INTRAMURAL SPORTS WIFFLEBALL RULES

The current available Intramural softball rules will govern play with intramural modifications.

Each player must present their valid UMass UCard to participate in each and every intramural contest.

For the full list of intramural policies and procedures, please read the Intramural Participant’s Guide

Team captains are responsible for the conduct and eligibility of their teammates, spectators and adherence to the rules governing play.

I. TEAMS
1. Each team consists of 2 players. You may only have two players on the roster.
2. You must have both players to start.

II. FIELD
1. Games will be played outside.
2. There is no need for bases because batters will not run.
3. The runners will be invisible runners.

III. EQUIPMENT
1. No gloves are permitted. No equipment can be used to field - all outs must be made by hand.
   For example: no catching fly balls with hats or shirts.
2. Bats and balls are supplied.

IV. THE GAME
1. 3 strikes and a batter is out. 6 balls and the batter will walk. 3 outs per half inning.
2. If the batter is caught looking at a strike (above the blue tape on the autoump) at any point in the count, they are automatically out.
3. A foul tipped strike three that hits the strike zone will result in an out.
4. If a hit ball is fielded cleanly by the pitcher, that is that the ball does not strike the ground after an attempt on the ball has been made, then the batter will be declared out.
5. If a hit ball strikes any part of the pitcher and then makes contact with the ground without being in possession of the pitcher, then the batter is safe at first.
6. If a hit ball goes untouched, is not caught and goes past the pitcher in the air, then it’s a double.
7. There will be a triple and homerun line that the ball must pass in the air.
8. If the ball hits the left field wall in the air below or to the left of the windows, it is a triple.
9. If the ball hits the left field wall in the air above the gray window sill, in the windows or above, it is a homerun.
10. If the ball hits the basketball hoop that is just off of the left field wall, it will be a double.
11. If the ball gets caught in fair territory the ceiling and does not come down, it will be a double.
12. Any ball that hits the ceiling is to be played “live” and balls caught will cause the batter to be called out.
13. Any ball that lands in fair territory and then rolls foul will be considered fair if past the extended picture’s mound.
14. Outside of the lines to the left of the third baseline and to the right of the first baseline are considered out of play.
15. Runners advance by the number of bases reached by the batter.
16. Pitchers must rotate every inning - no reliever is allowed.
17. There is NO infield fly rule in wiffleball.
18. 5 inning games.
19. The “Mercy Rule” is as follows: 10 or more runs after 3 innings.
20. Extra innings will be played while time allows (other games cannot be held up) and each inning will start with the bases loaded.
21. Any game that cannot finish due to time constraints will be considered a tie.
22. It is customary to high-five your opponents while passing them in between innings.
V. SPORTSMANSHIP
1. In order to promote a fun and safe playing environment, participants and spectators are expected to be civil towards one another and staff.
2. Any conduct judged by an intramural staff member to be detrimental to the participants, program, or any particular intramural activity may result in removal from a contest and/or further sanctions.
3. A detailed outline of the Intramural Sports Sportsmanship Policy can be found here.