WIFFLEBALL RULES

Registration and Payment
All teams must register online through wellnessregistration.und.edu. A team must be registered AND paid in full, before they are officially in the league. Teammates must register and join the team roster separately online before being allowed to play.

Schedules
Schedules for league play are posted online through wellnessregistration.und.edu.

Facility
All games will be played at the Wellness Center on the Multi-Activity Court (MAC).

Questions
Please feel free to contact the Intramural Program with any questions or concerns.

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<th>Name</th>
<th>Role</th>
<th>Phone</th>
<th>Email</th>
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<tbody>
<tr>
<td>Mike Wozniak</td>
<td>Intramural Coordinator</td>
<td>701-777-3256</td>
<td><a href="mailto:michael.wozniak@und.edu">michael.wozniak@und.edu</a></td>
</tr>
<tr>
<td>Izzy Alshalan</td>
<td>Program Manager</td>
<td>701-777-2719</td>
<td><a href="mailto:ismael.alshalan@und.edu">ismael.alshalan@und.edu</a></td>
</tr>
<tr>
<td>Wellness Center</td>
<td></td>
<td>701-777-9355</td>
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Eligibility Liability
Each individual is responsible for their own eligibility. Furthermore, each team captain is responsible for the eligibility of their team members. Inquiring about eligibility in advance of contests precludes delays and potential protest(s). The Intramurals program will check the eligibility of participants if an opposing captain lodges a protest or the Intramurals program has reason to believe the person in question is not eligible. The Intramurals office reserves the right to put into immediate effect any rule changes or modifications regarding eligibility. The Intramurals program reserves the right to handle eligibility violations without a formal protest. IGNORANCE OF ANY INTRAMURALS RULE IS NOT AN EXCUSE!

Who is Eligible?
The following are eligible to enjoy all Intramurals privileges and will retain that status until they withdraw, graduate or fail to comply with eligibility rules or other guidelines:

- All regularly enrolled UND Students
- UND Faculty/Staff Members working in any department or college of the University
  - Must be a Wellness Center Member
  - If not a Wellness Center Member, they must purchase a Wellness Center Day Pass for each day of an intramural contest. The receipt from the Wellness Center must be presented at each contest.

Identification Cards
All participants will be asked to present a valid UND ID, government-issued ID or Wellness Center membership card prior to playing in any Intramural contest. Individuals failing present a valid ID will not be allowed to participate.

Adding Participants to Roster
Participants may be added to the roster at any time during the regular season provided the new participants meet all eligibility requirements. Only participants that have played in at least one regular season game are eligible to participate in the playoffs.
All participants MUST be added to their team roster on wellnessregistration.und.edu before they can participate. Being on the “Pending Roster” is only acceptable for the first week of competition. After the first game, all players must be on the “Active Roster”, or they will not be able to participate.

**General**
- The Intramural Participant Handbook will govern all aspects of play not considered playing rules of the sport. Participants are expected to follow the handbook rules of conduct as well as the sport-specific rules outlined below.
- Rules will be enforced primarily by the “honor system”. There will be a sport supervisor and scorekeeper on hand that will help make decisions on disputes. No umpires will be used. All supervisor’s calls are FINAL. Abusing or arguing with the supervisor will result in lowering the team’s sportsmanship rating.
- Participants may only play for one team. Teams with participants found to be playing on more than one team within a division will be required to forfeit those games with the illegal participant. The first team you PLAY for is the team you are committed to for the season. If you have not played for a team, you are allowed to transfer teams, with proper notification to the Intramural staff.

**Default**
A default will be granted to each team that has participants present to participate but does not meet the minimum requirement of participants to play (4). Each default will result in a loss for that team. Defaulted games will not be rescheduled. Teams may call the Intramurals office at least 3 hours prior to their game if they are unable to make their game. This will be considered a default:
- One default will result in team receiving a “3” sportsmanship rating.
- Two defaults will result in that team being ineligible for the playoffs in their sport, but left on the schedule.
- Three defaults will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Forfeit**
A forfeit is given to a team if:
- No participants are on site by the end of the grace period.
- A team uses a participant who is ineligible or participates under an assumed name.
- Unsportsmanlike conduct

Each forfeit will result in a loss for that team. Forfeited games will not be rescheduled.
- One forfeit will result in that team being ineligible for the playoffs.
- Two forfeits will result in that team being automatically dropped from league play and will not be allowed to re-enter the league.

**Playoffs**

The following guidelines will apply to the scheduling of postseason tournaments for league sports:
• A team must not have one forfeit or two defaults on their record and have a cumulative average of “3” or above sportsmanship rating to be eligible for the postseason tournament.

• The number of teams registered in each division will determine how many teams make the playoffs. The guidelines are:
  o 4-7 teams registered = 4 teams make playoffs
  o 8-14 teams registered = 8 teams make playoffs
  o 15-18 teams registered = 12 teams make playoffs
  o 19-26 teams registered = 16 teams make playoffs
  o 27-35 teams registered = 24 teams make playoffs
  o >36 teams registered = 32 teams make playoffs

• Tiebreakers will be:
  o Overall record
  o Sportsmanship rating
  o Head-to-head
  o Score differential

• During the playoffs, a “1” or “0” sportsmanship rating results in forfeiture of the game and all players on the team being suspended for the first game of the next season, regardless of their new team or involvement in the forfeited game.

Participants, Rosters, and Substitutions

• Teams can have 12 participants on their roster but only a maximum of six (6) may be on the field at one time. Defensive substitutions can be made at any stoppage of play. A minimum of four (4) participants per team is required to begin play.

• The batting order can consist of all present participants. It must remain the same order throughout the game.

• All rosters will be frozen prior to the playoffs for all divisions. Participants must have played at least one game with the team during the regular season to be eligible for the playoff roster.

• ALL team members, coaches, and spectators are subject to ALL rules.

Equipment

• Bats, balls, bases, and the strike zone chair will be provided by the intramural staff. The use of outside bats or balls will be prohibited.

• Fielders may not use a baseball/softball glove or any other catching equipment.

• All participants must wear court shoes or tennis shoes. Cleats, turf shoes, street shoes, any shoe that marks the floor, bare feet or stocking feet are not permitted. Without proper footwear, participants will not be permitted to participate.

• Jewelry and other items, which may be considered dangerous are not permitted (soft jewelry will not be allowed, i.e. Rubber bracelets, cloth jewelry, etc.). All jewelry must be removed before participating. Taping over jewelry is not allowed.

• Plastic water bottles may be brought into team bench areas.

Field of Play/Ground Rules

• All games will be played at the Wellness Center Multi-Activity Court.

• Foul lines and bases will be clearly marked with blue tape. The distance between each base is approximately 40 feet. The pitching rubber is approximately 30 feet from home plate.

• Hit off the side wall
  o A batted ball that hits the side walls first in fair territory will be a live ball. A ball caught after hitting the wall will not be a fly ball out, it is treated like a ground ball and the batter must be tagged or forced out.
  o A batted ball going into the player’s box area will be ruled a ground rule double.

• Hit off the back wall
  o An automatic home run will be awarded for a batted ball hitting the flat part of the centerfield wall on the fly.
• Hit off the ceiling/rafters/basketball hoops
  o All batted balls that hits the ceiling or any part of the ceiling first will be a live ball. A ball caught after hitting the ceiling will be an out.

**Game Length**

• Game time is forfeit time! A forfeit or default will be declared if an individual or a team fails to have the minimum number of participants required to start a game at the scheduled game time. However, the opposing team captain will be offered the option of taking the win by forfeit or default or waiting 5 minutes for the minimum number of participants (4) to show. In the event the captain decides to wait, that decision is irreversible.
• Each game will have a 9 inning or 40 minute time limit. Any inning starting before the 40 minutes will be completed. No inning will begin after 40 minutes.
• The run limit per inning will be 8 runs. After 8 runs scored, regardless of the number of outs, that half inning will end and the teams will switch.
• In the case of a tie, extra innings will only be played if they begin before the 40 minutes. Extra innings will have a 4 run limit.
• During playoffs, extra innings will be played until a winner is declared.
• There will be no mercy rule.

**Batting**

• The batter must keep two hands on the bat when attempting to swing. One-handed swings will be called a strike.
• There will be no bunting. Attempted bunts will be called a strike.
• Batted ball must clear a 15 foot bunt line to be considered a fair ball. Hit balls that do not completely cross the line will be considered foul.
• Batters start with a traditional 0-0 count. A batter may walk on 4 balls or strike out swinging/called 3rd strikes. There are no foul outs.
• The offensive team is responsible for retrieving pitched balls that are not hit to return to the pitcher for the next pitch.
• A pitch may only be lobbed as high as the rim of the basketball hoop (or if hoops are up, the same estimated height).
  o If the ball is lobbed higher than that height and the batter does not swing at the pitch, a ball can be awarded, even if it would normally be a strike.

**Base Running**

• Runners cannot lead off or steal bases. Runners may leave the base only after the ball is contacted by the bat.
• Runners must stay on or close (officials judgement) to the baseline while running the bases. Any runner leaving the baseline to avoid a tag or interfere with play will be called out.
• There will be no sliding. An automatic out for anyone sliding.
• No ghost runners will be used. In the event that a player is on base when it is his/her turn to bat, the player must vacate the base to bat. A replacement runner may replace the player that was on base. If a replacement is unavailable the runner loses his/her spot on base. No out will be recorded.

**Fielding**

• No gloves or other catching equipment is permitted.
• Each team must provide a pitcher. There are no restrictions on where the other five fielders are positioned.
• The batter is out in situations similar to baseball/softball (force-outs, fly-outs, tag-outs, etc.). Runners may NOT be hit by a thrown ball --"pegged" -- to be put out.
• There is no infield fly rule.
• Overthrows that go out of play will result in the base runners being awarded one base.

**Pitching**
• In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the pitcher's hand. A legal delivery shall be a ball that is delivered underhand or overhand at a slow to moderate speed.
• One “fastball” is allowed per inning.
• A called strike will be determined by hitting the cloth material of a folding chair behind home plate. A ball striking any part of the chair that is not cloth will be a ball.
• A pitched ball that strikes the batter will be called a ball. A hit by pitch will not be awarded first base.

Wiffleball will be primarily a self-governing sport. A Scorekeeper and Supervisor will be on hand for disputes. If necessary, their decision will be final.