

Truman State University

Intramural Recreational Sports Blitzball-Wiffleball Rules



Truman State University Intramural Blitzball-Wiffleball will follow rules developed by the Truman Intramural Recreational Sports department. The following is a listing of the more common rules applying to Intramural play along with Intramural Recreational Sports Modifications. For more information or questions regarding the rules of play, please contact the Intramural Recreational Sports Department.

SECTION 1: GENERAL RULES & REGULATIONS

TEAM REQUIREMENTS & PLAY

1. Teams will consist of four (4) players with a minimum of three (3) players to avoid a forfeit.
2. If a team forfeits, the opposing team must have at least three (3) players present and checked in, to be credited with the win.
3. A lineup will be used and followed by the officials.
 - a. Substitutions
 - i. Substitutions may be made during any dead ball
 - ii. There is no limit to the amount of subs per game
 - iii. Any sub that enters the game must remain in the game for at least one full inning (6 outs) or until the game ends.
 - iv. Any sub that leaves the game must remain out of the game for at least one full inning (6 outs) or until the game ends.
4. Games will consist of five (5) innings or thirty-five (35) minutes, whichever comes first
 - a. No new inning will begin after 30 minutes of play
 - i. At this time, the game shall continue until the inning is completed or until the home team has a one or more run lead. If at the end of the inning the score is tied, the game will continue until the tie is broken. The official will time all games.
5. A mercy rule will be in effect once a team's margin of victory is equal to or greater than 10 runs after at least 3 innings (4 at bats for the losing team).
6. All games shall be played on the date and hour scheduled. GAME TIME IS FORFEIT TIME.

THE EQUIPMENT

1. Wiffleball bats and balls will be provided by the Intramural Department.
2. Only the balls provided by Intramurals may be used. NO EXCEPTIONS.
3. Baseball/Softball/Other gloves are not permitted. All Fielders must be barehanded.
4. Player must wear a clean pair (not your street shoes) of non-marking athletic shoes. Participants must show that their shoes are free of snow, rain, mud, etc. Players are prohibited to play in sandals, flip flops, socks, or bare feet.
5. Athletic attire must be worn (no jeans).
6. We have a pre-made strike zone that has legs that will be placed on the basketball baseline. Home plate will be placed approximately 2 feet in front of chair.
7. 1st and 3rd base will be placed at mid court line and the sideline.
8. 2nd base will be placed approximately 4 feet from the baseline opposite of home plate.

SECTION 2: GAMEPLAY

HOMERUNS

1. Home runs will take effect if the ball goes **ABOVE** the blue painted line on the wall within fair territory.
 - a. Any ball that hits the ceiling in fair territory or any other structure of the ceiling (basketball goals, supports, etc) will be considered a live ball.
 - b. Foul territory is defined as North and South walls and the air conditioning ducts to the wall on the west wall.
 - c. If a player catches a ball off the North or South walls, then the batter is considered to be out.

PITCHING & BATTING

1. Pitchers will pitch from the painted circle on the floor (Center court), being no closer with their plant foot than the bottom of the circle.
2. The defensive team will pitch to the offensive team. There will be a strike zone behind home plate denoting the strike zone for the batter. If a pitched ball hits any part of the square portion of the zone, it is a strike out (legs don't count).
3. Each batter begins with a 2-2 count. There are no foul-outs.

MISCELLANEOUS RULES

1. "Pitcher's Hand" rule will be in effect.
 - a. Definition: Once the ball is in a fielder's hand and inside the pitcher's mound, all base runners must stop. If the batter has not reached first base yet, they are "out". If a base runner is not halfway to the next base, they must go back to the last base they touched, unless in a forced situation. All other means of tagging players out or force plays will be in effect.
2. Players **MAY NOT** throw the ball at the runners.
 - a. This could result in potential loss of sportsmanship points and potential ejection. Determined at the discretion of the Intramural Supervisor.
3. On a forced situation, the pitcher may attempt to get another out (must be tagged due to out at 1st). If the pitcher does not make an immediate attempt to make another play, the play will become dead and runners will advance to the succeeding base. The pitcher's mound acts like the first base bag.
4. Double Play Rule:
 - a. If there is a runner on base in a force situation and a fielder makes a clean play on the ball for an out, the fielder may throw the ball and hit the strike zone (not the legs) without the ball hitting the ground for a double play on the *lead runner and batter running to first*. If the ball goes past the strike zone without hitting it or hits the ground before hitting the strike zone, then *all runners* advance one base.
5. There are no steals; runners may not leave the base until the ball is hit; there are no lead offs.
6. No intentional bunting is permitted. If the official determines that a bunt was made, the batter will be "out" immediately and all runners must return to the base they were on before the bunt. A bunt is any ball that the batter deliberately places just in front of home plate. If this is done by accident, it is a fair and legal hit.
7. **SLIDING IS NOT PERMITTED.** Sliding is defined as sliding into a base. If a runner over-runs a base and attempts to reach back, that is NOT a slide. Sliding to avoid being tagged is considered a slide and they will be called "out".
8. Runner Interference and Obstruction are as follows:
 - a. Runner Interference is when the base runner interferes with a defensive player making an attempt on the ball and they are "out."
 - b. Obstruction is when a defensive player, not playing the ball, obstructs the progression of the base runner and appropriate bases will be awarded.
9. All home plate plays must follow the runner interference or obstruction policies. There is no sliding, therefore runners must either get out of the way of the catcher making a play on the ball, or the catcher must get out of the way of the runner if the ball is not in the area. This is all in the judgment of the official.
10. Extra Innings: Innings from 10-12, the last batter of the team from the previous inning will be placed on 2nd base to start the inning. Innings from 13th and on the runner will be placed on 3rd base to start the inning.

SECTION 3: PARTICIPANT BEHAVIOR

BEHAVIOR GUIDELINES

1. If a player receives two unsportsmanlike warnings in one game, he/she will be ejected from the game. Any player receiving two ejections during the tournament will be suspended from further tournament play. He/She will need to meet with the Director of Intramural Sports for reinstatement back in to the Intramural Tournament.
2. Any team, which receives three unsportsmanlike warnings in one game, will automatically forfeit the game, and be suspended from tournament play.
3. Participants and spectators should not protest a play that is considered a judgement call by an official/supervisor. These types of protests are not accepted and are grounds for ejection from the game.
4. Participants and spectators are expected to be in compliance with the Intramural Participant Handbook at all times.

SECTION 4: MISCELLANEOUS INFORMATION

PROTESTS

1. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of a judgment call. Only rule interpretations may be protested.
2. A protest must be made with the Supervisor immediately following the call in question or before the next pitch.
3. Protests involving ineligible players may be made any time before the game or upon the participant entering the game. All eligibility protests will be marked by Supervisor as being played under protest, but will complete the game. A written protest must be submitted to the Director by noon the following day in order for the protest to be heard. Protests that do not follow these guidelines will not be heard.

PLAYER/PARTICIPANT CONDUCT

1. We will hold all participants and spectators to a high degree of sportsmanship. This includes respect to authority, other participants and other spectators. Intramural officials may cite any participant or spectator with acts of non-sportsman-like conduct, and we may link spectators to participants for the purposes of assessing penalties.
2. Intramural staff may eject participants and spectators from any contest and/or event facility for acts of non-sportsman-like conduct. Those ejected for any reason may not participate in any further intramural activities until arranging a meeting with the Director of Intramurals to discuss reinstatement.
3. The Intramural Department, in coordination with the Office of Citizenship and Community Standards, will potentially suspend any person ejected from competition two times during the academic year (in any sport or combination thereof) for the remainder of the academic year. If the ejection occurs in the last game of a school year, the penalty will carry over to the next school year, if warranted. These cases are reviewed before a suspension is assessed and handed down.
4. Fighting and malicious contact are strictly prohibited at intramural contests. Those who threaten or physically abuse intramural officials or other applicable authority will potentially be removed from Intramural participation permanently. These cases are reviewed on a situational basis in cooperation with the Office of Citizenship and Community Standards.
5. Participants are responsible for intentional or negligent damage to personal and public property, and the Intramural Department may penalize those involved in such acts as well.

ALL Intramural rules posted in the handbook are applicable with this sport. Each participant is responsible for reviewing Student Recreation Center guidelines and Intramural guidelines available on the website before participating in any event.

<http://www.truman.edu/recreation/intramural-sports/>