Wiffleball Rules

Participation: All participants must have a valid Phoenix Card and be eligible for participation as listed in the Elon University Intramural Sports Participant Guide.

Game time is forfeit time.

Unless otherwise noted, all NIRSA slow pitch softball rules apply.

1. Game and Equipment
   1.1. Teams must have five players to compete in any game.
   1.2. A team may have more than 5 players on the roster and they may all bat (in same order throughout game) but only 5 are allowed to play in the field at one time.
   1.3. Each game will last 5 innings or 40 minutes, whichever comes first.
       1.3.1. A new inning may not begin after 40 minutes from the time the game began.
       1.3.2. There will be NO extra innings, until the post season. Once in the post season, extra innings will be played until a winner is determined.
   1.4. All batters start with a 1-1 count.
       1.4.1. Four balls is a walk, three strikes is an out. A foul ball on the third strike is an out.
   1.5. A predetermined strike zone will be used for all batters. Any pitch that hits within this area will be a strike. A pitch that hits the bottom, top or side of the strike zone will be called a strike.
       1.5.1. The pitch must hit the strike zone in the air to count as a strike.
   1.6. Pitcher must have one foot on the pitching line when pitching the ball.
   1.7. A different pitcher must pitch the duration of each inning
       1.7.1. Teams must have five different players pitch one complete inning.
       1.7.2. No hesitation pitches and no quick pitches.
   1.8. A team is allowed two outs during their at-bat. The half-inning is over after two outs.
       1.8.1. A runner can be put out by any regular force out situations.
       1.8.2. The defense may throw the ball at the runner, below the shoulders. If the runner is hit by a thrown ball while between bases, the runner is out.
   1.9. Teams may score up to 10 runs in any inning. Once a team has scored 10 runs the half inning will be complete regardless of outs.
   1.10. Runners cannot lead off bases.
       1.10.1. Regular baseball/softball rules concerning runner interference apply.
       1.10.2. The runner must try to avoid contact with the defensive player or will be called out automatically.
   1.11. Each team is responsible for keeping their own score and for checking with the Intramural supervisor after each half-inning to make sure the score is correct.
       1.11.1. The Intramural supervisor is the official scorekeeper.
   1.12. Campus Recreation will supply ALL required game equipment.

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2. **Live and Dead Ball Situations**
   
   2.1. The foul lines will follow the maroon basketball lines from home plate all the way to the wall.
   
   2.1.1. Batted balls in foul territory will be officiated like normal softball rules.
   
   2.1.2. A batted ball that hits the backboards or ceiling in fair territory is considered a **live** ball and may be caught in the air for an out.
   
   2.1.3. A batted ball that hits the walls above the paint color change is an **automatic home run**.
   
   2.1.4. A batted ball that hits the backboards or ceiling in fair territory, and then hits the walls above the paint color change is a **home run**.
   
   2.1.5. Any ball that enters into the main entrance lobby area will be considered dead and out of bounds. Runners may advance one base from the last base touched.

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