

Princeton University Intramural Sports Wiffleball Rules



Players:

1. Each side will consist of a pitcher, single/double area fielder, and triple/home run area fielder.
2. Fielders cannot move from one area to another.
3. Captains for each side are picked and they choose their batting order. The rules of play are *similar* to baseball, however there is **no base running**.
4. Three outs to retire a side, 5 innings per game.
5. In case of a tie, additional innings are played. For a complete inning, both sides must bat.

An out for the batter can be made when:

1. The batter can strike out (3-strikes):
 - if he/she swings at a pitched ball and does not foul tip the third strike.
 - Foul balls count as a strike for the first two strikes only.
 - A foul ball caught in back of the batters box does not count as an out.
 - The batter can strike out if the pitched ball hits the strike zone behind the batter three times. The IM Supervisor will monitor pitches.
2. Fly balls caught in fair or foul territory
3. Ground balls that are retrieved by fielder then thrown to strike zone. If ball was fielded cleanly and hits strike zone within 3 seconds or 1 fluid motion, the batter is out. IM Supervisor will monitor fielding.
4. Ground balls caught while the ball is in motion, by the pitcher. Bunting is not allowed.
5. Double Play Rule – if there is a force at any base, and the infielder/pitcher fields the ball cleanly before the single line, they have 3 seconds or 1 fluid motion to throw and hit the strike zone to turn the double play.

Pitching:

1. Any type of pitch (fast, slow) is allowed.
2. The pitcher must pitch with one foot starting on the designated pitching rubber.
3. A strike is when the ball passes the batter and hits within the strike zone on the wall.
4. 4 balls will constitute a “walk” for the batter. This occurs when batter does not swing and the strike zone is not hit by ball.

Hitting – batter will always have two hands on the bat when making a swing.

Scoring/Runners:

1. A ball hit in the single area that is not caught or fielded/thrown to strike zone, constitutes a single.
2. A ball hit in the double that is not caught or fielded/thrown to strike zone, constitutes a double.
3. Ball hit in the triple area on the fly that is not caught, constitutes a triple.
4. Ball hit past the triple markers on the fly, that is not caught, constitutes a home run.
5. A batter earns 1 imaginary base on a single, 2 imaginary bases on a double and 3 imaginary bases on a triple.
6. A runner on 1st advances one base on a single, 2 bases on a double and scores on a triple
7. A runner on 2nd base scores on a double, or triple. For a single, they go to third.
8. A runner on 3rd base scores on any hit.
9. 10-run rule in effect after any complete inning.

