

Whiffleball Rules

Teams

- Each team consists of 5 (five) players. You may have as many players signed in on the roster as you like, up to 11 (eleven) players.
- You must have 4 players to start. If you are playing with fewer than five players, each missing player is recorded as an "out" when his/her turn comes up in the batting order.

Field Size

- Games will be played indoors at the Small Gym. Bases will be placed accordingly on each court approximately 40 feet apart from each other.

Equipment

- All players must wear tennis shoes; sandals and bare feet are unacceptable.
- No gloves are permitted. No equipment can be used to field - all outs must be made by hand. For example: no catching fly balls with hats or shirts.
- Bats and balls are supplied, each team has the option to bring and use their own bats which are approved by the IM sports official, provided the opposing team is also allowed its use.

Coastal Carolina Modifications

Traditional baseball rules apply except for the following:

- Each team will pitch to themselves. Every batter will have a maximum of 2 pitches. Teams can pitch underhand or overhand to each other, keeping in mind that underhand is usually easier to hit. A foul ball is the same as a swing and a miss.
- If a hit ball strikes the pitcher (from his own team) and he/she makes no attempt to get out of the way, the batter will be declared out. If he/she does make an attempt or simply doesn't have enough time to react, it will be declared a "no pitch".
- Runners must remain on the base until the ball is hit. There is no leading or stealing.
- The ceiling, all overhead obstacles (steel supports), backboards, lights, and walls over fair territory are in play. A

ball caught in flight off of the ceiling, overhead obstacles, backboards, and walls is an out. Any ball stuck in the ceiling is a one base hit and all runners advance one base. Any ball that hits the ceiling, backboards, walls, etc. in fair territory will remain a fair ball no matter where it rebounds.

- A batted ball that hits the wall, backboard, or ceiling in foul territory before the ball becomes a legal fair ball (rebounds or bounces fair), will always remain a foul ball. However, any foul ball caught off of the ceiling, walls, or backboards carries the same rule as a fair ball and is considered an out if caught before it hits the ground.
- A fair ball hit over the bottom of the acoustical panels is considered a home run
- Sliding is NOT permitted
- No bunting or chop swings
- No "pegging or burnouts" of runners
- The batter must swing with TWO hands on the bat. If the batter swings with one hand, the result is an out.
- There is NO infield fly rule in whiffleball.
- Remember, like playing in the old neighborhood, this game is for fun. Any unsportsmanlike conduct will not be tolerated.

Games

- Seven inning games with a 45-minute time limit. No new inning can start after 45 minutes. Extra innings will be played when necessary. There will be no ties.
- The "Mercy Rule" is as follows: 15 or more runs after 4 innings, 10 runs after 5 innings.

Role of Officials

- The IM sports official present will make judgment calls only on close plays where the two teams cannot come to an agreed upon decision. They will also make calls based on rule infractions and behavioral issues.