Florida Atlantic University
Wiffleball Rules

A. General IM Procedures

1. No hats, bandannas, or jewelry will be permitted. If any of these are still on while batting, the batter will be called out immediately.
2. All participants must display a valid OWL Card before their first game. No ID – No Play – No Exceptions!
3. A campus recreation supervisor will keep score.
4. An umpire will be provided.

B. Players

1. Teams will consist of 6 players in the field. Teams can have unlimited amount of players on the batting rosters, but teams must have a minimum of 4 players to play.
2. If a team plays with the minimum amount of players and bases become loaded, the person closest to home plate must come off base to pitch. There will be no ghost runners, that baserunner becomes lost.

C. Rules

1. Teams will be provided a bat and balls by campus recreation.
2. Teams will not be allowed to use any sort of fielding or batting gloves.
3. Teams will pitch to their own batters. The pitcher must not interfere with the ball or impede a defensive player from making a play. Any ball which strikes the pitcher is a dead ball and does not count as one of the three pitches.
4. Three outs to an inning per team. Seven innings per game or forty minutes. In case of a tie, additional innings will be played a team scores more runs in the extra innings.
5. Teams will choose the type of batting order. There are two types: "limited" in which only six people bat or "unlimited" in which all members of the team bat.
6. An out can be made in the following ways:
   - The batter is out after three pitches. The batter is out if he foul tips the third pitch.
   - Fly balls caught in fair or foul territory.
   - Any balls fielded to the proper base for a “force out.”
   - Tagging a runner while in possession of the ball.
   - The pitcher on the defensive team verbally calling “Time!” with both feet and the ball inside the pitcher’s box before the batter is able to reach first base.
7. The pitcher’s box will be the semi-circle by the free throw line on the court.
8. Bunting is not allowed. Only full swings are permitted.
9. The ball may not be thrown at the runner.
10. Runners may not “charge” or knock the ball out of the defensive player’s hands. The runner will automatically be called out.
11. No sliding or diving into a base. If this occurs, the runner is out.
12. No sliding or diving to tag a runner. If this occurs, the runner is awarded two bases from the last base touched.
13. Any runner who is off a base after the ball is hit and contacts the hit ball will be called out, unless the ball has been touched by a fielder first.
14. Runners must stay on base until the ball is hit. Stealing is not allowed. If a runner attempts to steal or leaves a base before the ball is hit, the runner is out.
15. Any ball thrown out of play will result in each runner being awarded one base beyond their location at the time the throw occurred.
16. There will be a 10-run limit per inning. Teams can score a maximum of 10 runs in a single inning. If a team is up by 15 or more runs after a full 4 innings (both teams batted), then the game will be called by mercy rule.
17. Any ball that hits the curtain cannot be caught for an out. A ball that hits off any wall can be caught for an out.
18. Any ball that hits the white part on the far wall is considered a home run. Any ball that hits the basketball hoop (the backboard/rim, not the supports) counts as a home run.
19. Any ball hit on a fly into the far hallway is a ground rule double. All baserunners advance two bases.
20. Any ball that hits rafters or obstacles in fair territory is considered a live ball and can be caught for an out.
21. Any ball that hits rafters or obstacles in foul territory is a foul ball and cannot be caught for an out.