

CHICO STATE REC. SPORTS WIFFLEBALL RULES

Conditions of play not specifically covered by these rules will be left to the discretion of the head official or supervisor, whose judgment is final.

ACCIDENT INSURANCE

The State of California and Chico State cannot accept liability for injuries. Participants are encouraged to provide their own accident insurance. Participants are not insured by Chico State or the State of California. Insurance is available at the University Health Center.

GENERAL

In order to participate a valid CSUC or photo ID is required for check-in at each game. Any problems with lost, stolen and/or misplaced IDs must be taken care of prior to game time.

BLOOD RULE

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered and/or the uniform is changed.

FORFEITS

- A. Game time is forfeit time.
- B. Each team is allowed only one default. Notification of a default to Intramural Sports not made before 3pm of game day will result in a loss but will not result in removal from league nor will it result in the loss of the forfeit deposit.

THE FIELD

All games will be played in the Acker Gymnasium. Please refer to the schedule for your appropriate game time.

EQUIPMENT

- A. All players are required to wear some type of shoes.
- B. Bases, bats and balls will be provided by Rec sports. Players may use their own bats, but must use balls provided by Rec Sports.

BASIC RULES

- A. 5 innings per game:
 - Every inning must start before the 30-minute time limit.
- B. 2 outs per half inning
- C. Limit of 2 home runs per half inning (any homeruns after 2 are automatic outs).
- D. Max 6 runs per half inning
 - **EXCEPTION:** 5th inning is unlimited runs.

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- E. **Mercy Rule:** Cannot start 5th inning if a team is down by 10 runs or more.
- F. Max of 4 players on a team and in the field.
 - Can play with 3 players.

OFFENSE

- A. Ghost runners will be in place of running the bases:
 - Single = each runner advances 1 base.
 - Double = each runner advances 2 bases.
 - Triple = each runner advances 3 bases.
 - Home Run = All runners score.
- B. Hits are defined by:
Ground specific rules for Acker will be covered during night of play.
 - HOME RUN:
 - TRIPLE:
 - DOUBLE:
 - SINGLE:
- C. Any ball that does not reach the pitcher is considered a foul ball.
- D. Attempting a bunt is an automatic out.
- E. Any ground out that is fielded cleanly inside the cones with a runner on first is a double play.

DEFENSE

- A. Any ground ball that is fielded cleanly inside the cones is an out.
 - Bobbles are allowed as long as it doesn't hit the ground.
- B. Any ball caught in the air is an out.
- C. Any ground out that is fielded cleanly inside the cones with a runner on first is a double play.
- D. Any ball making contact with the ceiling structure is an automatic out.

PITCHING

- A. Teams pitch to their own batters (exception DR option)
- B. All pitches must be thrown overhand.
- C. Any ball that comes in contact with the pitcher is an automatic out.
- D. Batters are limited to 2 pitches per at bat when being pitched to by their own team.
- E. Designated reliever (DR) option:
 - The defensive team has the option to choose a DR to pitch any one-half inning.
 - The DR must be declared prior to the inning beginning and cannot enter to pitch once an offensive team has begun its at bat.
 - The DR must complete the inning and cannot be replaced by another team member during the inning.
 - While the DR is pitching each batter will receive the standard 4 balls/3 strikes at bat.
 - Any pitch making contact with the **"Strike Zone"** backstop will be called strike.
 - Any ball landing in the catchers glove in the **"Strike Zone"** backstop will be declared an automatic out.

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