

WESLEY COLLEGE INTRAMURALS WIFFLEBALL RULES

GENERAL INFORMATION:

ELIGIBILITY

1. THE TEAM CAPTAIN MUST MAKE SURE THE TEAM ROSTER IS SUFFICIENTLY COMPLETE BY GIVEN DEADLINE. ALL PLAYERS' NAMES MUST BE ON THE ROSTER AND ELECTRONICALLY SIGNED THE APPROPRIATE INFORMATION VIA IMLEAGUES IN ORDER TO PARTICIPATE.
2. EACH TEAM MUST SUBMIT THE \$20 REGISTRATION FEE BY THE GIVEN DEADLINE. CHECKS MAY BE MADE OUT TO "WESLEY COLLEGE." TEAMS THAT FORFEIT ONE OR FEWER (NONE) GAMES WILL RECEIVE A REFUND OF \$10 AT THE END OF THE LEAGUE. REFUNDS WILL BE DIRECTLY DEPOSITED INTO THE WESLEY COLLEGE ACCOUNT OF THE TEAM MEMBER WHO PAID THE FEE. TEAMS FORFEITING TWO OR MORE GAMES WILL NOT RECEIVE A REFUND.
3. IT IS THE TEAM CAPTAIN'S RESPONSIBILITY TO NOTIFYING HIS/HER TEAM WHEN AND WHAT TIME THEIR GAMES ARE.
4. ALL PARTICIPANTS MUST BE FULL-TIME STUDENTS AT WESLEY COLLEGE UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.
5. CAPTAINS MAY ADD OR DELETE PLAYERS FROM THEIR ROSTER PRIOR TO THEIR TEAM'S LAST TWO REGULAR SEASON GAMES THROUGH IMLEAGUES. SPECIFIC INSTRUCTIONS WILL BE COMMUNICATED TO ALL TEAM CAPTAINS DURING THE CAPTAINS MEETING.
6. PLAYERS MUST COMPETE IN AT LEAST 2 REGULAR SEASON GAMES TO BE ABLE TO PLAY IN THE PLAYOFFS UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.

**ALL PLAYERS MUST ABIDE BY THE POLICIES IN THE INTRAMURAL HANDBOOK,
AVAILABLE ONLINE AT WWW.STUDENTLIFE.WESLEY.EDU**

**ALL PLAYERS ARE REQUIRED TO PRESENT THEIR WESLEY COLLEGE ID PRIOR TO EVERY
GAME. THOSE WHO FAIL TO SHOW THEIR ID WILL NOT BE ALLOWED TO PARTICIPATE.**

FORFEITS:

IF A TEAM IS UNABLE TO FIELD ENOUGH PLAYERS FROM THEIR ROSTER WITHIN 5 MINUTES OF THE SCHEDULED GAME TIME THEY WILL FORFEIT THE GAME. IF A TEAM FORFEITS MORE THAN 2 GAMES DURING THE SEASON THE TEAM MAY BE REMOVED FROM THE LEAGUE AT THE DISCRETION OF THE INTRAMURAL COORDINATOR.

IF A TEAM FORFEITS, THE WINNING TEAM WINS THE MATCH WITH A SCORE OF 3-0.

**PLAYERS ARE NOT PERMITTED TO COME TO GAMES INTOXICATED, OR UNDER THE
INFLUENCE OF DRUGS. IF IT IS SUSPECTED THAT SOMEONE HAS BEEN DRINKING OR
ENGAGING IN ILLEGAL SUBSTANCES, THEY WILL NOT BE ALLOWED TO PARTICIPATE AND
ASKED TO LEAVE THE PREMISES**

RULES AND REGULATION:

GAME PLAY

- THE OFFICIATING WILL BE DONE BY THE INTRAMURAL OFFICIALS WHO ARE IN ABSOLUTE CONTROL OF THE GAME. TEAMS ARE RESPONSIBLE FOR KEEPING THEIR SPECTATORS UNDER CONTROL. MISCONDUCT OF SPECTATORS, PLAYERS OR COACHES CAN RESULT IN ASSESSMENT OF A TECHNICAL FOUL, EJECTION OR FORFEITURE OF THE GAME. SPECTATORS MUST ALSO REMAIN IN THE AREA DESIGNATED BY THE OFFICIALS. THE OFFICIAL SHALL HAVE THE POWER TO MAKE DECISIONS ON ANY MATTERS OR QUESTIONS NOT SPECIFICALLY COVERED IN THE RULES.
- A TEAM WILL CONSIST OF 7-9 PLAYERS ON THE COURT AT ONCE. A TEAM MUST HAVE 7 PLAYERS IN ORDER TO START THE GAME.
- THERE MUST BE AT LEAST ONE MALE OR FEMALE REPRESENTING EACH TEAM IN THE FIELD AT ALL TIMES DURING A GAME
- THERE IS UNLIMITED SUBSTITUTION THROUGHOUT THE GAME.
- NO BUNTING. THE PLAYER AT THE PLATE MUST MAKE A REASONABLE ATTEMPT TO KILL THE BALL. IT IS UP TO THE UMPIRE TO DETERMINE WHAT IS A BUNT AND WHAT ISN'T A BUNT.
- PLAYING AREA IS CONSIDERED FULL COURT AREA
- BALLS THAT BECOME OBSTRUCTED (GO BEHIND A IMMOVABLE OBJECT) WILL BE RULED DEAD AND THE BASE RUNNERS MAY BE AWARDED AN EXTRA BASE BASED ON THESE GUIDELINES:
 - IF A BALL BOUNCES OVER OR BEHIND AN IMMOVABLE OBSTRUCTION, IT WILL BE UP TO THE UMPIRES ON WHERE THE RUNNERS ADVANCE BASED UPON WHERE THE RUNNERS WERE WHEN THE BALL WENT BEHIND THE OBSTRUCTION.
- ANY BALL HIT TO ANY WALL IN PLAY OVER THE TEN FOOT LINE WILL BE RULED A HOMERUN.
- WHEN PITCHING THE BALL, THE PITCHER MUST HAVE ONE FOOT ON THE MOUND UNTIL THE BALL IS RELEASED.
- ONCE THE PITCHER HAS THE BALL, HE/SHE HAS 10 SECONDS TO PITCH THE BALL. EACH TEAM WILL PITCH TO THEMSELVES AND HAVE THREE PITCHES TO HIT THE BALL.
- THERE ARE THREE OUTS PER INNING.
- THERE IS A TEN RUN LIMIT PER INNING.
- THE BATTER MUST MAKE CONTACT WITH THE BALL AT OR BEHIND HOME PLATE. IF THE BALL IS HIT BEFORE IT REACHES HOME PLATE, THE BATTER WILL BE RULED OUT.
- EACH PLAYER IS ALLOWED TO FOUL THE BALL OR MISS THE BALL (WHEN ATTEMPTING TO HIT IT) TWICE. IF IT HAPPENS A THIRD TIME THE PLAYER WILL BE RULED OUT.
- NO STEALING. BASE RUNNERS MAY LEAVE THE BASE ONCE CONTACT IS MADE WITH THE BALL. IF THE BASE RUNNER LEAVES EARLY (PRIOR TO KICKING THE BALL), HE/SHE WILL BE CALLED OUT.
- THERE ARE NO COURTESY RUNNERS
- NO PLAYER MAY BE POSITIONED IN FRONT OF THE PITCHER.
- THE CATCHER MUST BE POSITIONED AT LEAST THREE FEET BEHIND THE BATTER.
- RUNNERS ARE RULED OUT IN SITUATIONS SIMILAR TO SOFTBALL. (FORCEOUTS, FLYOUTS, ECT).
- POSSESSION OF THE BALL WILL BE DECIDED BY A COIN TOSS
- GAMES WILL BE CONDUCTED IN A FULL COURT AREA.
- THERE IS NO SLIDING INTO BASES

REGULAR SEASON GAMES

- THERE WILL BE A COIN TOSS AT THE BEGINNING OF THE GAME TO DETERMINE THE HOME TEAM.
- GAMES WILL LAST EITHER 5 INNINGS OR 30 MINUTES, WHICHEVER COMES FIRST. IF THE GAME IS TIED AT THE END OF REGULATION EXTRA INNINGS WILL BE PLAYED UNTIL A TEAM WINS.

SCHEDULING AND RESULTS:

- TEAMS SHOULD PLAN TO ARRIVE TO GAMES 5-10 MINUTES BEFORE THE SCHEDULED START TIME.
- IF A TEAM CANNOT PLAY AT THE SCHEDULED TIME, THEY ARE RESPONSIBLE FOR CONTACTING OTHER TEAMS TO SEE IF THEY CAN SWITCH GAME TIMES FOR THE SAME NIGHT OF PLAY.
- AFTER EVERY GAME THE RESULTS OF ALL THE GAMES AND TEAM STANDINGS WILL BE UPDATED ON THE IMLEAGUES WEBSITE.

PLAYERS AND EQUIPMENT:

- ALL PLAYERS MUST SHOW THEIR WESLEY COLLEGE ID TO THE STUDENT MANAGER
- PLAYERS CANNOT WEAR ANY JEWELRY, HATS OR ANYTHING THE OFFICIALS DECLARE DANGEROUS
- CASTS OR BRACES MADE OF HARD SUBSTANCE MUST BE COVERED BY PADDING
- IT IS RECOMMENDED THAT ALL THE PLAYERS ON A TEAM WEAR THE SAME COLOR.
- MUST WEAR RUBBER-SOLED GYM SHOES
- PLAYERS MAY ONLY PLAY ON ONE TEAM
- FIGHTING WILL RESULT IN DISQUALIFICATION OF BOTH TEAMS.
- SPORTSMANSHIP COUNTS!!!!
- ONLY ONE VARSITY PLAYER ON COURT AT A TIME PER TEAM