



# UNIVERSITY OF WYOMING

Intramural Sports

## **Wiffleball Rules**

### **1. GAME TIME**

- A. Game time listed on the schedule is the official game time.
- B. You must have four (4) players on the field ready for play at game time; otherwise a forfeit will be awarded to the opposing team. Teams may not play with less than 4 players.
  - 1. Teams with more than four (4) players will be given the option to use Free Substitution and bat the line-up, **OR** bat four (4) players and abide by Official Baseball Substitution Rules - Once a player exits the game, he or she cannot return.
- C. The supervisor shall use a coin toss or RPS to determine who is home and away for each game.
- D. The games will consist of 4 innings with a 10 run limit per inning.
- E. No inning can begin after 45 minutes.

### **2. OFFICIATING**

- A. The games will be self-officiated.
- B. Any altercations, or discrepancies with rules, will come down to the decision and judgment of the supervisor.

### **3. PITCHING**

- A. Each team pitches to the opposing team.
- B. If a pitch lands in the Pickoff Pocket on the fly, the batter and any runners on base are all out.
- C. Each person on the team **MUST** pitch one inning.
  - 1. If a pitcher has already given up 4 runs in an inning, the pitcher for the following inning can come in to relieve this pitcher. This pitcher must finish this inning and the following inning.
    - a) **note:** the pitcher for the 4<sup>th</sup> inning must finish the game
- D. A strike is a pitch that hits the AutoUmp target in the air or is swung at and missed by the batter. Three strikes is an out.
- E. A ball is any pitch that wasn't swung at that misses the AutoUmp target. Four balls is a walk.
- F. If hit by a pitch, a batter has the option of taking his or her base or beginning the at-bat again with a new count.
  - 1. If a batter opts to begin the at-bat again, and is hit by another pitch, the batter will not be given the option again and will be forced to take his or her base.
  - 2. Note: A batter may **NOT** lean in front of the AutoUmp target.

### **4. OTHER RULES**

- A. All fair balls must cross the **Fair Play Arc** to prevent offensive advantage as there are no defensive catchers (See number 5).
- B. If a ball is hit, and goes into foul territory, it can be caught on the fly for an out. If the ball is not caught and it lands in foul territory, it will be a foul ball.
- C. Runners may not lead off and must tag before advancing on fly-ball outs.
- D. Fielders may not play directly behind the pitcher.

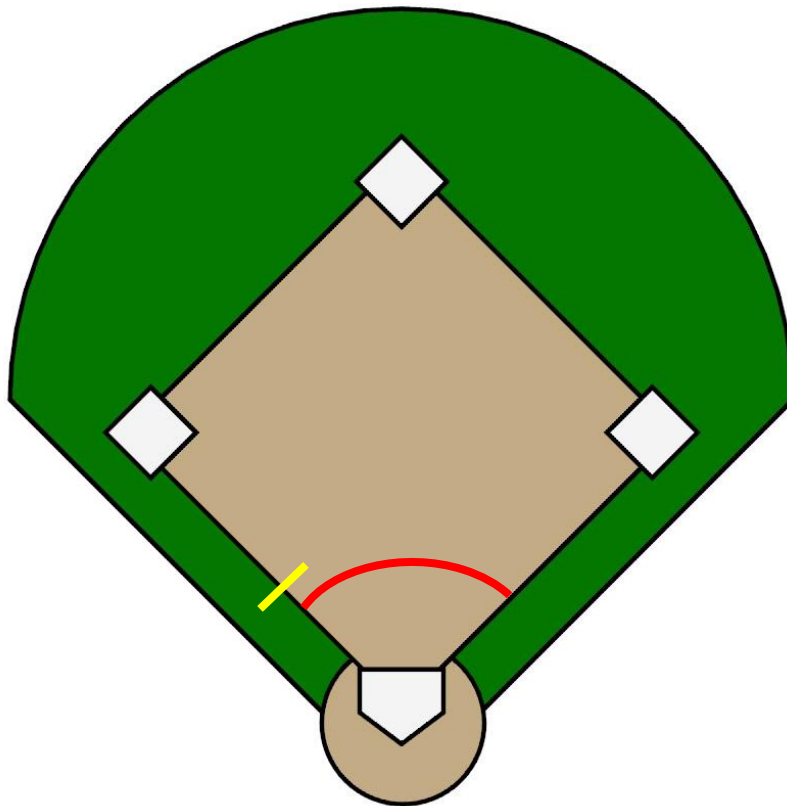


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- E. Once a runner rounds third and crosses the **Run Line**, located approximately a third of the way between third base and home plate (See number 5), a fielder may throw him or her out by hitting the AutoUmp target on the fly or on the bounce before the runner crosses the plate. Any throw that misses the target is still in play unless it rolls beyond the backstop.
1. If the throw lands in the Pickoff Pocket, all runners are out (including the runner attempting to score, unless he or she has already crossed home plate before the throw lands in the Pickoff Pocket.)

### 5. FIELD DIAGRAM



**Fair Play Arc:** Red Arc Shown on Diagram

**Run Line:** Yellow Line Shown on Diagram