

*The Complete FSU IM Wiffleball Rulebook is Available Online at [fsu.campusrec.com/im](http://fsu.campusrec.com/im)*

**No Pets, No Alcohol, & No Tobacco** are permitted at the Main Campus Fields. Violators will be ejected.

## PLAYER ELIGIBILITY & TEAM COMPOSITION

Players MUST be valid, fee-paying FSU students, faculty or full-time staff. FAMU and TCC students are NOT eligible for FSU IM sports and events. All players MUST show their current FSUCard prior to each game in order to participate.

Each team will have 4 fielders. Teams must have 3 players to start a game.

A team's batting line-up must include all 4 fielders. In addition, teams have the option to bat an additional 2 players (to total 6 in the batting line-up). 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 scoresheet prior to game time. Team rosters may include an unlimited number of players (up to 6 hitters and unlimited substitutes).

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 3 players, a late arriving player may be added to the line-up in order to field 4 players. In this case, the first late arrival will be permitted to join the batting order.

## EQUIPMENT

Wrist and hand jewelry is NOT allowed to be worn by any participant during IM wiffleball. This jewelry consists of any visible rings (including wedding rings), watches and any other such similar jewelry. Other exposed jewelry deemed dangerous by an umpire or supervisor may not be worn during the game. Only medical alert bracelets are permitted and must be taped to the player's wrist.

All players must wear shoes. Tennis shoes and soft-soled shoes are legal. Sandals, flip-flops, and boots are not permitted. No metal, hard plastic, or polyurethane spikes or cleats or shoes with detachable cleats are allowed.

Bats, balls, and bases will be provided by Intramural Sports. Teams must use the equipment provided. No outside bats, balls, or bases are permitted. Fielders may not use baseball/softball gloves or any other catching equipment. Hats may be worn, but may not be used to catch a ball.

## GROUND RULES

The distance between each base will be approximately 45 feet. The pitching rubber is approximately 30 feet from home plate.

The home run boundary will be set at approximately 90 feet from home plate.

## GAME LENGTH

Game time is forfeit time. Each game has a 35-minute or 7-inning limit. Any inning that is started before the 35-minute time limit will be completed. No inning will begin after 35 minutes. Regular season games can end in a tie. Extra innings will be played only if they start before the 35-minute time limit.

There are no run limits (per inning) and no mercy rules.

FSU Wiffleball is played following NIRSA and FSU IM softball rules with few exceptions.

## PITCHING

In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the pitcher's hand. A legal delivery shall be a ball that is delivered underhand or overhand at a slow to moderate speed (restricted pitch) or unlimited speed (unrestricted pitch). For restricted pitch, IM staff may rule a pitch illegal (automatic ball, as in ASA softball).

A called strike will be determined by hitting a target located behind home plate. The ball may not contact the ground prior to being hit. The pitcher has 10 seconds between pitches. If he/she exceeds this time, an automatic ball will be called.

## **BATTING**

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.

Batted balls must clear the 20-foot bunt line drawn in front of home plate to be considered a fair ball. Batted balls that roll dead inside this arc OR are fielded by the defense within this area will be considered foul balls. The ball must roll completely over the line to be fair.

Batters start with the traditional 0-0 count. A batter may walk on four (4) balls or strike out on swinging or called 3rd strikes. There are no foul outs.

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.

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 ghostrunner will be permitted. No out will be recorded.

## **RUNNING**

Runners cannot lead off or steal bases. Baserunners 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.

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.

Baserunners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, catching). If the baserunner does not avoid the collision, play will be ruled dead, the baserunner is called 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.

## **FIELDING**

Each team must provide a pitcher. There are no other defensive restrictions. The offensive team is responsible for retrieving pitched balls that are not hit to return to the pitcher for the next pitch. The offensive team has 10 seconds to return the ball to the pitcher or an automatic strike will be called.

The batter is out in situations similar to softball (forceouts, flyouts, tagouts, etc). Runners may NOT be hit by a thrown ball -- "pegged" -- to be put out. There is no infield fly rule.

Near the outfield fence / home run boundary and out-of-play lines, in order for an out to be recorded, the fielder must catch a fly ball and remain in play following the catch. Balls carried over the home run boundary by a fielder will be ruled home runs. Foul balls carried over an out-of-play sideline will be ruled foul balls. Fair balls carried over an out-of-play sideline will result in the batter and all runners being awarded 2 bases. Balls that bounce over or roll under the outfield fence in fair territory shall result in a ground-rule double for the batter.

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; i.e., batter gets second base, any baserunners 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; i.e., if a man is one step away from second when the outfielder released the ball, the runner is awarded second and third.