Intramural WiffleBall Rules (Revised 10/12/2020)

GENERAL INFORMATION

1. All participants must register at https://recwellservices.uky.edu/
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

Participation in ALL Intramural Events Require:

1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the “Recreation Fee” before access to IMLeagues.com or participation

1. Information about “Recreation Fee” http://www.uky.edu/plusaccount/uk-estore-information
2. Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/, and retain your electronical receipt
3. Email the Intramural Director, Natosha Harris at neharris1@uky.edu and provide an email address
4. Provide an email address you’d like to use to log into your IMLeagues.com account

These groups must send an email neharris1@uky.edu to have an account created for participation:

1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams

10-minute Rule/Defaults/Forfeits/Inclement Weather:

1. 10-minute rule applies to various sports:
   a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready
   b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
   c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance

2. Defaults vary depending on tournament design
   a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
   b. Two (2) defaults result in a forfeit or are the same as a forfeit
   c. Submit Default for your game via IMLeagues.com by completing the “Default” link by 5pm the day of your scheduled game time: https://uky.az1.qualtrics.com/jfe/form/SV_BiyhCrSvwZadOZL
   d. Failure to submit your default before designated time will result in a forfeit and $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
   e. Review our Wildcard Player Participation Policy to assist team to avoid forfeits
   f. Forfeit Fees CAN BE PAID ONLINE at: https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-0000-0000-000000026001

3. Forfeits applies to various team sports and tournaments:
   a. Team captain, Greek chair or Residential chair assumes responsibility for that team
   b. Captain or Chair is suspended and responsible for paying the $20 forfeit fee
   c. Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game
   d. Review our Wildcard Player Participation Policy to assist team to avoid forfeits

4. Inclement weather decisions will be made no later than 3pm on game day
### Intramural Sport Program COVID-19 Guidelines for Individual (s)/Participant (s): Minimize Risks

<table>
<thead>
<tr>
<th>Individual/Participants Do’s Summary</th>
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</thead>
<tbody>
<tr>
<td>Complete UK’s daily 4.0 self-assessment if symptomatic/sick stay home</td>
<td>If symptomatic/sick stay home</td>
</tr>
<tr>
<td>Wear face coverings/masks entering or exiting facility and when waiting to compete/participate</td>
<td>Not wear a face covering/mask or wear a plastic face shield covering because it increases the risk of injury to participant</td>
</tr>
<tr>
<td>Follow and maintain 6 feet social/physical distancing</td>
<td>Not follow or maintain 6 feet social/physical distancing</td>
</tr>
<tr>
<td>Avoid touching your eyes, nose, mouth with unwashed hands</td>
<td>Touch eyes, nose, and mouth with unwashed hands and give high fives, handshakes, fist bumps or hugs</td>
</tr>
<tr>
<td>Cover your nose &amp; mouth by using a tissue or inside of your elbow; sanitize hands immediately</td>
<td>Touch or remove university property, sports equipment, disinfecting equipment or items necessary for intramural staff to perform work duties</td>
</tr>
<tr>
<td>Follow posted signs and sanitize hands</td>
<td>Not follow signs and not sanitize hands</td>
</tr>
<tr>
<td>Follow guidelines, policies and rules associated with the Intramural Sports Program and UK’s Code of Student Conduct</td>
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### Intramural Sport Program COVID-19 Guidelines for Spectator(s)/Participant(s): Minimize Risks

<table>
<thead>
<tr>
<th>Intramural Spectator(s)/Non-Participant Summary</th>
<th>Intramural Staff Summary</th>
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<tr>
<td>Spectator(s)/non-participant(s) is a non-player, captain, coach, manager, spectator or anyone representing a participant(s)</td>
<td>Complete their UK daily 4.0 self assessment before arriving to work and complete daily symptom checks before working</td>
</tr>
<tr>
<td>All spectator(s)/non-participant(s) will wear masks</td>
<td>Wear face coverings/masks</td>
</tr>
<tr>
<td>Follow and maintain 6 feet of social/physical distancing</td>
<td>Sanitize hands before and after performing work duties</td>
</tr>
<tr>
<td>Cover your nose &amp; mouth by using a tissue or inside of your elbow; sanitize hands immediately</td>
<td>Clean &amp; Disinfectant frequently touched surfaces and equipment in between uses and activities</td>
</tr>
<tr>
<td>Spectators/non-participants will not be in groups more than ten (10) people. Indoors spaces will not allow spectators if social/physical distancing cannot be accomplished</td>
<td>Ensure guidelines are followed (masks &amp; 6 feet), control the environment based on what is best for program operation and facility capacity</td>
</tr>
</tbody>
</table>

### GAME PLAY (All games will be played in the Seaton Center Gym)

- Games will consist of 7 innings or 45 minutes, whichever comes first.
  - No new inning will be started after the 35-minute time limit has been reached
  - Extra innings will be played until there is a winner
- Runs will be scored like normal baseball/softball rules. If the runner steps on home plate without being tagged out, a run will be scored.
- A run will also be recorded when a baserunner crosses Homeplate before the ball is in the pitcher's hand while in the pitching circle
- There will be a limit of 7 runs scored per team, per inning
- The bases will be thirty-five (35) feet apart, with the pitching mound being forty-two (42) feet from home plate.
Forfeit Rule:
- A 10-Minute Rule is in effect when a minimum of one (1) player is checked in for the scheduled game.
- At the start of the 10-Minute Rule three (3) runs being awarded to the prepared team(s) at the start of the clock.
- At the five-minute mark another four (4) runs will be awarded.
- After 10 minutes elapses, the game will result in a 7-0 forfeit. For WiffleBall the game clock will not be affected.

ROSTERS
- Teams may consist of a maximum of Twelve (12) players.
- Teams must consist of a minimum of four (4) players.
- The WiffleBall Tournament is OPEN.
- Teams may field any combination of males and females on the field during a game.
- Players are not officially on a team until they have joined the team on IMLeagues and signed in using their ID for least one tournament game.
- Rosters will freeze at the scheduled start time of the first game of the tournament.

PLAYERS
- Up to 8 players will be in the field at one time
  - A minimum of four (4) players are needed to start the game.
  - Once started, the game may continue with less than four (4) players as long as the team has a chance to win.
  - If an injury occurs, and no legal substitution is available, teams will have to take an out in that spot of the batting order.
  - A batting order will need to be obtained and followed for the entire game.

EQUIPMENT (Athletic apparel and athletic shoes must be worn)
- Intramurals will provide each team with bats and balls
- Personal bats WILL NOT be allowed!
- Jewelry is not permitted and must be removed
- Baseball hats can be worn
- All Players must wear appropriate athletic apparel.
- Athletic shoes must be worn!
  - No cleats or five finger shoes allowed.

GAME RULES
- The captain will give a batting order to the field supervisor prior to the start of the game.
- The pitcher will be from the defensive team.
- Pitches must be thrown in one continuous motion and can be thrown underhand or overhand.
- Out of play areas will be marked.
- Once the batting teams gets three (3) outs, they will be finished batting and turn into the fielding team.

MERCY RULE
- The game will be ended, and a mercy rule will be called. However, if both teams want to keep playing, the game may continue with the consent of the intramural supervisor.
- The mercy rule will be in affect when a team leads by:
  - More than 21 runs after the fourth inning
  - More than 14 runs after the fifth inning
  - More than 7 runs after the sixth inning

RECORDING OUTS
- All normal force out rules apply
  - A force out is when the ball reaches the base before a forced runner.
RECORDING OUTS  (Continued)

- All normal force out rules apply  (Continued)
  - A forced runner is a runner who is required to run due to another runner being behind them
- All normal tag rules apply
  - The defense is permitted to tag any baserunner with the ball when the runner is not on the base to record an out
- Pitchers hand will be utilized
  - Pitchers hand is when the ball is back in the Pitchers hands while inside the pitching circle. If the ball returns to the Pitchers hand before the lead runner reaches their base, the runner is declared out.
  - If all runners have not reached their base before the ball gets back to the Pitchers hand, the defense can select the runner to declare out
  - Using Pitchers hand, there is no double or triple plays
  - If only one baserunner has failed to reach their base when the pitcher obtains the ball in the pitching circle, that runner is declared out

BATTING

- Teams must bat their entire roster in the batting order specified before the start of play
- Teams with players of each gender may bat in any order they choose.
- No digging in the batter’s box!
- No bunting or slap shots = batter is ruled out!
- There is a 3-foul ball maximum per individual at bat.
  - On the third foul ball of any at bat, the batter is ruled out
  - Example Scenarios
    - Pitch 1 = foul ball, Pitch 2 = foul ball, Pitch 3 = foul ball, then the batter is out
    - Pitch 1 = strike 1, Pitch 2 = strike 2, Pitch 3 = foul ball, then the batter is not out and has up to 2 foul balls remaining
- After a batter accumulates strike 3, the batter is ruled out
- A walk will be recorded when the batter receives ball 4
- A ball that strikes a batter will be recorded as a ball
- If during a single at bat, the batter is hit by the pitch twice, the batter will be awarded first base
- Strike Zone
  - Any ball that strikes the strike zone behind home plate will be ruled a strike
  - If the pitch hits home plate it is considered a ball
  - A batter will be declared out after 3 strikes
- The double base will be used for plays at first base.
  - Half the base is white (over fair territory) and half is orange (over foul territory).
  - When using the double base at first, the following rules should be enforced:
    - A batted ball hitting the white portion is declared fair and a batted ball hitting the colored portion is declared foul.
    - Whenever a play is being made on the runner the defense must use the white portion and the runner the colored portion.
    - On extra base hits or balls hit to the outfield, when there is no play being made at the double base, the runner may touch the white or colored portion of the base.
    - Should the runner return, the runner must return to the white portion.
    - On any force out attempt from the foul side of first base, the defense and the batter-runner can use either the white or colored portion. This includes overthrows.
    - When tagging up on a fly ball, any portion of the base may be used.

BASE RUNNING

- Players are strongly encouraged to avoid contact of any kind other than applied tags.
BASE RUNNING (Continued)

- Any base runner that leaves the base before the ball is hit will be called out and includes:
  - No leading off
  - No stealing
  - In the case of a double play, the runner must get out of the way to avoid obstructing the throw in any way.
  - Excessive contact or the purposeful slide into an opposing player may result in an ejection of the base runner.
  - Any fielder who contacts a runner in an unnecessary manner will be ejected from the game. The necessity of contact will be the sole judgment of the umpire.
  - Any base runner that flagrantly contacts a fielder having possession of the ball will be declared out and will also be ejected from the game.
  - Acts that are deemed flagrant include, but are not limited to: dropping of the shoulder, raising of the arms for reasons other than protection, etc.

- Other examples are as follows:
  - A base runner cannot take out or run over or through an infielder to get to a base
  - A base runner cannot take out or run over or run through a catcher to score a run
  - Base runners may slide feet first into the base at which a play is being made
  - Any player who slides for any other reason will automatically be out

- Sliding is not allowed.
  - Any player that slides, will be automatically out
  - This includes headfirst slides and diving back into a base

- When a runner dislodges a base from its proper position:
  - Neither the runner nor the succeeding runner(s) in the same series of plays are compelled to follow a base out of position

IN THE FIELD

- Up to eight (8) players on the roster will field at one time.
- There are no restrictions regarding gender as to where the fielders play in the field.
- No fake tags
  - A fielder without the ball deceives the runner by impeding progress will result in the awarding of the base.
  - If continuous the field supervisor may eject the player.
- Players in the field will not receive warm up throws.

PITCHING

- The pitcher will be part of the fielding team
- Players will pitch to the opposing team
- A pitcher gets a maximum of 3 warm-up pitches before their first pitch.
  - Pitching change, the new pitcher gets maximum of 3 warm-up pitches before their first pitch
- The pitcher must face the batter when pitching = the front of the body must face the batter.
- The pitcher has 10 seconds to release the next pitch after receiving the ball.
- There will be no limits on how the ball is pitched.
  - Except that the pitching motion needs to be one continuous motion.

UNSPORTSMANLIKE CONDUCT

- Unsportsmanlike Conduct or fighting will not be tolerated!
- A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.
- Unsportsmanlike Conduct includes behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct.
- Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative, ref/official, Intramural Staff or Campus Recreation and Wellness staff
UNSPORTSMANLIKE CONDUCT (Continued)

- Unsportsmanlike Conduct that is but not limited to:
  - Arguing a call
  - Behavior, language, action that is abusive, demeaning, insulting, disruptive, threatening
  - Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature
- A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation and Wellness events or programs
- Teams must get a 3.0 sportsmanship rating to advance through the tournament
- Game(s) may be forfeited at the discretion of the ref/official, Intramural Staff or Campus Recreation and Wellness staff

CONDUCT (All team representatives are expected to display good sportsmanship)

- Any team representative ejected from a game for any reason shall be suspended from ALL Intramural play until they contact the Intramural Director.
- It is the responsibility of the team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at neharris1@uky.edu
- If players are found to be participating before being reinstated, they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

PROTESTS

- In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.
- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.

The IM Staff reserves the right to change, adapt, or modify the above rulings at any point in time to promote a fun, fair, and safe environment!