



**UW-Green Bay Intramurals Co-Rec Wiffleball Rules**  
<http://www.uwgb.edu/sportsctr/intramurals>  
revised: 9/2/2008



» *All UW-Green Bay Intramural Policies and Regulations hold true and must be abided by* «

Game Length:

- A time limit of 45 minutes or seven innings will determine the length of any league or playoff game.
- If the time limit comes before the end of the seventh inning, the home team must be allowed to bat if they are behind at that time.

**Extra Innings:**

- If extra innings are needed, only one extra inning will be played. If it is still tied, paper-rock-scissors will determine the winner.
- No more than 1 minute may be used to deliver a maximum of 5 warm-up pitches between innings or when changing pitchers.

Players/Team:

- Each player on a team must fulfill the eligibility requirements as stated in the Intramural Policies and Regulations.
- Roster size is limited to a maximum of 14 players. No roster changes can be made after the 3<sup>rd</sup> game, unless legitimate reasons.
- A team must consist of at minimum: 3 men and 3 women; but not more than 4 men or women  
*ie: 8 players: 4 men, 4 women; 7 players: 4 men, 3 women OR 4 women, 3 men; 6 players: 3 men, 3 women*
- The batting order for each team must alternate between a woman and a man; leading off with a woman.
- A player *must play in the field before batting*, with the exception of the first inning.
- Any player that has played and been substituted for, may re-enter the game provided that they play the field first. This substitution can be done only once for each player.

Equipment:

- Basketball/tennis shoes are ONLY allowed. A person may not play with cleats or without shoes.
- Bats and balls will be provided for game use. Teams must use the equipment provided by the PSC. **No outside bats** or balls 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 the ball.

Before The Game:

- Captains should submit their batting order to the umpires following the batting order guidelines.
- A coin toss will determine the home and visitor team. The team captain that wins the coin toss can choose to be either home or visitor.

Game Play:

- ASA slow-pitch softball rules will be used with the following modifications.

**Pitching:**

- Three balls and two strikes; a foul ball for the second strike is an automatic out.
- A strike will be called when the ball lands on the plate or crosses over the plate and lands on any part of the plate's extension.
- The arc of the pitch must be higher than the pitcher's head, but lower than 10 feet. A ball will be called if this is not met.
- If at the discretion of the umpire the pitcher is intentionally pitching around a batter, that batter and the next will be awarded a walk.

**Infield Fly Rule:**

- There is no infield fly rule.

**Sliding:**

- Sliding is not allowed; the runner will be called out and disqualified from the game if he/she slides.

**Run Rule:**

- No more than 10 runs can score in an inning. Once the 10th run has crossed the plate, that half inning is over.

Ground Rules:

- The distance between each base will be approximately 36 feet. The pitching rubber is approximately 30 feet from home plate.
- The ceiling, rafters, basketball hoops/backboards, and any other objects hanging over fair territory are considered in play. Batted balls may be played off each of these objects. Balls caught before hitting the ground will be considered outs.
- Once a ball contacts an overhanging object in fair territory, it cannot be considered a foul ball (even if it rolls over a foul line).
- Any balls that become lodged in these objects will result in a ground-rule double for the batter. All other runners are entitled to two bases based on their position at the time of the pitch.
- An automatic homerun will be awarded should a batted ball hit the scoreboard on the outfield wall.

Forfeits:

- A team will forfeit a game if there are not at least 3 men and 3 women players on the field after ten minutes of scheduled game time.
- If an ejected player does not leave the playing area immediately after the ejection takes place, his/her team will forfeit that game.
- Forfeiture will follow the forfeit policy described in the Intramural Policies and Regulations.

Dismissal From Sport:

- Physical contact with or intimidation of game officials or scorers.
- Fighting.
- Sliding severely enough to risk injury or actually injuring a player.