



INTRAMURAL WHIFFLEBALL RULES AND REGULATIONS

INTRAMURAL SOFTBALL WILL BE PLAYED UNDER ASA CURRENT RULES, WITH THE FOLLOWING EXCEPTIONS AND/OR AMENDMENTS

TEAM CAPTAIN S MEETING

- Attendance at the team captain s meeting is **MANDATORY**. Any team not represented at this meeting will not be included in the league, unless the captain is able to come to the University Recreation Office and listen to an audio tape of the captain s meeting.

SCHEDULES

- Schedules can be picked up immediately after the captain s meeting or after listening to the audio tape during office hours (7:45 a.m. — 4:30 p.m.) at the University Recreation Office.

GENERAL PROCEDURES

1. All intramural participants must be registered with the UW-EC, and have a roster on hand with the University Recreation Department, or is a faculty/staff member affiliated with UW-EC.
2. All team sports will follow an unlimited roster policy. New players can come to the competition and be added to your roster as long as they have their UWEC Blugold I.D.
3. To be eligible for the playoffs, a player must have played at least one regular season game for that team.
4. The regular season of all competitive leagues will be followed by a single elimination playoff tournament when time permits.
5. Abusive, derogatory, and demeaning comments & gestures will **NOT** be tolerated in Intramural Sports. Violators will face suspension or expulsion from the program. Serious incidents or repeated abuses will be subject to sanctions under the UWEC Code of Conduct.

GENERAL GAME RULES

1. Teams consist of four (4) players.
2. A regulation game shall consist of five (5) innings, or no new inning shall begin after 50 minutes has elapsed from the start of play. If the time limit has elapsed and the inning in progress has been completed with the score remaining tied; the game will remain a tie. During playoffs, games tied at the end of regulation will be completed in their entirety.
3. Teams must rotate in a new pitcher every inning. Each pitcher must complete an inning or give up four runs before a reliever can take over. Any player can relieve.
4. Runners cannot play off base and cannot leave base until the ball is hit.
5. Fielders cannot play directly behind the pitcher.
6. Maximum of 10 runs per team, per inning (except for the final inning).

OFFENSE

1. Runners cannot play off base and must tag before advancing on fly ball outs.
2. A batter may not lean in front of the AutoUmp target. If the batter is hit by the pitch, he or she has the option to take their base. If the batter does not elect to take a base, the pitch is ruled a ball.
3. Any foul ball that does not stay in the Pickoff Pocket is ruled as a foul ball.
4. A batter can get a ground-ruled double by bouncing the ball over the fence and a ground-ruled triple by hitting the fence in the air.

DEFENSE

1. Regular baseball rules with 2 additions: Once the runner rounds third and crosses the **Run Line** located between third base and home plate, a fielder may throw him/her out at the plate by hitting the AutoUmp target on the fly or on the bounce before the runner crosses the plate.
2. Any throw that misses the target is still in play unless it rolls beyond the backstop. If the throw lands in the Pickoff Pocket before the lead runner scores, all runners are out.
3. On any strike that stays in the AutoUmp Pickoff Pocket, (foul-tipped or otherwise) all base runners are ruled out.
4. A strike is any pitch that hits the AutoUmp target in the air. Three strikes is an out.
5. A ball is any pitch that misses the target. Four balls is a walk.
6. Infield Fly Rule: With a force situation and less than two outs, a fielder may **not** intentionally misplay a pop fly.
7. Indoor Fly Rule: When playing indoors, any fly ball that hits the rafters or ceiling and falls into the field of play is in play. Any fly ball that hits the rafters and is caught in the air by a fielder is an out.

SPORTSMANSHIP

1. Team managers are responsible for the eligibility and conduct of all their players. Game umpires are instructed to speak with **team captains only!** The umpire may eject players who choose to ignore this rule.
2. The umpire may forfeit the game if physically or verbally abused by any team member or spectator.
3. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for ejection on a daily report. Once on report, a player must meet with an Intramural Director before being reinstated for competition.

EQUIPMENT

1. Metal spikes are **NOT ALLOWED**, nor are hard plastic or polyurethane spikes that are similar to metal sole and heel plates.
2. A team may wear apparel of their choice. However, shoes and shirts must be worn at all times.
3. **NO JEWELRY** of any kind is permitted while participating in any Intramural activity. Failure to remove jewelry will result in ejection from the contest. Any exposed piercings must be taped.

FORFEITS

1. Captains of any team forfeiting a contest must stop by the UR Office, in person by 4:30 p.m. of the next business day to re-enter their team. Failure to do this will result in the team being dropped from further competition. Any team forfeiting a game will not be eligible for post-season play.
2. Any team forfeiting two games will be automatically dropped from competition. Any team may be charged with a forfeit for unsportsmanlike conduct.

DEFAULTS

1. A team unable to attend a game may default their contest, if this is done twenty-four (24) hours in advance of the scheduled game time. Sunday games must be defaulted by Friday noon. A default will result in a loss by the defaulting team, and will have no effect on playoff eligibility.

