



NU Intramural Sports

Wiffleball Rules

GENERAL RULES:

1. **All players must present their valid Northeastern University Photo ID to play.** No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed to be worn by any participant during an Intramural event.** Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Unsportsmanlike Penalties** will result in a team disqualification regardless of the score. 2 Personal Unsportsmanlike Penalties will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

GAME AND PLAYER RULES:

1. A wiffleball game will consist of SEVEN (7) innings or one hour, which ever comes first.
2. Teams will consist of three (3) players at all times. If three players per team are not present at the start of the game, the supervisor will call a forfeit.
3. Teams are allowed to have four batters in their lineup. All players are interchangeable in the field.
4. Only three players are allowed on the field at a time.
5. There are 3 outs per inning per team

HITTING:

1. Batters have four balls and three strikes to get on base. Strikes are only recorded if the ball hits within the strike zone area. Pitchers can throw at any speed with a maximum arc of 8 ft.
2. Hits are determined by single, double and home run lines marked on the curtains and playing field. The ball must hit into the various hit zones IN THE AIR in order to receive credit for that hit.
3. A third strike fouled back into the strike zone will be an out.
4. Any ball striking the rafters in fair territory will be a ground rule double.

ADVANCING RUNNERS AND SCORING:

1. Ghost runners will be used for base runners. Ghost runners can only be advanced or scored by being forced.
2. All ghost runners and their positions will be recorded by a scorekeeper and their word is final.
3. Any ball striking any back surface of the playing area will be an automatic homerun; this includes the basketball hoop and backboard assembly, back wall, and track area.

FIELDING:

1. Outs are made by a fielder cleanly fielding the ball, catching a pop fly, or striking out. A cleanly fielded ball cannot be bobbled at all.
2. A ball cannot be fielded off the curtain or once the ball is into homerun territory.
3. Once an untouched ball gets past fielders into homerun territory or reaches the side curtain, it is counted as a hit and credited the appropriate number of bases according to where it lands.
4. Any hit ricochets off a player is counted as a misplay and the batter is credited with the appropriate number of bases depending on where the ball first bounced or where the player was if hit by a fly ball.
5. Players are not allowed to play in front of the pitchers mound.

General Participant Play

Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.