



WIFFLEBALL

Any rules or play interpretations not discussed below will be covered by the National Intramural and Recreational Sports Softball Rules Book and Umpires Manual.

I. GENERAL

A. Rosters

- i. Players may play for only team.
- ii. A team consists of 8 players. A minimum of 5 players is needed to start the game.
 1. You may only field up to 8 players at a time, but may have an unlimited number of players in the batting order.
 2. Any players coming late must be added to the end of the batting order.
- iii. Players may join a team any time during the regular season or playoffs, as long as they have not already joined and played for another team.
- iv. There is no limit to players on the roster. Please note, the maximum number of t-shirts awarded to a team will be two (2) times the number of required players for a game.
- v. **NOMAD RULE:** Players may play for more than one team if they are playing as a “nomad” for any additional teams other than their original team.
 1. Players may not play for a team as a nomad if they are not already on another team. If they are not on any team, they will be added to the roster of the first team they play for.
 2. Players may only play as nomads in order to help a team meet the full roster size in order to play (i.e. if a team only has 2 players present for a 3v3 basketball game, they may only pick up one nomad player for that night).
 3. Nomads will not be allowed during playoff games.
 4. Teams may not use the nomad rule more than twice during the regular season.

B. Roster Restrictions

- i. No current professional baseball/softball players may play in intramural softball.
 1. Player must be five (5) years removed from professional baseball/softball.
- ii. No current varsity baseball/softball player may play in intramural softball.
 1. Player must be one (1) year removed from the varsity baseball/softball team.
- iii. No more than 2 current club baseball/softball players may play on the same team.
 1. All club players must play in the competitive league.
 2. Any individual on the official competitive roster for that academic year of a registered/recognized FAU Club Sport who competes and/or travels with the FAU Club team. Individuals who submit Club paperwork and/or have practiced with the Club team are considered members for Intramural Sports purposes.

II. Equipment

- A. Game balls and bats will be provided by Intramural Sports.
- B. All participants must wear proper athletic attire

- i. No metal spikes

C. Prohibited Equipment

- i. Participants **may not wear jewelry.**
 - 1. Participants **may not** cover up jewelry with tape, Band-Aids or other such items.
 - ii. Cast or splints (hard or soft) **are not permitted.**

III. Timing

- A. Each game has a time limit of 50 minutes or 7 innings.
 - i. Any inning started before the 50 minute time period will be completed
 - ii. No inning shall begin after 50 minutes
- B. Regular season games can end in a tie. Extra innings will be played only if they start before the 40-minute time limit. All tournament games will continue into extra innings until a winner is determined.

IV. Regulations

A. The Game

- i. A bat toss shall determine home and visitors
 - ii. A game is considered regulation if 4 or more innings have been played if the game is called due to rain or any other situation that will prohibit the completion of the game.
 - iii. Games will remain a tie in the regular season. In the playoffs games will be played until a winner has been determined.

iv. Batting

- 1. Batters will begin with a 0-0 count.
 - 2. Once a batter reaches a 2-strike count, their second foul ball will result in an out.
 - 3. A strike-zone indicator will be used to determine balls and strikes. A pitch will be called a strike if it hits the indicator on its original flight path (i.e. does not bounce off the ground or any other object).
 - 4. The batting team must supply a player behind the strike zone to retrieve balls after they are pitched that are not hit into play.
 - a. If the defensive team fields a catcher, the catcher must take on this responsibility.

v. Defensive Positioning

- 1. Teams may, but do not need to provide a defensive catcher.
 - a. A player may NOT block home plate if they are not in possession of the ball
 - i. If a player blocks home plate without possession then a runner advancing to home plate will be awarded the run
 - 2. Infielders must remain even with the bases, until the ball is batted by the hitter.

vi. Pitching

- 1. A pitcher beginning the game gets five (5) warm-up pitches. A pitcher beginning innings 2-7 gets one (1) warm-up pitch.
 - a. Pitchers may only be changed for new batters.
 - 2. The pitcher shall take a position with one or both feet firmly on the ground and in contact with the pitcher's plate.

3. Pitchers may throw as hard as they would like, or put any spin on the ball capable within a legal throwing motion. No foreign substances may be used to alter the flight of the ball (i.e. spit).
4. The pitcher must have a continuous motion. No fakes, etc. allowed.
5. A batter may **not** take first base on a hit-by-pitch, the pitch will count as a ball
6. The pivot foot may not come off the rubber until the ball is released.

vii. **Sliding**

1. Runners MAY slide in order to avoid a tag/beat a throw, but MUST do so FEET FIRST.
2. Head first sliding is NOT allowed.
 - a. Any runner who slides-in head-first, will be automatically declared out.

viii. **Overthrow**

1. Two bases shall be awarded for an overthrow that goes out of play.
2. This shall be determined from when the player (thrower) releases the ball.
 - a. It shall be two bases from point of release.
3. If overthrown into an "in-play" area, runners advance at their own risk.
4. The ball is considered out of play when it passes into the bench area of either team, or enters any area deemed unsafe to play.

ix. **Mercy Rule**

1. After 3 complete innings (or 2½ if the home team leads), if a team is ahead by 20 or more runs, the game will be called.
2. After 4 complete innings (or 3½ if the home team leads), if a team is ahead by 15 or more runs, the game will be called.
3. After 5 complete innings (or 4½ if the home team leads), if a team is ahead by 10 or more runs, the game will be called.

B. Rule Clarifications

i. **When the 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. If the batter bunts the ball.
4. If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.
5. Throwing the bat 1st time, warning; 2nd time, out and ejected from the game.

ii. **When the 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.
5. 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.
6. 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.

7. 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.

C. Forfeits

i. Ready to Play and Game Time

1. A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time
2. If at game time, there is one team ready to play and one team that is not, the captain of the team ready to play will be presented the following options by the Intramural Sports Supervisor:
 - a. Elect to offer the team that is NOT ready to play a 10-minute grace period to acquire the needed amount of players to begin.
 - i. If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.
 - b. Elect to NOT offer the 10-minute grace period, and automatically take the win.
3. The decision made by the captain of the team ready to play is final. They may not change their mind.

ii. Penalty Points

1. In the event that the team ready for play elects to offer the 10-minute grace period, the Captain will then be presented with the following options by the Intramural Sports Supervisor:
 - a. Elect to start the game tied 0-0
 - b. Elect to start the game up the following amount of points:
 - i. Men's / Fraternity: 3
 - ii. Women's / Sorority: 3
 - iii. Co-Rec: 3
2. The decision made by the captain of the team ready to play is final. They may not change his mind.

iii. Forfeit Fee

1. A team that forfeits will have to pay a \$30 forfeit fee before they are eligible for their next game.
2. Teams may default to avoid this fee.

D. Defaults

- i. If it becomes impossible for a team to play a scheduled contest, and if the team captain notifies the Intramural Sports staff in person, by calling the Recreation and Fitness Center, or by email and by 4:00pm the day of the game, the game will be scored as a loss by default.
 1. Defaulting through email – fauimsports@gmail.com
 - a. In the subject, please include the sport and team name that the email is about.

- ii. If a game has begun and cannot continue due to injury, which leads to having less than the required minimum number of players, or a team chooses to not continue the contest, a default will be recorded.
- iii. The Intramural Sports staff will contact the opponent in case of a default. If you do not receive confirmation from an Intramural Sports staff member, the game has not been defaulted.
- iv. A default does not include a forfeit fine or exclusion from the playoffs.
 - 1. Teams that default will receive a “B” in Sportsmanship.

V. SPORTSMANSHIP

A. Ratings

- i. FAU Campus Recreation’s sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point.
 - 1. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.
 - 2. The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in a “3”.
 - 3. Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
 - 4. Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit).
 - 5. Any player that is ejected for any reason must come in to speak to a Competitive Sports professional staff member before their next game. That player or team is **not** eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not comply with this policy.

B. Rating Criteria

- i. **4.0 – Great Conduct and Sportsmanship**
 - 1. Team members and spectators (on or off the playing area) cooperate fully with the supervisors and officials and the team captain has full control of their teammates and fans. If the captain converses with the officials about rules interpretations or calls, they do so respectfully and calmly. Team members and spectators were respectful of opponents and officials and encouraged each other’s efforts. At no time was this team disrespectful towards participants or officials.
- ii. **3.0 – Average Conduct and Sportsmanship**
 - 1. Team members and spectators (on or off the playing area) are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor. These complaints may have been voiced verbally or non-verbally toward officials, opposing players, or opposing fans. The team captain exhibits control over teammates and

themselves. Teams that default an Intramural Sports contest will receive a “3” in Sportsmanship. A team winning a game due to a forfeit/default will receive a “3” in sportsmanship.

iii. **2.0 – Below Average Conduct and Sportsmanship**

1. Team members and spectators (on or off the playing area) show continuous or sustained verbal dissent toward officials, supervisors, and/or opposing team. The team captain exhibits little control over teammates and themselves. Teams receiving multiple warnings or having players penalized for an unsportsmanlike act (i.e. conduct yellow card, conduct technical foul, unsportsmanlike conduct penalty) should receive no higher than a "2" rating. Teams that forfeit an Intramural Sports contest will receive a “2” in Sportsmanship.

iv. **1.0 – Unacceptable Conduct and Sportsmanship**

1. Team members and spectators (on or off the playing area) complain excessively to officials and/or opposing team. The team captain exhibits no control over teammates and themselves. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. The team captain of any team receiving a “1” in sportsmanship must meet with a Competitive Sports professional staff member prior to the team’s next contest.

v. **0.0 – Season Ending Conduct and Sportsmanship**

1. Team members and spectators (on or off the playing area) are completely uncooperative and out of control before, during, and/or after Intramural Sports contest(s). The team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators. Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

C. Positive Contributions to Sportsmanship Rating:

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
 1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
 2. The team captain exhibits control over their team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
 3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
 4. Respect is shown for FAU Campus Recreation facilities and equipment.

D. Negative Contributions to Sportsmanship Rating:

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
 1. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.

2. Team captain (spokesperson) exhibits little control over their team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
3. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
4. Taunting an opponent or opposing team spectator (trash talk)
5. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
6. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
7. Any threatening behavior (verbal and/or nonverbal) to any FAU Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
8. Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
9. Damage to or destruction of any FAU or FAU Campus Recreation facilities including failure to remove trash from the field or court following a game or match.