

NEW MEXICO STATE UNIVERSITY

Recreational Sports

Whiffleball Rules

*Note- The Rec-Sports Assistant Director may make changes to any rules he deems necessary.

PLAYER ELIGIBILITY

1. Participation is limited to full-time enrolled NMSU students on main campus, Aggie Fit members, faculty members, and full-time staff. NMSU branch students, NMSU alumni, and members of the community are **NOT ELIGIBLE** without the purchase of an Aggie Fit pass. All areas of eligibility are covered in the Rec-Sports Intramural Policies and Procedures.
2. In order to participate in an Intramural contest each player must present their validated NMSU ID.
3. Participants must be able to access the Rec-Sports facilities. A valid NMSU ID is required to enter the facility.

The Game

1. Captains are responsible for their players/spectators and rules of the game. The team listed on the top of the bracket will be visitor.
2. Games will be played under a "Drop Dead Time Limit" of 30 minutes or 7 innings.
3. If a team has a 22 run advantage after four innings, 15 run advantage after five innings, or 8 run advantage after six innings, the game will end.
4. There is a seven run limit per team per inning.

Players

1. The game shall be played between two teams of no more than 8 players each. Six players will play in the field with one serving as a catcher. All 8

players may bat.

2. A team must have 4 players present and ready to play by scheduled game time and must continue to have 4 players during the game or a forfeit shall be declared.
3. Teams with less than 6 players will be charged with an out when the missing players reach their batting position in the line-up. Players arriving late may be added to the line-up at anytime.

Equipment

1. All players must wear athletic shoes.
2. No gloves may be used.
3. The Rec-Sports Department will provide bases, bats, and ball for each scheduled contest. All players must use the equipment provided by the department.

Pitching Regulations

1. Teams will pitch to their own team members.
2. A pitch can be overhand or underhand.
3. Each batter will get three pitches per at-bat.
4. There will be no walks.

Batting

1. The batter must have two hands on the bat during the swing.
2. A batted ball must land in fair territory.
3. A foul ball on the third pitch will be declared an out.
4. If a batted ball is lodged in an obstruction, it will be ruled a foul ball.

5. If an untouched batted ball strikes a wall in fair territory, a homerun will be declared. Note: If the ball deflects off of an obstruction (i.e. the ceiling, objects near the ceiling, objects in foul territory) and strikes the ground, the status of the ball will be ruled where it strikes the ground.
6. A batted ball must be caught to be declared an out The ball may be caught for an out after striking an obstruction.
7. If a batted ball strikes a fielder, including the pitcher, in flight and is not caught, the ball will be ruled according to the position of the fielder.

Co-Rec. Regulations

1. The game shall be played between two teams of no more than 8 players each. Six players will play in the field with one serving as a catcher. All 8 players may bat.
2. The batting order must alternate male and female or female and male throughout the line-up. Therefore, only an even number of male and female players may bat (exception if 5 players are present).
3. A team must have 4 players present and ready to play by scheduled game time and must continue to have 4 players during the game or a forfeit shall be declared. There must be a minimum of 2 males and 2 females to complete the game.
4. Teams with less than 6 players will be charged with an out when the missing players reach their batting position in the line-up. Players arriving late may be added to the line-up at anytime.
5. Males and females may play any position while in the field.