



UW-WHITewater INTRAMURAL SPORTS WIFFLEBALL

Last Update: August, 2021

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.

ENTRY FEE

The entry fee of \$30/team must be paid at time of registration.

LEAGUE SCHEDULES

Schedules for league play will be posted on IMLeagues and the UWW Rec Sports app.

QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities or the Assistant Director of Intramural and Club Sports, Matt Schneider with any questions or concerns at 262.472.1145 or email imsports@uww.edu.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION SLOW PITCH SOFTBALL RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

MEN AND WOMEN

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 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 their current valid UW - Whitewater identification card to the field 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 a supervisor before entering the game.
3. **SCORING:** The supervisor will keep the official score for each game.
4. **TEAMS:** Seven (7) players constitute a team; a game may be started with no less than five (5) players per team.

5. GAME TIME: No new inning may be started after the field supervisor has made the announcement that the 50 minute time limit has expired. According to National Federation rules, a new inning has started immediately when the third out of the previous inning has been called.
6. GAME EQUIPMENT: Team's must use equipment provided by the Intramural Sports Office

PLAYING THE GAME

7. 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 National Federation Rules shall be used to determine a winner.
8. SUBSTITUTES: All substitutes will be permitted one re-entry for any reason, including injury. Therefore, all players will be permitted one re-entry provided they return to the same spot in the batting order.
9. BATTING AND RUNNING: Stealing, bunting and chop swings are prohibited. Sliding is permitted, but not required. A base runner is NEVER required to slide. However, a player who initiates malicious contact will be ejected from the game. Designated hitters are not permitted. Batter/runners may not advance to first base on a dropped third strike.
10. PITCHING: Teams will pitch to their own team. Each batter will receive no more than three (3) pitches. If three (3) pitches are thrown and the ball is not put in play, the batter is out. Pitches are to be thrown in an overhand motion.
11. BALLS OUT OF PLAY: There is no out of play in wiffleball. If a ball comes to rest under the bleachers, raise your hand and the supervisor will determine where the runners shall be placed.
12. APPEAL PLAYS: The National Federation rules do not make provisions for appealing base running infractions. The umpire will automatically call such infractions at the end of the play.
13. MERCY RULE: Games shall end if one team is ahead by twenty (20) runs after the third inning, fifteen (15) runs after the fourth inning, or ten (10) runs after the fifth inning, after the team behind has had its turn to bat that inning.

SPORTSMANSHIP

14. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any 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.
15. DISQUALIFIED PLAYERS: A player disqualified from the game for unsportsmanlike conduct must leave the court area IMMEDIATELY, and will be declared ineligible for play in any intramural sports activity until he/she has met with the Intramural Sports Coordinator. The player shall be suspended for no less than one game. Failure to leave may result in disqualification of the captain, or forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season.

CO-RECREATION

All of the above rules apply with the following exceptions:

16. TEAMS: Four (4) men and four (4) women constitute a team. A team may start a game with as few as six (6) players. If only seven (7) players are available, the male/female ratio may be 4:3 or 3:4.
17. BATTING ORDER: Team members must bat in alternating order (i.e., woman, man, woman, or man, woman, man, etc.). If a team is playing with seven (7) players, eight (8) spots must be made in the lineup and the last spot will be counted as an out whenever it appears in the batting order. If an eighth player arrives late, he or she may take the vacant spot without penalty.
18. FIELD PLAYERS: Players may play any position on the field. There is no stipulation as to where males and females may play.
19. SUBSTITUTIONS: Males must substitute for males, and females must substitute for females.