

University Of Illinois
Division of Campus Recreation
Intramural Sports Program

WHIFFLEBALL RULES

Rule 1. Eligibility

- A. Only current UIUC students and DCR Facility members are eligible to play.
- B. Participants may only play on **ONE** team for the duration of the tournament.
- C. Participants must show I-card or current DCR Facility pass at facility to play.

Rule 2. Equipment

- A. All players must wear clean Athletic Shoes.
- B. Participants must remove all jewelry before playing.
- C. The Intramural Program will provide bases, bats, and balls for each scheduled contest.
- D. Teams must use provided equipment
- E. Hats and bandanas may not be worn.

Rule 3. Field

- A. Games will be played in Gym 2 of IMPE
- B. Bases will be 35 ft apart and the pitching mound 20 feet from home plate.

Rule 4. Players

- A. A team will consist of 4 players.
- B. A team must start with four 4 players.
- C. The maximum number of players a team may have on their roster is 6.

Rule 5. Play

- A. The Game
 - a. A game consists of 5 innings or 45 minutes, whichever comes first. No new innings may begin after 35 minutes into the game.
 - b. The Intramural Program will decide “Home” and “Visitor”.
 - c. The batting order must be listed on the score sheet prior to game time.
 - d. Each team will keep the score while their team is batting.
 - e. The mercy rule will be 10 runs after 3 innings.
 - f. Extra innings will be played until a winner is determined.
- B. Pitching
 - a. Teams pitch to their own team members.
 - b. The pitcher shall take a position with both feet firmly on the ground and with at least one foot in contact with the pitching rubber.
 - c. The pivot foot must remain in contact with the pitching rubber until the ball leaves the pitcher’s hand.
 - d. A pitch can be overhand or underhand.
 - e. Pitchers must not intentionally interfere with a batted ball. Penalty: The batter will be declared out.
- C. Batting

- a. All players appearing on the roster may bat.
- b. Batters receive 2 pitches to hit. If they fail to hit the ball fairly in 2 pitches, they are out.
- c. Bunting is not allowed.
- d. The ball cannot make contact with the ground before being hit.
- e. Any ball that contacts a structure in fair territory (basketball goals and supports, ceiling, railings, walls, etc.) is a live fair ball regardless of where the ball careens.
 - i. Exception: When ball careens into upper running track: ground rule double.
- f. Any ball that goes onto the upper running track without clearing the entire rail will be a ground rule double.
- g. Any ball that contacts a structure can be caught for an out before it hits the ground
- h. The infield fly rule will not apply.
- i. An out for a batter can be made in the following ways:
 - i. The batter is out after 2 pitches.
 - ii. Fly balls caught in fair or foul territory
 - iii. Ground balls fielded to the base.

D. Home Runs

- a. A ball must clear the top bar of the railing on the fly without touching any structure to be a home run.
- b. There is a 3 home run rule in each inning. Any home runs hit after this will be an out.

E. Base Running

- a. Runners can't lead off or steal bases. The runner can't leave a base until the batter contacts the pitch.
- b. A runner is out when he/she is struck with a fairly batted ball in fair territory provided the ball has not passed an infielder, excluding the pitcher.
- c. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball. If the runner impedes any play made by the fielder, they and the batter/runner will be called out.
- d. A base runner may not charge into a fielder hoping to dislodge the ball. The runner will be called out and ejected from the game.
- e. **Sliding is not allowed.** Any violation of this rule, other than accidental, will result in an ejection.
- f. The ball may not be thrown at the base runner to get them out.
- g. There are no overthrows unless the ball goes into the other playing field. In this case the runner will get the base they are going to plus one.