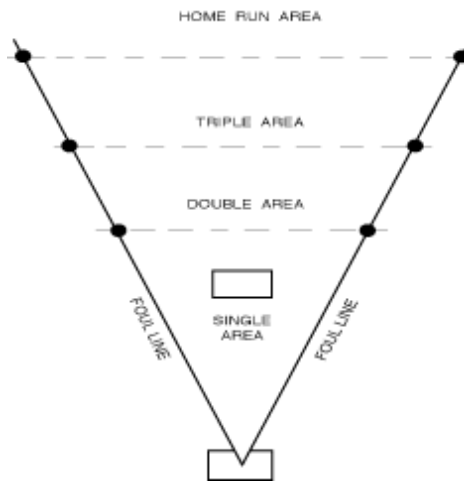


Southern Illinois University Edwardsville
Intramural Sports
Wiffleball League
Spring 2012

As stated above, the WIFFLE ball was designed for use in congested areas. Because the ball will not travel far when solidly hit, ball chasing and base running have been eliminated. The field is laid out with foul lines and markers for singles, doubles, triples and home run areas. See sketch of suggested playing field.



The number of players required to play a game with the WIFFLE ball is two – the pitcher and the fielder – both will each bat. As in baseball, the game is played with one team at bat and one team in the field. The rules of play are *similar* to baseball, however there is no base running. Three outs to retire a side, per inning, five innings per game. 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 in three ways:

1. The batter can strike out only if he/she swings at a pitched ball and does not foul tip the third strike. Foul tips count as a strike for the first strike only. A foul tip caught in back of the batters box does not count as an out.
2. Fly balls caught in fair or foul territory
3. Ground balls caught while the ball is in motion, in fair territory. Bunting is not allowed. A player can obtain a base on balls.

Scoring -

Single markers are placed approximately 24 feet from home plate on the foul line. A ball hit in the single area (i.e. the area between batters box and single markers and not caught, constitutes a single. Double markers are placed approximately 20 feet in back of the single markers on the foul line. A ball hit in the double area (between the single marker and the double marker) and not caught constitutes a double. Triple markers are placed on foul lines 20 feet back of the double markers. Balls hit in the triple area (between the double markers and triple markers) and not caught, constitute a triple. Balls hit past the triple markers, and not caught, constitute a home run.

The baseball rules of scoring apply:

Example: A player hits a single – his/her team has a man on first base (imaginary runners). The next player hits a single – the team now has a man of first and second. Third batter hits a home run – three runs score! (The imaginary runners on first and second, plus the home run.)

- A batter earns 1 imaginary base on a single, 2 imaginary bases on a double and 3 imaginary bases on a triple.
- A runner on 1st advances one base on a single, 2 bases on a double and scores on a triple
- A runner on 2nd base scores on a single, double, or triple.
- A runner on 3rd base scores on any hit.

Additional Rules:

-Each batter gets 5 balls and 2 strikes per at bat.

-If the ball hits the base of the chair, then it is a strike

-A fielder must cleanly field the ball, with no troubles in order to constitute an out. This has to be done before the ball crosses the single base hit line.

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