INTRAMURAL SPORTS
COREC WIFFLE BALL

INTRAMURAL POLICIES AND PROCEDURES

A. ELIGIBILITY
Notre Dame undergraduate students, graduate students, faculty, and staff are eligible for participation. To play in all Intramural sports, participants must have a valid Notre Dame ID.

B. LOCATION:
All games will be played in Loftus.

C. FORFEITS/RESCHEDULES:
If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call Alex Morrison, Intramural Intern 631-3536 before 3:00pm the day of the game or 12:00pm on the day of game for weekend events and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 6-0 win for your opponent.

D. SCHEDULE:
All schedules are posted online and it is the captain’s responsibility to check for updates/changes.

E. INCLEMENT WEATHER
No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called.

F. ROSTER ADDITIONS:
Players may be added to the roster at any point during the regular season. Players may not be added during playoffs.

G. INSURANCE WAIVERS:
All players must fill out an insurance waiver before playing intramural sports. Waivers will be available at the game site.

H. CHECK-IN:
It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity may result in suspension from future intramural activity.

I. SPORTSMANSHIP:
Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant, who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff. Wiffleball Penalty: On offense, the current batter/runner and the next batter will be called out. On defense, the batter/runner will be safe and the next batter will be awarded 2nd base. All runners on base will advance 2 bases.

J. ALCOHOL, TOBACCO & DRUGS:
Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.
SPORT RULES

A. GAME LENGTH AND SCORING:
1. Game time is forfeit time. Each game has a 40-minute or 7 inning limit. Any inning that is started before the 40-minute time limit will be completed. No inning will begin after 40 minutes. Regular season games can end in a tie.
2. During playoffs, if the time limit has passed and the teams remain tied, the following tie-breaking procedure will be used:
   i. Each team will begin their half of the inning with a runner at second base.
   ii. This runner will be the last batted out from the previous inning.
3. There are no run limits per inning.
4. Teams are responsible for keeping their own scores. It is recommended to check the score after each half inning.
5. Mercy Rule: Any team up by 12 runs or more after 5 innings.

B. PLAYERS:
1. Each team will have 6 fielders, 3 males and 3 females. Teams must have 4 players to start a game. In this situation, 2 females and 2 males are required. Teams may also play with 5 players but may have no more of a difference in 1 of gender.
2. The batting order must be set with all team members alternating (male/female). Teams may play with fewer number of either sex but any break in the batting order of male-female batters will result in an OUT.
   i. Example: 3 men; 2 women---M, W, M, W, M, OUT.
3. With equal numbers of men and women (2 men and 2 women) no out would be awarded.
4. A team’s batting line-up must include all 6 fielders. Any number of players may be included in a team’s batting order as long as the above conditions are met.
5. The decision on the number of players in a team’s batting line-up must be made prior to the game. The batting order must be listed on the score sheet prior to game time.
6. Team rosters may include an unlimited number of players. Once a game has begun, late arriving players may not be added to the batting order and will become substitutes. In the event that a team begins a game with 4 players, late arriving players may be added to the line-up in order to field 6 players.

C. EQUIPMENT:
1. All equipment will be provided by RecSports. No outside equipment can be used.
2. Athletic shoes must be worn. Metal cleat, sandals and boots are not permitted.
3. No gloves are allowed.

D. PITCHING:
1. Teams will pitch to their own batters.
2. The pitcher will avoid interfering with defensive players attempting to play a ball. If a batter ball hits the pitcher, the batter will be declared out, the ball is dead immediately, and all runners must return to the bases occupied at the time of the pitch.
3. Each batter will receive a maximum of three pitches to hit. If after the third pitch, the ball is not put into fair play, the batter will be declared out. (Example: if on the third pitch, the batter does not swing or hits a foul ball, he/she is out.)

E. BATTLING:
1. The batter must keep two hands on the bat prior to and when contacting the ball. One handed swings that hit the ball into fair or foul territory will result in the batter being called out.
2. There is no bunting. The batter must take a full swing at the ball. A batter who bunts the ball is out and the ball is immediately dead.
3. In the event that a player is on base when it is his/her turn to bat, the player shall vacate the base to come to bat. The runner simply loses his/her chance to score a run. No ghost runner will be permitted. No out will be recorded.

Updated 3/1/12
4. Any ball hitting an overhead obstruction that is over foul territory is a foul ball and may not be caught for an out.
5. Any ball hitting an overhead obstruction that is over fair territory and lands in fair territory is a fair ball. Balls hitting an overhead obstruction over fair territory may be caught for an out.

F. RUNNING:
1. Runners cannot lead off or steal bases. Base runners may leave the base when the pitch is contacted by the batter. Runners who leave base prior to the ball being contacted by the batter are out.
2. If the runner makes contact with a base and the base slides away from its original position on the field, the runner is safe (if it occurred before the tag or putout) and is not liable to be put out while base is dislodged. If the runner attempts to advance to another base, he/she is liable to be put out and must return to the actual dislodged base, not where the base should be.
3. Base runners are responsible for avoiding all collision with fielders anytime a fielder is making a play on the ball (fielding, throwing, and catching). If the base runner does not avoid the collision, play will be ruled dead, the base runner is out, the batter is awarded first (unless involved in the collision) and all runners return to their original base unless forced to the next base.

G. FIELDING
1. Each team must provide a pitcher and catcher. There are no other defensive restrictions.
2. The batter is out in situations similar to softball (force outs, fly outs, etc.) Runners may NOT be hit by a thrown ball -- "pegged" -- to be put out.
3. Overthrows that land out of play result in the following awards: On an initial overthrow by an infielder, the award is 2 bases from the time of the throw (example: batter gets second base, any base runners are awarded 2 bases from where they were at the time of the throw). On an overthrow by the outfielder, the award is 2 bases from the time the fielder releases the ball, not when it goes out of play; (example: if a man is one step away from second when the outfielder released the ball, the runner is awarded second and third.)
4. There is no infield fly rule.
5. Baseball gloves are not allowed.

H. GROUND RULES:
1. Any ball hitting an overhead obstruction that is over foul territory is a foul ball and may not be caught for an out.
2. Any ball hitting an overhead obstruction that is over fair territory and lands in fair territory is a fair ball. Balls hitting an overhead obstruction over fair territory may be caught for an out.

I. OTHER:
1. All calls (fair/foul, out/safe, etc.) will be made by the defensive team. If teams cannot agree on a call, the supervisor shall be called in and a coin flip will be conducted to make the call.
2. Bunting is not allowed in Wiffleball. Result: Batter is out.