Eligibility

To participate in Ball State University Intramural Sports, you must:
- Be a currently enrolled student with a valid and current Ball State University ID Card.
- Be a current Ball State University faculty or staff member with a valid ID Card.
- Be a Ball State University Rec Cardholder with a valid current Rec Card.
- No Burris or Indiana Academy Student may participate in the intramural sports program.
- Participation in intramural sports may be limited due to the following constraints:
  - Medical red shirts, as designated by the NCAA, cannot participate within intramural sports at any time.
  - If you are currently participating (includes practicing/playing) with an intercollegiate athletic team, you may NOT participate in the “associated sport” (see the Intramural Sports Policies and Procedures at www.bsu.edu/recreation/intramurals) within intramural sports. Once you cease your affiliation with the intercollegiate athletic team, you may become eligible to play intramural sports in the “associated sport.” Once your eligibility ends and you have been removed from that team’s active roster, you may participate within an associated sport in intramural sports. The Athletic Department Compliance Office to the NCAA reviews all eligibility designations and remains in full contact with this office.
  - ONLY TWO registered sport club team members may participate on an intramural sports team in an “associated sport” relating to their club sport.

Forfeits and Defaults

- A forfeit will be assessed under three conditions:
  - If zero members of a team do not show up within ten (10) minutes of a scheduled event. Teams should not see this as an opportunity to be late. For every minute late, the team with the minimum amount of players or more will receive one (1) run for a maximum of ten (10) runs.
  - A game that ends in result of a team’s unsportsmanlike behavior (i.e. 3 unsportsmanlike technical in a basketball game) will be scored a forfeit against the team that behaved inappropriately.
  - If a team is found to have an ineligible player on their roster.
- A team that forfeits once in league play will not be eligible for the playoffs.

Protests

Invariably, disagreements may arise due to lack of knowledge of rules and procedures. A system has been set
aside for participants to “protest” two items within an intramural sports activity. Thus, there are only TWO
times that you can file a protest:

- An eligibility concern
- A misinterpretation of a published procedure or rule.
  - A protest **CAN NEVER** be filed on the judgment call(s) of an official**

If a team feels that one or both of the following have happened, a team must do the following:

- Call a time out and request a protest.
- A protest is considered valid only at the time that the discrepancy has taken place. For eligibility
  protests, you can only protest between the start and completion of a game. For a rule misinterpretation, a
  team must signify their intent to protest at the exact time. If subsequent play has started before the
  protest is signified, it’s too late to protest.
- If a protest is deemed invalid or the official’s rule interpretation is correct, the protesting team will be
  charged one (1) time out.
- If a protest is signified in time, the protesting team’s captain must make themselves available to file a
  protest form with the on-site intramural sports supervisor. The protest must be filed on the
  PARTICIPATION PROTEST FORM to be considered valid. This procedure will take a few minutes, as
  there is important information from participants, officials, and staff. The game will stop during this time
  and will resume when the proper paperwork is complete.
- The intramural sports supervisor will document all necessary information about the protest and game
  conditions.
- The game will continue when all paperwork is completed.

**Players**

Each team may have a maximum of six (6) players on the field at one (1) time. A team may begin a game with a
minimum of four (4) players.
- All players must check in using a valid Ball State University issued ID.
- A team can position themselves defensively in any area on the field.

**Captains**

Each team shall designate to the Referee the team captain or captains. The team captain is responsible for all
information contained in the Intramural Wiffleball Rules.

**Equipment**

- Recreation Services will provide balls, bats, and all other playing equipment for all players and teams.
- No player will be allowed to wear a glove of any kind.
- All equipment is subject to the approval of the intramural sports supervisor on duty.
  - Players must wear shoes. Tennis or Astroturf shoes are legal.
  - Players may NOT wear pads/braces above the waist, casts/splints at any time, or bandanas with
    knots.
  - Players MAY wear kneepads, gloves, covered knee braces, headbands, and baseball caps.
  - **Players MUST wear athletic apparel with NO exposed metal.**
  - Players may not wear any exposed jewelry of any type. Medical alert bracelets and necklaces are
    allowed only when covered and held down.

**Playing Field**

- The playing field will utilize a court in Field Sports.
- The distance between the bases (home plate to 1st, 1st to 2nd, 2nd to 3rd, and 3rd to home plate) shall be 36 feet.
- The pitcher's line shall be flat and at the same ground level as home plate.
- Any ball which strikes the ceiling or any part of the facility inside fair territory and comes to rest in fair territory is a fair ball. Any ball which strikes the ceiling or any part of the facility in foul territory is a foul ball. In addition, a ball that hits off any part of the facility other than the walls and is caught by the fielding team is an out. Any ball caught off the wall in fair or foul territory shall not be an out.
- Any ball which becomes lodged in any part of the facility (nets or scoreboard) in fair territory and is not a home run shall be ruled a ground rule double.
- Home runs are any ball hit into a net more than 7 feet off of the ground in fair territory.

Playing the Game

- **Start of Game**
  - The home team will field first and bat last.
  - The game shall consist of seven (7) innings or 50 minutes, whichever comes first. Should time expire, an inning that has started will be completed.
  - The defense must field a catcher each inning, allowing 5 other players to be in the field.
- **Mercy Rule**
  - A mercy rule will be enforced after if one team is ahead by 10 runs after six (6) innings  NOTE: Unless already winning by this spread, the home team always gets to complete their half of the inning, even if the visitors get ahead by more than 10 runs.
- **Pitching**
  - Teams will pitch to their own batters.
  - Batters will have three (3) pitches to try and hit the ball.
  - When it is the pitcher’s turn in the batting order, the team needs to supply a different pitcher.
  - The pitcher will not have any defensive responsibilities but must avoid interfering with defensive players attempts to play a ball. If a batted ball hits the pitcher, the batter will be declared out, the ball is dead immediately, and all runners must return to the bases occupied at the time of the pitch.
  - Each batter will receive a maximum of three pitches to hit. If after the third pitch, the ball is not put into fair play, the batter will be declared out. (i.e. If on the third pitch, the batter does not swing or hits a foul ball, he/she is out.)
  - If a batter hits the ball and it strikes the pitcher, it is considered a strike, if it is the 3rd strike, the batter is out.
- **Batting and Base Running**
  - Bunting is not allowed.
  - The batter will be called out if a foul ball is hit after the 2nd pitch.
  - All batters will run the bases.
  - Sliding or diving toward a base is not permitted. Any attempt at a slide will result in the runner being called out.
  - Runners must stay on base until the ball is hit. Stealing is not allowed. If a runner attempts a steal or leaves a base before the ball is hit, the runner will be called out.
  - Any runner who is off a base after the ball is hit and contacts the hit ball will be called out, unless the ball has been touched by a fielder first. Any runner who is hit by a thrown ball will not be called out.
  - If a player is at bat with the bases loaded and strikes out, resulting in the next batter in the batting order being stranded on a base, then the batter who struck out will take the next batter's place on base so that player may come to bat.
- Play is stopped when the pitcher has control of the ball in the infield and calls time. Any discrepancy will be settled by the runner moving to the last established base (back).

**General Rules**

- Play is stopped when the defensive designated pitcher has control of the ball in the infield and calls time. Any runner that is caught between bases when time is called will move safely to the base closest him/her. Any discrepancy will be settled by the runner moving to the last established base.

### Sportmanship Policies

This portion of the document is designed to be a summary of the Sportmanship Policy for Intramural Sports. Please refer to the Intramural Policies and Procedures Manual for a complete version of this policy.

- **No Player, Coach, or Team Follower Shall:**
  - Use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game. This includes trash talk.
  - Participate in a game for which he/she is ineligible.
  - Argue or talk back to the game official.
  - Intentionally strike, push, or trip another person. Fighting is prohibited.
  - Mistreat the facility, equipment, or supplies of Ball State University.

- **Warning/Ejection**
  - A warning/ejection system will be used to enforce the sportmanship policy. Individuals will be issued a warning for unsporting behavior. A second penalty will result in an ejection. Ejections may be issued without warnings in specific situations, including all those that involve fighting.

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<th>Sport</th>
<th>Warning</th>
<th>Ejection</th>
<th>Game Forfeit</th>
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<tr>
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<td>2nd Verbal Warning</td>
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- Team captains are responsible for the conduct of their players, sidelines and spectators.
- Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling or committing any other malicious act toward any other person. Fighting is never permitted during Intramural contests. Participants who fight will be ejected immediately and suspended from all further participation until the outcome of a disciplinary action meeting with the Office of Recreation Services Staff.

### Co-Ed Modifications

- A team shall play with a maximum of three (3) males and three (3) females with a minimum of two (2) males and two (2) females. The number of males may never exceed the number of females but females may exceed males.
- The line-up must alternate male, female throughout the game. If there are more females than males at some point, two (2) or more females will bat back to back.
- Substitutions must be female for female and male for male.

*These rules are not meant to be all-inclusive. It is the team captain’s responsibility to consult the Office of Recreation services for clarification on any of these rules.*