (minimum of 4 to start). Men’s teams have no gender restrictions, and women’s teams may feature only female players. Forfeit time is 10 minutes. If a team begins the game with 4 players, they will take an out in the 5th and 6th spot in the order until that spot is filled by a player.

3. Teams will pitch to their own batters. All pitches must be overhand and pitchers must be in contact with the rubber mound at all times. An at-bat will consist of a maximum of 3 pitches.

4. Three outs per inning per team. Games shall be five innings long or 25 minutes, whichever occurs first. No inning shall be started after the 25-minute time limit has been surpassed. In case of a tie at the end of five innings or the 25-minute time limit, extra innings will be played until a team scores more runs than the other.

5. Teams must bat at least 4 and no more than 10 players. Any 6 players from the line-up can play in the field each inning.

6. Teams will be allowed to bat 5 players without taking an out in the 6th spot if an injury occurs to a player in the line-up during the game.

7. An out for a batter can be made in the following ways:
   - batter is out after three pitches – foul tips count as strikes; pitches that are not swung at also count as strikes.
   - batter is out if the pitcher intentionally contacts a batted ball. If the pitcher contacts a batted ball in any other way, the ball will become dead, runners will return to their base last occupied, and the pitcher will re-pitch to the batter. The dead ball contact will not count as a pitch to the batter.
   - fly balls caught in fair or foul territory.
   - ground balls fielded to a base for a force-out.
   - tagging the runner out or throwing the ball at the runner and hitting them between bases (if, in the attempt to get the runner out, a thrown ball hits the ground before striking the runner, NO out will be made).
   - The ball can be thrown at the runner as long as the throw is below the shoulders. If a runner ducks their head into a throw, they will be called out. If a ball hits a runner in the head, the ball is dead and the runner is awarded the base they were trying to achieve.

8. Runners may not lead-off or steal. They must remain on the base until the ball is contacted by the batter. PENALTY: The ball becomes dead and the runner is out.

9. Pinch runners are only allowed in cases of injury.

10. A batted ball that hits the batter will be ruled a foul ball.
11. A batted ball that strikes an advancing runner is considered dead and the struck runner is out. The batter will receive first base, and other runners may only advance if forced.

12. Play stops when the ball is controlled in the infield by a defensive player and the umpire declares “time.”

13. Bunting is not allowed—only full swings are permitted. A full swing is defined as one continuous motion, from the backswing to the follow through. An attempted bunt will count as 1 of the 3 pitches.

14. Ground Rule Double: When a fair batted ball bounces over the outfield fence, between an outfield fence barrier, or past an outfield fence barrier in foul territory after first touching in fair territory, the ball will be declared dead and all runners will be awarded two bases from the time of the at-bat.

15. The amount of runs scored per half inning is limited to 10 runs. The fifth or final inning and any extra innings needed will not have limitations on the number of runs the home or visiting team may score.

16. If a batted ball, while in the air in fair territory, goes over the portable fence, it will be declared a home run.

17. The umpire will serve as the catcher until the ball becomes live, at which point the fielding team becomes responsible. The defensive team can provide a catcher if wanted. This player has the right to make plays on all live balls.

18. The umpire shall rule on any decisions not specifically covered in these rules.