



Florida Southern College Intramural Wiffleball Rules

General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) Jewelry is not allowed.
- 3) All participants must arrive to the playing surface 15 minutes before game time.

Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

Eligibility Requirements

Intramurals are open to current FSC students, faculty, and staff with FSC ID. All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

Weather Cancellation

In the event of inclement weather, decisions regarding playing conditions will not be made before one hour prior to the day's first game. Teams should not **assume** that games are cancelled. The Office will try to contact captains if games have been cancelled. We will also post information on our Facebook page "FSC Intramural Sports" or intramural website. The office will also try to send emails out to all captains before the game is supposed to start. Games will be postponed for the following weather related reasons:

- Lightning. All outside activities will be cancelled when lightning is seen or thunder is heard. We will wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
- Tornado/hurricane watch or warning is issued for the Lakeland area.
- When rain or hail makes an outside field unsafe.

If a contest is postponed due to weather, the Assistant Director will attempt to reschedule the game.



Captains

Each team shall designate to the Supervisor or Scorekeeper the team captain or captains. The captain's first choice of any penalty option shall be irrevocable. Decisions involving penalties shall be made before any charged time-out is granted to either team. The team captain is responsible for all information contained in the Intramural manager's packet.

Captains must fill out the score sheet in the correct batting order before play begins.

Team Composition

Teams will consist of 5 fielders, with a maximum number of batters being 7.

CoRec teams will consist of 6 fielders, with a maximum number of batters being 8. (3M/3W, 2M/4W in the field). The number of men should never exceed the number of women in the batting order or in the field.

Courtesy runners will be allowed only in the case of an injury. The courtesy runner must be the person who made the last out. In CoRec, the courtesy runner must be the person who made the last out and is the same gender and the injured player.

Participants failing to check in with the scorekeeper before play will be penalized, and may penalize the whole team. Once a person is found to have played prior to checking in, they will be asked to present a valid ID. If the player can present a valid ID, he/she will be removed from the game. If the person is found to be illegal the team will earn a forfeit for the game.

If at any time a team falls below 5 eligible players (6 for CoRec), the game will be forfeited.

Playing Area and Conditions

Games will be played on Callahan Field

Grounds Obstructions: If a batted ball lands or rolls into another field, AND it would be unsafe for the fielder to pursue it, ALL runners will be awarded two (2) bases from the last base attained when the ball entered the other playing field. Otherwise, the ball remains live.

Equipment and Uniform

Bats and balls will be provided (IM equipment must be used for games). In keeping with the spirit of wiffleball, no gloves may be worn in the field. Batter's gloves may be worn while batting.

Shoes with rubber or plastic cleats will be allowed (no metal on any spikes). **Metal spikes discovered during play will lead to an ejection.**

Time Regulations and the Length of Game

Games will start at the scheduled time if both teams have at least the minimum number of players. There will be a 5 minute grace period for a team to get the required number of players present. For each minute past game time the team that is ready to play with the required number of players will earn 1 run for each minute. End of 5 minutes score 5-0

The game shall consist of 5 innings or 30 minutes, whichever comes first. No new innings will start after 25 minutes has elapsed. Time is kept by the official/supervisor.

If the game must be called for weather, lights, etc., 3 completed innings will constitute an official game or 2 ½ if the home team is winning.

Mercy Rule

A maximum 10 runs per inning can be scored, per team. If the score is of such a magnitude that a team cannot catch up even if they score 10 runs in each of the remaining innings, the game will be called.

The Game

Rock, Paper, Scissors will determine the home team.

Playing Rules and Scoring

The team at bat will furnish a pitcher. Only 3 pitches are permitted to hit a fair ball or batter is out. If a batted ball hits the pitcher - batter is out, ball is dead, runners return to their original bases. A foul on the 3rd pitch- batter is an out.

The Batting Team (can bat up to 7 batters) order must remain consistent.

During live play if a thrown ball by the defense hits the offensive pitcher and he/she was trying to avoid being hit- the offensive pitcher is considered part of the field and play continues as LIVE



Defensive positioning

There are no restrictions on infield/outfield positions. The game may not be delayed for excessive switches. Since the pitcher is a member of the batting team, an extra defensive player is available and can be placed anywhere on the field; regardless of this you cannot have more than 5 fielders.

Pitching rule

Pitchers will be members of the batting team, and catchers will be members of the fielding team. Pitchers don't have to be listed as one of the batters in the lineup, so there can be a designated pitcher who never bats.

A pitcher beginning the game gets five (5) warm-up pitches. A pitcher beginning innings 2-5 gets one (1) warm-up pitch. Mid-inning replacement pitchers get **no** warm-ups. Pitchers may only be changed for new batters.

Legal pitches must be thrown overhand.

No strike outs or walks. Batter must hit the ball fair in three pitches or the batter will be out.

Pitcher shall wait until fielding team and the official is ready before delivering the pitch

No pitch

No pitch shall be declared when the pitcher pitches during a suspension of play, or when the pitcher attempts a quick return of the ball before the defense is ready. Ball is dead and all play is suspended. One pitch will be counted toward batter's 3 pitches.

A batter cannot hit a ball that bounces off the ground/plate etc. One pitch will be counted toward batter's 3 pitches.

Illegal pitches

Underhand pitches are illegal.

An illegal pitch counts as one of the 3 allowed

An illegal pitch becomes a dead ball immediately.

Foul hit ball/out-of-play

Foul tip balls caught by the catcher will only count as an out if the batted ball was higher than the batter's head and within the field of play (or on the third pitch).

The field of play is an imaginary line that extends from the fence parallel to the foul lines. On fly balls caught by any fielder when either foot is entirely outside the field of play, the play is dead, and the pitch will be counted as one of the three allowed. Balls caught in-play, then unintentionally carried out-of-play, result in all runners advancing one base. Balls caught in play, then intentionally carried out-of-play, result in all runners advancing two bases.

The batted ball must come to a rest in the grass in fair territory to be a fair ball.

When batter is out:

If the official batting order is not followed.

If the batter attempts to hinder the catcher from fielding or throwing the ball.

Infield fly rule: if there are runners on 1st and 2nd base or the bases are loaded and there are zero, or one out; the batter hits a fly ball that can be easily fielded by an infielder regardless if the fielder catches the ball or lets it drop, the batter is out and the runners can advance at their own risk once the ball has been touched.

If the batter bunts the ball.

If the batter hits the ball fair or foul while entire foot is outside the box or touches the plate.

Hits the ball and it hits the "offensive" pitcher, or if the pitcher interferes with the defense while trying to make a play.

If the fielding team has control and possession of the ball with both feet completely inside the "pitcher's hand" circle before the batter reaches first base when there is no other force play.

When base runners are out

If the runner interferes with the play being made at a base.

If the runner fails to avoid a fielder attempting to field a batted ball.

If the runner leaves the base before the batter contacts the ball. No base stealing allowed. No leading off.

If the runner is hit by a batted ball when they are off the base, in fair territory, they are out, the ball is dead, and the batter is awarded 1st base. If they are hit while on the bag, they are safe (if unintentional), a dead ball is declared and the batter is awarded first base.

If the runner passes a preceding base runner before such runner has been legally put out, the passer is out and the ball is still in play.

If the runner deliberately slides or dives into any base with intent to cause injury to the fielder, they are automatically declared out and ejected from the game.

If it is a close play the runner must avoid contact with all other players.

If the fielding team has control and possession of the ball with both feet completely inside the "pitcher's hand" circle before the lead runner reaches the required base in a force out situation. Only lead runners can be called out on a "pitcher's hand" play. Tagged outs and force out situations can be recorded on all other runners when the play takes place at the specific base.



Overthrow

Two bases shall be awarded for an overthrow that goes out of play. This shall be determined from when the player (thrower) releases the ball. It shall be two bases from point of release. If overthrown into an "in-play" area, runners advance at their own risk. Coaches, players, and spectators must remain a minimum of 10 feet from baseline and no one behind the backstop.

Officials will only discuss with team captains. Captain must be a player on the active roster and of good standing with the officials. Official A.S.A. slow-pitch softball rules will prevail in all cases not covered previously, as long as they fall within the spirit of Intramurals.

Playing Field

Distances between the bases (home plate to 1st, 1st to 2nd, 2nd to 3rd, and 3rd to home plate) shall be 50 feet.

The distance to the pitcher's line from home plate shall be 30 feet. The pitcher's line shall be flat and at the same ground level as home plate.

A "pitcher's hand" circle will be an 8 foot diameter marked on the field. (See Rule #7, letter G, #8; and Rule #7, letter H, #8)

Note: the Intramural Sports Department reserves the right to alter field dimensions as it sees fit.

Umpiring

All games will have an official.

Tie Games and Overtimes

During the regular season, a tie may occur if teams are tied at the end of 5 innings or the 30 minute time limit.

In the playoffs, if at the end of 5 innings/time limit the score is tied, the last batter from the previous inning will start on second when each team comes to bat each inning, and play will continue until there is a winner.