Intramural Wiffleball Rules

The following set of rules addresses gameplay for intramural wiffleball. Additionally, the intramural handbook addresses intramural policies that apply to all sports and should be read prior to registering an intramural team.

Postings: Schedules, league updates, game results, and playoff brackets will be posted on IMLeagues as that information becomes available. Team captains should check the site regularly to check for changes.

Eligibility: All students are eligible to participate in the Intramural Sports Program, provided they are enrolled during that semester/block at St. Olaf. All faculty, staff, and spouses are eligible provided they have a current Recreation Pass, have signed the necessary waivers, and paid the necessary pass fees.

All eligibility protests must be presented to the supervisor before the game or when the protested player first enters the game.

All players must have played in one regular season game to be eligible for the playoffs.

Pre-Game: All participants must present a valid Ole Card to participate in any intramural activity.

There will be no exceptions to this policy. If participants do not present valid identification, they will not be allowed to participate in the Intramural activity.

No ID, No Play!

Equipment: No jewelry may be worn.

Forfeits: To avoid a forfeit, teams must have the minimum number of players checked in by five (5) minutes past game time.

Timing: Each game will be 7-innings in length. Unlike baseball, there will be two outs per half-inning, rather than three.

No new inning will begin after 45 minutes of play.

If a game is cancelled due to inclement weather, the score will stand if 3 full innings have been completed.
**Extra Innings:**
There are no extra innings during the regular season.

During playoffs, extra innings will be played until there is a winner.

**Mercy Rule:**
The mercy rule is 15 runs after the 4th inning of play.

**Players:**
The game is played by teams of 4 players. Teams must have at least 3 players to begin and continue a game.

While fielding, teams must have a pitcher, a catcher, and two fielders. If the team is playing shorthanded, the team does not need to provide a catcher.

**Pitching:**
For a pitch to be legal, the pitcher must be in contact with the rubber and deliver the pitch in an underhand motion.

A pitch that crosses over the plate between the batter’s shoulders and knees is a strike.

The pitcher shall not attempt a pitch before the batter is ready.

**Batting:**
At bats will begin with a 1 and 1 count.

Teams may have as many players in the batting order as they wish. However, the batting order must remain the same for the entire game. Players may be removed from the batting order due injury or personal reasons, at the discretion of the umpires.

Each batter is allowed one courtesy foul on the second strike.

Bunting is not allowed.

**Base Running:**
Runners may not leave the base until the batter has hit the ball.

Additionally, there is no sliding allowed. Runners who slide will be called out.

If a ball is thrown out of play, all baserunners are awarded two bases from the time of the throw.

If the next scheduled batter is currently on base, a “ghost runner” will be used. A ghost runner only advances as many bases as they are forced to advance by the runner behind them.

Additionally, a ghost runner does not need to be tagged out. Rather, if a fielder tags the base before all trailing runners are safely on base, the ghost runner is out.
Interference: Any act by an offensive player or team member which impedes a defensive player attempting to execute a play on the ball is considered interference. This will result in the assessment of any outs that may have resulted as judged by the umpire.

If before a fielder has the opportunity to field a fair batted ball, the runner contacts the ball, it is interference. The ball is dead and the runner is out.

However, if the ball contacts the runner after contacting or near contacting a fielder, the play is live and the runner is not out.

Player Conduct: The following situations may result in a warning or an ejection based on the severity of the infraction:

- Verbal abuse or taunting of other players or an umpire.
- A Fake Tag.
- Thrown bat or other equipment.
- Intentionally delaying the game.
- Physical contact with other players or the umpire.
- Violation of the alcohol policy.