Boston College Intramural Sports
Wiffleball Rules

**Eligibility:** All members of the Boston College community are eligible to play with the exceptions listed on the Code of Conduct. Please check this form prior to placing players on the team roster.

**Check-in:** The team captain prior to the start of the game must give all BC IDs to the officials or on site Monitor. Players arriving late are eligible to enter the game and must present their ID to an official for attendance and eligibility purposes. It is the responsibility of the team to ensure that they have been checked off for attending.

**Facility:** Alumni Stadium - South Endzone

**League Format:** Each team will play roughly 3 games - subject to change depending on facility availability. Please see the Intramural Handbook on the Campus Recreation website for further details regarding scheduling as well as our rainout policy.

**Playoff Format:** Playoffs will be single elimination. Playoff ranking will be based on record (with emphasis on divisional/pool play) and then by the tie breaker system detailed in the Handbook. In leagues/tournaments with a large amount of teams, those eligible for the playoffs that have the same record will be randomly seeded.

**Roster Management:** Rosters will be limited to 10 spots. This includes any coaches that a team may have. Only 10 shirts and mugs are available for the eventual champions.

**Minimum Player:** Games will consist of five (5) vs five (5) fielded players (including the pitcher). Teams must have a minimum of four (4) players to start a game. If for any reason the number drops below this, the team will be forced to forfeit. Teams can not use an opponent’s player. See below for ‘lineup’ rules.

**Coed:**
- Coed teams must have at least 2 female players in the field at all times.
- If a team can only field 4 players, at least 2 still need to be female; **NO EXCEPTIONS.**
- At no time can more than 3 male players be allowed to play in the field.

**Game Time:** Game time is forfeit time. If a team is not checked in, has the minimum amount of players present, and ready to play by game time, a forfeit will be declared by the official. **Exception:** A team may waive the right to win by forfeit and wait for the opposing team. The clock will start at the scheduled game time regardless of any situation. If after 10 minutes the team still does not have the minimum amount of players, the present team must accept the forfeit win. If a team waives the right to win by forfeit and the game begins, that team cannot rescind their decision and take the forfeit.

A coin toss will determine choice of home/away team.

**Clock Management:** A game will consist of five innings or the standing score at the end of 40 minutes, whichever comes first. No new innings will be started after the 30-minute mark. However, any inning that has been started may be finished. Tied games will go into extra innings if time allows (if time does not allow, regular season games will end in a tie). The 50-minute rule will be waived in the finals of the tournament. **Mercy Rule:** If at the end of 4 complete innings either team has a lead of 15 runs or more, that team will be declared the winner. If the home team leads by ten runs or more in the 4th inning, they shall be declared the winner and there is no need to bat. If at any point after 4 innings the lead increases to 15 runs or more, AND the losing team has had an equal amount of at bats, game shall be called.
If for some reason play has to stop due to technical difficulties and there is no time to replay, the final score goes back to the score at the end of the last full inning.

**Extra Innings:** The first extra inning (i.e. 6th inning or first full inning after 30 minute mark) is played normally with no base runners. In each inning and beyond, both teams will begin the inning with the bases loaded.

**Uniform:** No metal cleats allowed. No individual will be allowed to participate in street clothes. This includes jeans, or other “non-gym” clothing. Players will not be permitted to wear jewelry or anything deemed dangerous to other players.

**Equipment:** Bats and balls will be provided. There is NO marking of wiffleballs of any kind.

**The Field**
All balls must LAND in the marked area to constitute the base hit associated with the area. Each area is a square (diamond) contained by the cones. Straight lines will be used to determine the area.

The bases associated with the area will not be awarded on balls that roll into the area.

- **Single**
  - Markers are placed approximately 35 feet from home plate on the foul line.
  - A ground ball hit past the single area (i.e. the area between batters box and single markers) constitutes a single.
  - Any ground ball that is untouched and does not reach the singles line will constitute a foul ball. The ball must come to complete stop. If it is touched before coming to a complete stop, the result of the play will stand (i.e. fielded cleanly = out, not fielded cleaning = single).
  - Fielders must be at most 1 step in front the singles line for it to be an out on a cleanly fielded ground ball.

- **Double**
  - Markers are placed approximately 20 feet beyond the single markers on the foul line.
  - A ball hit in the double area on a fly (between the single marker and the double marker) and not caught on a fly constitutes a double.
  - If a ground ball is fielded cleanly in the doubles area, it is a single.
  - A ground ball not fielded cleanly or untouched in the doubles area is a double.

- **Triple**
  - Markers are placed on foul lines 20 feet beyond the double markers.
  - Balls hit in the triple area (between the double markers and triple markers) and not caught on a fly, constitute a triple.
  - If a ground ball is fielded cleanly in the triple area, it is a double.
  - A ground ball not fielded cleanly or untouched in the triple area is a triple.

- **Home Run**
  - Balls hit past the triple markers on a fly, and not caught with at least one foot in fair territory, constitute a home run.

**Game Rules**
There will be no umpires/referees. Both team captains must agree on all calls. Should the two team captains disagree, the pitch/play shall be replayed. All disputes and rule interpretations will be assisted by the site monitor, but he/she will NOT make any judgment calls. Because teams agree to certain guidelines one game does NOT mean this automatically continues in the next game.

**Base running:** There is no base running or base stealing. All runners will be imaginary. All runners will advance the same amount of bases as the batter.
Line up: The entire team may bat. If a player plays the field, then they MUST bat. Once a player bats, he/she is considered an official batter. If for some reason that batter no longer bats, an out will be ruled for every time he/she misses an at bat. Coed line ups must alternate male/female at all times.

Pitching:
- The Coed Division will use lob pitching.
- The Men’s Division will use medium speed (‘straight’) pitching; roughly 30 – 35mph. Excessive speed pitching is illegal.
- A walk is awarded after 6 balls.
- A walk will not be awarded on a pitch that hits the batter. A ball will be called.
- Blatant leaning into or reach out for a pitch by a batter will result in a strike.

Making an Out:
- Catching a fly ball, fair or foul.
- Catching a ground ball before it comes to a stop or leaves the infield.
  - The infield is the square area contained by the single markers.
  - If a ground ball is bobbled and dropped, it will be ruled a single.
- Receiving 3 strikes.
- 2 foul tips/foul balls with 2 strikes already on the batter.
- Any foul tip that hits the strike zone (i.e. assuming the ‘catcher’ catches the foul tip).

Strike Zone: Is a chair that will be set up approximately 3 feet behind home plate (cone). If a pitch hits the seat, the backing, or passes through the backing and seat area in between the support poles, it is an automatic strike.

Home Run: A potential HR can be caught as long as the fielder has at least one foot inside fair territory when the ball is caught.

Pitcher’s Mound:
- A pitching rubber (cone) will be used and will be exactly 27 feet from the tip of home plate.
- A pitcher does not have to start his/her wind-up from the pitching rubber. The pitcher must have at least one foot touching the rubber when he/she releases the ball. If a ball is pitched in violation of this rule, the pitch will be ruled a ball.
- The Pitcher has 7 seconds to make a pitch after attaining possession of the ball. An automatic ball will be called if the allotted time elapses.

Bunting: Bunting is illegal and will not be permitted. Any bunt, fair or foul, is an automatic out.

Infield Fly: Will not be called.