SECTION 1. LEAGUE FORMAT

I. Tournament Overview
   A. The tournament format is a single elimination tournament.

II. Location
   A. Games will be played in TREC.
      B. Teams will have a designated field assignment.
         i. This assignment can be found online.
         ii. Please contact an Intramural Supervisor if you need assistance locating your playing location.

III. Rosters
   A. Teams will be allowed to add additional players to their rosters through the end of the semi-final game in the playoffs.
   B. Teams will be allowed a maximum of 20 players.

IV. Supervision
   A. Umpires will be assigned for all scheduled games. They will be responsible for the scorecard and an Intramural Supervisor will aid with the sign-in procedure.
      i. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the court ready to begin at the scheduled time.
   B. An Intramural Supervisor will provide oversight and aid with the operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      ii. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      iii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Regulation wiffleballs and bats will be provided for play.
   B. A regulation game will consist of five (5) innings.
   C. Each team may field up to five (5) players.
   D. Teams may have up to 5 batters.
   E. Mercy rules will be in effect (see Section 6.II).
   F. Sliding is only allowed at home plate.
      i. Any other sliding/diving at other bases will result in the base-runner being called out.
      ii. NO head first sliding at home plate.

Please refer to the Participant Manual for comprehensive eligibility guidelines, policies, and procedures.
*The following rules provided by Purdue Intramural Sports are not meant to be all encompassing.*

Last Updated: 12/10/2015
II. The Field
   A. Field
   B. Poor Field Conditions
      i. Should a field be deemed unsafe for play, players will be moved to a suitable field – as
directed by the intramural staff.
      ii. If you are confused as to the location of your field, please seek an Intramural Supervisor for
assistance.
   C. Field Boundaries
      i. The dimensions of the field are 90 feet to the corners and 107 feet to dead centerfield
      ii. There are enforced boundaries restricting play in the foul territory outside of the first and
third base foul lines.
         a. An imaginary line extending from each of the backstop’s edges represents the out of
play boundaries.
         b. For details on overthrows, see Section 8.IV.

III. Beginning Play
   A. Captains’ Meeting
      i. Prior to the start of play, each team’s captain will be required to meet with the Umpires.
      ii. Follow the Umpires’ instructions and ask any desired rule clarifications at this meeting.
   B. Starting Play
      i. The visiting team will be batting and the home team will be fielding in the top of the first
inning.
      ii. Captains should set their team’s batting lineup prior to the team’s first at-bat.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. Regulation wiffleballs and bats will be provided for play.
      i. Teams may NOT use their own wiffleballs or bats during play.
   B. Practice balls may be checked out from TREC Member Services.

II. Illegal and Required Equipment
   A. Shoes
      i. Players must wear athletic shoes.
      ii. Shoes must be made up of soft, pliable upper material (molded plastics, canvas, leather, or
synthetic) which covers the foot attached to a composition bottom.
      iii. Shoes with rubber cleats are acceptable; no metal screw-in cleats are permitted.
   B. Attire
      i. Players must wear athletic shorts or pants and shirts.
      ii. Jeans are not permitted.
   C. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered
potentially harmful may be worn.

III. Recommended Equipment
   A. It is recommended, but not required, that teams wear uniformly colored shirts to help distinguish one
   team from another.

SECTION 4. PLAYERS

I. Team Composition
   A. Each team may field up to five (5) players.
   B. Teams must have five (5) batters
C. Teams must follow batting lineup restrictions (see Section 7.1).

II. Minimum Team Requirements
   A. Teams must have a minimum of five (5) players.
   B. Once the game has started, it may not be continued with fewer than the minimum number of eligible players on either team. If a team has fewer than the minimum number of eligible players due to any reason, including, but not limited to: a player being required to complete documentation due to misconduct, an injured player being attended to or no longer able to continue, the game shall be terminated and a default (results in a loss) shall be declared.

III. Substitutions
   A. Teams may substitute an unlimited number of players.
      i. Substitutes may not bat until after the player they substituted for is up again in the batting lineup.
   B. Players arriving late must first sign in with the field’s Intramural Supervisor before entering play.

SECTION 5. TIMING

I. Game Length
   A. A regulation game will consist of five (5) innings.
   B. After 50 minutes of playing time, play continues until the end of the next inning.
      i. For clarification, the start of an inning consists of one (1) live pitch.

II. Time Outs
   A. Teams will not receive any time outs.
   B. Injury time outs may be determined only by the Umpires and/or Intramural Supervisor.

III. Extra Innings
   A. During league play, there are no extra innings and games will result in a tie.
   B. During the playoffs, if a game is tied at the end of the fifth inning or at the time limit, the international tie breaker will decide a winner.
      i. In the start of each extra inning, the last person scheduled to bat will be placed on second base.
      ii. Batters receive same at-bat procedures as during the regular game.
      iii. There are still three (3) outs per half inning.

IV. Official Game
   A. If a game is at the start of the fourth inning and inclement weather stops play, the game will be over and its score will be considered official.
   B. If a game has not yet reached the fourth inning and inclement weather stops play, the game will be considered cancelled.
      i. Cancelled games will not count toward playoff qualification.
      ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Scorekeeping
   A. The Umpire shall acknowledge each official run scored.
   B. Each team is responsible for tracking their score.
      i. The opposing captain should verify the score after each half inning.
      ii. The Umpire shall resolve any differences in score.

II. Mercy Rule
   A. If a team is ahead by 15 runs after three (3) innings, 12 runs after four (4) innings or ten (10) runs after five (5) innings, the mercy rule ends the game.
B. The mercy rule is also in effect if the home team is ahead by the aforementioned runs at the end of
the top of the third inning, the end of the top of the fourth inning or the end of the top of the fifth
inning, respectively.

III. Forfeit Score
   A. In the event of a forfeit, a score of one (1) will be given to the winning team and zero (0) to the
      losing team.

SECTION 7. BATTING AND BATTING LINEUP

I. Batting Lineup Restrictions
   A. Once a lineup is set, that order must be attained for the reminder of the game barring any
      substitutions or injuries.
      i. Lineup cards will be created for teams’ use.
      ii. Any substitutions may first be communicated with the Umpire for approval.

II. Batter’s Count
   A. Each at-bat will start with zero (0) strikes
      i. Three strikes and the batter is out.
      ii. Balls do not exist in Wiffleball.
      iii. If the batter is hit by a pitch, the strike count shall reset to zero
   B. A K zone will be located 3 feet behind home plate
      i. Should a pitch hit the K zone, a strike shall be called.
      ii. Hitting the K zone will also be used to tag players out at home plate.
   C. If the batter has not struck out or made a hit after 8 pitches, the batter will advance to first base.

III. Bunting
   A. The batter is considered out if there is an intention to bunt.
   B. The following motions will be considered bunts:
      i. Squaring up to bunt
      ii. Checking one’s swing
      iii. Chopping at the ball in a downward motion
   C. Should a batter take a full swing, without the intention to bunt, then any ball in play is considered to
      be a legally struck ball.

SECTION 8. BASERUNNING AND OVERTHROWS

I. Leading Off
   A. The base-runner may not leave the base until the pitched ball has reached or passed home plate.
      i. If the batter does not hit the pitch, base-runners must return to their bases immediately since
         the ball is considered dead.
   B. If a player is deemed by an Umpire to have led off during a legally pitched ball, no pitch is declared
      and that runner is called out.

II. Stealing
   A. Under no condition is a runner permitted to steal a base.

III. Sliding
   A. Sliding is only allowed at home plate.
      i. Any other sliding/diving at other bases will result in the base-runner being called out.
      ii. NO head first sliding at home plate.
   B. Players also may not dive back to the base. Any diving is considered a slide.

IV. Overthrows
   A. Any overthrow that passes out of play (see Section 2.II) results in a dead ball.
B. Runners are awarded two (2) bases from their position at the time the throw was made.
C. Should an errant throw pass into foul territory but not go out of play, the ball is considered live and the runner may advance any number of bases with the liability of being put out.

V. Pinch Runner
   A. If a runner on base is up in the order, a pinch runner shall be used.
   B. The pinch runner shall be the last person out from the batting team.

SECTION 9. PITCHING

I. Pitcher Positioning
   A. Both of the pitcher’s feet must be firmly on the ground with one (1) or both feet in contact with, but not off to the side, of the pitcher’s plate at the start of each pitch.
   B. The pitcher must be at a complete stop, face the batter, and square both shoulders evenly with home plate.
      i. This position must be maintained for at least one (1) second and not more than ten (10) seconds before starting the delivery.

II. Legal Pitch
   A. Each legal pitch is delivered with an overhand motion
      i. One (1) foot must maintain contact with the pitcher’s plate until the ball is legally released.

III. Illegal Pitch
   A. Should a pitcher’s delivery be deemed as illegal (such as delivering without contact with the pitcher’s mound), the pitch shall also be considered “illegal”.
   B. Should a pitch be deemed illegal, the Umpire shall call the pitch “illegal” and the following may occur:
      i. The batter can take the pitch, without swinging, for no strike regardless of whether it hits the K zone or not.
      ii. The batter can swing at the pitch.
         a. If the batter puts the ball in play, the play is live and the at-bat is finished.
         b. If the batter misses or hits a foul ball, a strike is added to the batter’s count.

IV. Batter Hit by Pitch
   A. If a batter in a legal batting position inside the batters box is hit by a pitch, the strike count resets.
   B. A batter hit by a pitch is NOT awarded a base.

SECTION 10. FIELDING

I. Field Positions
   A. Players may switch positions from inning to inning or on any given play.
   B. A catcher is not a necessary position.
      i. The K zone will act as the catcher in any play at home plate.
         a. Hitting the K zone with the ball has the same result as tagging a player out at home plate.
   C. Force plays at 1st Base
      i. Fielders may either throw the ball to 1st base to put a runner out or hit the K zone behind Home Plate prior to the runner achieving first base to put the runner out on force plays at 1st base only.

II. Infield Fly
   A. An infield fly is a fly ball that:
      i. Is not a line drive.
      ii. Could be caught or easily fielded by an infielder in the opinion of the Umpire.
iii. Eliminates any advantage gained by the defensive team reacting to offensive base-runners.

B. If an infield fly is called by the Umpire, the batter is automatically out.

C. The rule shall only be called if base-runners are on first and second or first, second, and third with less than two (2) outs.

SECTION 11. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

II. Umpires
   A. The game’s Umpires will determine sportsmanship ratings for each of the game’s teams.

SECTION 12. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policy and Procedure Manual Section I. Eligibility for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.