

FSC Intramurals FALL 2012 “3 Pitch Wiffleball Rules”

***You pitch to your own team (batter has 3 pitches to hit it fair or the batter is out)**

1. Players, Substitutes, Rosters, and ID's

- A. This will be a single elimination tournament. Each team is guaranteed only one game.
- B. Men/Women= # of fielders is 5, maximum # of batters is 7. All player info must be listed on the game score sheet(name, ID #) No team shall be permitted to start or to continue a game with less than five (5) players.
- C. Roster Additions/Changes- All player info must be listed on the game scoresheet(name, 991#) before he/she will be placed on the official roster. Once a player has played for a team that player may not legally play for another team in the same division. Players may not play on 2-Men's/2-Women's teams. Rosters are limited to 16 spots once a player checks in on the game scoresheet a spot is filled on the roster. Once 16 people have played for that team no new players may be added.
- D. Open substitutions will apply
- E. Courtesy runners will be allowed based on the approval of the opposing team's captain. The courtesy runner must be the person who made the last out.
- F. All 2009-10 intercollegiate or club softball or baseball players are ineligible to participate. Current year coaches and coaches and players from the previous academic year are eligible to play, but a maximum of two total are allowed per roster.
- G. To participate in intramurals players must be an FSC student, faculty, or staff member with FSC picture I.D.

2. Playing Area and Conditions

- A. Games will be played on Callahan Field or Barnett Field.
- B. Grounds Obstructions: If a batted ball lands or rolls into another field, AND it would be unsafe for the fielder to pursue it, ALL runners will be awarded two (2) bases from the last base attained when the ball entered the other playing field. Otherwise, the ball remains live.
- C. In the event of inclement weather, the tournament could be canceled. If in doubt SHOW UP to play.
- D. During intramurals, chewing or smoking tobacco products is prohibited at all indoor and outdoor sites on campus. Coaches or rostered players found chewing or smoking tobacco may be warned, penalized by sport-specific rules, and/or removed from play. Uncooperative spectators may also penalize a team.
- E. Any personal items (ID's, keys, equipment, etc.) left at any intramural site and found by an intramural employee will be taken to the Wellness Center.
- F. If severe weather threatens during play the on-site supervisor will make the final decision. Please seek shelter in the nearest facility.

3. Equipment and Uniform

- A. Bats and balls will be provided (IM equipment must be used for games). In keeping with the spirit of wiffleball, no gloves may be worn in the field. Batter's gloves may be worn while batting.
- B. A catcher's mask will be provided
- C. Teams should wear the same color shirts with whole numbers (00-99), but they're not required.
- D. Shoes with rubber or plastic cleats will be allowed (no metal on any spikes). **Metal spikes discovered during play will lead to an ejection.**

4. Safety and Prevention

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
- B. Players wearing glasses *should* have shatter proof lenses and straps.
- C. Jewelry shall not be worn if it could cause a danger to the player(s). *Left up to the judgment of the game official/supervisor. Exception - medical ID tags which must be taped to the body.
- D. No casts allowed (plaster or any hard substances). Any exposed metal may be considered legal if covered by material and taped (i.e. knee brace).
- E. It is highly recommended that players wear mouth guards, especially those with braces.

JEWELRY POLICY

-Captains will be given a warning before the game- that all jewelry should be taken off -it is up to the captain to inform his/her players before the game!

-If a player is caught with jewelry on after that- both team captains will get another warning and the specific player is subject to sport specific punishments (out, technical foul, etc)

-If after the 2nd warning any player that is caught with jewelry will be ejected from the game (it doesn't matter what team)

5. Participant Conduct and Fair Play

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the facility and future Intramural sports.
- B. Teams will be given a sportsmanship grade for all games (0-4). *See the managers packet for specifics.*
- C. **Any player that is ejected must leave the facility immediately, failure to do so could result in his/her team receiving a forfeit. Before he/she can play any intramural sport he/she must meet with the Intramural Coordinator.**

6. Time Regulations and the Length of Game

- A. Games will start at the scheduled time if both teams have at least the minimum number of players. There will be a 5 minute grace period for a team to get the required number of players present. For each minute past game time the team that is ready to play with the required number of players will earn 1 run for each minute. End of 5 minutes score 5-0
- B. The game shall consist of 5 innings or 30 minutes, whichever comes first. Time is kept by the official/supervisor.
- C. If the game must be called for weather, lights, etc., 3 completed innings will constitute an official game or 2 ½ if the home team is winning.
- D. Mercy Rule: **maximum 10 runs per inning can be scored. If the score is of such a magnitude that a team cannot catch up even if they score 10 runs in each of the remaining innings, the game will be called.**
- E. Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If the person is found to be illegal the team will earn a forfeit for the game.
- F. A coin toss will determine home team.
- G. Captains must fill out the score sheet in the correct batting order before play begins.
- H. Any time a team falls below five eligible players the game will be forfeited.

7. Playing Rules and Scoring

1. Team at bat will furnish a pitcher. Only 3 pitches are permitted to hit a fair ball or batter is out. If a batted ball hits the pitcher - batter is out, ball is dead, runners return to their original bases. A foul on the 3rd pitch- batter is out.
2. Batting (can bat up to 7 batters) order must remain consistent
- A. During live play if a thrown ball by the defense hits the offensive pitcher and he/she was trying to avoid being hit- the offensive pitcher is considered part of the field and play continues as LIVE
- B. Defensive positioning
- There are no restrictions on infield/outfield positions. The game may not be delayed for excessive switches. Since the pitcher is a member of the batting team, an extra defensive player is available and can be placed anywhere on the field.**
- C. Pitching rule
1. **Pitchers will be members of the batting team**, and catchers will be members of the fielding team. Pitchers don't have to be listed as one of the batters in the lineup, so there can be a designated pitcher who never bats.
2. A pitcher beginning the game gets five (5) warm-up pitches. A pitcher beginning innings 2-5 gets one (1) warm-up pitch. Mid-inning replacement pitchers get **no** warm-ups. Pitchers may only be changed for new batters.
3. Legal pitches must be thrown overhand.
4. **No strike outs or walks. Batter must hit the ball fair in three pitches or the batter will be out.**
5. Pitcher shall wait until fielding team is ready before delivering the pitch
- D. No pitch
1. No pitch shall be declared when the pitcher pitches during a suspension of play, or when the pitcher attempts a quick return of the ball before the defense is ready. Ball is dead and all play is suspended. One pitch will be counted toward batter's 3 pitches.
2. A batter cannot hit a ball that bounces off the ground/plate etc. One pitch will be counted toward batter's 3 pitches.
- E. Illegal pitches
1. An illegal pitch counts as one of the 3 allowed!
- a. An illegal pitch becomes a dead ball immediately.
- F. Foul hit ball/out-of-play
1. Foul tip balls caught by the catcher will only count as an out if the batted ball was higher than the batter's head and within the field of play (or on the third pitch).
2. The field of play is an imaginary line that extends from the fence parallel to the foul lines. On fly balls caught by any fielder when either foot is entirely outside the field of play, the play is dead, and the pitch will be counted as one of the three allowed. Balls caught in-play, then unintentionally carried out-of-play, result in all runners advancing one base. Balls caught in play, then intentionally carried out-of-play, result in all runners advancing two bases.
3. **Batted balls that do not clear the 16 foot arc of dirt in front of home plate will be declared foul balls. The batted ball must come to a rest in the grass in fair territory to be a fair ball.**
- G. When batter is out
1. If the official batting order is not followed.
2. If the batter attempts to hinder the catcher from fielding or throwing the ball.
3. Infield fly rule: if there are runners on 1st and 2nd base or the bases are loaded and there are zero, or one out; the batter hits a fly ball that can be easily fielded by an infielder regardless if the fielder catches the ball or lets it drop, the batter is out and the runners can advance at their own risk once the ball has been touched.
4. If the batter bunts the ball.
5. If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.
6. Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.
7. Hits the ball and it hits the "offensive" pitcher, or if the pitcher interferes with the defense while trying to make a play.
8. **If the fielding team has control and possession of the ball with both feet completely inside the "pitcher's hand" circle before the batter reaches first base when there is no other force play.**

H. When base runners are out

1. If the runner interferes with the play being made at a base.
2. If the runner fails to avoid a fielder attempting to field a batted ball.
3. **If the runner leaves the base before the batter contacts the ball. No base stealing allowed. No leading off.**
4. If the runner is hit by a batted ball when they are off the base, in fair territory, they are out, the ball is dead, and the batter is awarded 1st base. If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared and the batter is awarded first base.
5. If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.
6. If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.
7. If it is a close play the runner must avoid contact with all other players.

8. **If the fielding team has control and possession of the ball with both feet completely inside the “pitcher’s hand” circle before the lead runner reaches the required base in a force out situation. Only lead runners can be called out on a “pitcher’s hand” play. Tagged outs and force out situations can be recorded on all other runners when the play takes place at the specific base.**

I. Other base running

1. Sliding is allowed for all bases.

J. Overthrow

1. Two bases shall be awarded for an overthrow that goes out of play. This shall be determined from when the player (thrower) releases the ball. It shall be two bases from point of release. If overthrown into an "in-play" area, runners advance at their own risk.

K. Coaches, players, and spectators must remain a minimum of 10 feet from baseline and no one behind the backstop.

L. Officials will only discuss with team captains. Captain must be a player on the active roster and of good standing with the officials. The supervisor can appoint a NEW captain if there have been previous problems with a captain/player.

M. Official A.S.A. slow-pitch softball rules will prevail in all cases not covered previously, as long as they fall within the spirit of Intramurals.

8. Playing Field

A. Distances between the bases (home plate to 1st, 1st to 2nd, 2nd to 3rd, and 3rd to home plate) shall be 40 feet.

B. The distance to the pitcher's line from home plate shall be 30 feet. The pitcher's line shall be flat and at the same ground level as home plate.

C. The dirt area in front of home plate is foul territory. (See section #7, letter F, #3)

D. A “pitcher’s hand” circle will be an 8 foot diameter marked on the field. (See Rule #7, letter G, #8; and Rule #7, letter H, #8)

*** Note: the Intramural Sports Department reserves the right to alter field dimensions as it sees fit.**

9. Umpiring

A. All games will have an official and a scorekeeper.

B. The team at bat is responsible for making the calls.

C. If there are discrepancies, the team captains must reach an agreement. If no agreement can be made, the preceding play should be re-played.

D. It is the responsibility of the catcher to make all fair and foul calls since he/she is in the best position to look down the lines.

10. Fouls, Violations, and Penalties

A. Jewelry violations: (if viewed as dangerous by the supervisor)

1. Offensive batter in the box, or runner on field: **One out** for every violation, and must remove jewelry.

2. Defensive player on field: Batter advances to second base, and all runners also advance two bases. Must remove jewelry.

B. Supervisors and officials may issue the following penalties:

1. Offensive delay of game

a. Warning

b. Batter is out

c. Batting team forfeits

2. Defensive delay of game

a. Warning

b. Batter is awarded a home run

c. Fielding team forfeits

C. Captains are expected to ensure proper behavior by their players and spectators should an altercation develop.

Details, including penalties, are spelled out in the manager’s packet/Intramural policies.

11. Tie Games and Overtimes

A. If at the end of 5 innings/time limit the score is tied, the last batter from the previous inning will start on second when each team comes to bat each inning, and play will continue until there is a winner.