

**University of Massachusetts Lowell
Campus Recreation Department**



Intramural Wiffleball Rules

1. *Strike Zone:* The seat part of a chair and back of the chair.
2. *Strikeout:* Two strikes make an out. A strike is a swing and miss, or a foul ball. You must swing and miss to strike out. A foul second strike will not constitute an out. Three outs per team per inning.
3. A pitcher is allowed to throw one fast pitch per at bat. All other pitches must be thrown at $\frac{3}{4}$ speed or slower.
4. Four balls will count as a walk. Getting hit by a pitch will not be an automatic walk; it will just count as a ball.
5. A ball must be hit past the free throw line to be in play; all other balls in fair territory that land short of the foul line will be a foul ball. (No bunting allowed).
6. The pitcher's mound will be placed at the front of the circle at half-court.
7. Homeruns will be past the baseline under the far hoop on the court or onto the track. A ball that is caught on the court past the homerun line will constitute an out. If the ball hits the track and bounces back in play it is a homerun because the ball passed the homerun line in the air. Specific homerun rules for court 1 & 3 will be covered at the captains meeting the day of the tournament.
8. All hits will be played off the screen & basketball backboard/hoop like a baseball is played off the Green Monster. You can catch the ball off these obstructions but the player is not out and the play will continue.
9. *Number of legal players:* Each team may have a minimum of four players. A maximum of four people can man the field at any time. You may bat as many players as you want in the order.
10. *Mounding Rule:* If a player hits a fair ball on the ground or off the screen and the fielding team can return the ball to the pitcher's mound before the runner can reach first base, the runner will be called out. If there are men on who are forced to run, they must reach the next base before the ball is mounded. Only one player per at bat can be determined out on a mounding play.
11. *Outs:* A player may be called out by strikeout, tag out, mounding, and a ball thrown that hits the runner below the waist.
12. If a ball is thrown at a runner hits him/her above the waist, the player is safe and his/her team receives an extra out.
13. When a ball is over-thrown, the runner will be awarded bases at the umpire's discretion.
14. Games will last for 20 or 30 minutes (depending on the number of teams in the tournament) or four innings, whichever comes first. The championship game will last 1 hour or 9 innings, whichever comes first. It will be up to the umpire's discretion to start a new inning. The umpire will notify teams before the last inning is started.
15. There will be a 10-run limit per inning for each team. Once the 10th run is scored the inning will end, no matter how many outs.
16. *Mercy rule:* the game will be ended if a team is up by 15 or more runs after the third inning during all preliminary rounds and will end in the 5th inning in the championship game.
17. If the ball rolls under or over the curtain it is played as a ground rule double.
18. If the ball hits the ceiling it is a foul ball.
19. A ball that goes in the far end basketball hoop will be a grand slam; if any players are on base you add that to the 4 runs. *Rule 15 will still be in effect.*
20. If you argue any call with the umpire, your team will be charged an extra out.
21. No leading. No stealing. No sliding. If you slide you will be charged an out.

