

## **4 on 4 Wiffleball Rules**

Each player must present a valid UVA student ID or current Recreation Membership Card and photo ID before each contest to be eligible to participate - No Exceptions. All players must have checked in with an Intramural Supervisor and be recorded on the game sheet before they are allowed to participate.

All Intramural participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their family physician or the Elson Student Health Center before participating in an Intramural Sports contest.

Game time is forfeit time. Teams that do not have the minimum number of players needed to start a game at game time will be assessed a forfeit. The forfeit will result in expulsion from the tournament.

The officiating will be done by an Intramural Supervisor who is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches, or spectators can result in assessment of an unsportsmanlike penalty, ejection or forfeiture of the game. Two ejections will result in an automatic forfeiture. The Intramural Officials and Intramural Supervisors shall have the power to make decisions on any matters or questions not specifically covered in the rules. The winner of a coin toss between both captains prior to the game will determine who will be home and who will be visitor. Line-ups must be completed and issued to the Official at the time of the coin flip.

### **1. Team Requirements**

1.1 Four players on a team, a team may start with 3 players but will take an out each time the fourth player is up to bat.

1.2 For Co-Rec, possible combinations include 2m/2w, 2m/1w, or 2w/1m.

### **2. Equipment**

2.1 Wiffleballs and bats will be provided by the Intramural Department. Players are not permitted to use their own bats. No gloves may be used.

2.2 All jewelry is prohibited and will result in an automatic out if a player is up to bat.

## 4. Substitutions

4.1 Free substitution is allowed for all players in the field.

4.2 The player that takes the place of the field player will also replace them in the batting order.

a) Once a player has been replaced in the batting order, they may bat again only if they return to the position in the order that they vacated.

4.3 In Co-Rec, substitutes must replace the same gender.

4.4 An automatic out will be awarded if a player leaves during the game and is unable to bat in the batting order (assuming a substitute is not available).

4.5. Positions will be: Pitcher, Catcher, and two fielders.

## 5. Game Length and Timing

5.1 Games will last six innings or thirty minutes.

## 6. Game Play

6.1 Balls and strikes will be determined by the pitch hitting a chair behind home plate called by the catcher. **No Fastballs will be allowed.** The pitcher will be given one warning by the supervisor, and then be removed from the mound for the remainder of the game.

6.2 All runners will be ghost runners. The supervisor will keep the official scoresheet.

6.3 Runners will advance the number of bases equal to the most recent hit. Ex. If a single is hit with a runner on second, the runner will advance to third. If a single is hit with a runner on third, the runner will score.

## 7. Fielding and Outs

7.1 The batter will be called out if...

a. He or she strikes out

b. He or she hits a batted ball that is on the ground that fails to cross the infield marker and fielded "cleanly" by the infielder

c. Any batted ball that is caught before it touches the ground. This includes playing off the ceiling.

- d. Foul ball after two strikes.
- e. If playing with less than 4 players, missing player's at bat counts as an automatic out.

## **8. Bases and Scoring**

8.1 The batter will be awarded the following bases:

- a. Homerun: Ball must carry over the net or outfield marker
- b. Double: Ball bouncing over the outfield mark, or hitting the top half of the net.
- c. Base on balls.
- d. Singles: Ball must be hit in the air out of the infield or hit the blue section of the net or a ball that is hit on the ground and not fielded cleanly by the infielder.
- e. All players must remain in the field of play (includes momentum) during a catch.
- f. No hit batters: the pitch will be called a ball.

## **9. Other plays**

9.1 Any ball that becomes stuck in the curtain in the field will be ruled a double.

9.2 Any ball that becomes stuck in the ceiling without passing over the curtain will be ruled a double.