

Wiffleball

The Teams

1. Only registered students, staff and faculty, and spouses/children of faculty/staff may participate. Alumni are not eligible.
2. Any at least part-time student is eligible to participate
3. AU faculty, staff and their spouses/children are eligible to play
4. All players must be recorded on the game sheet before they are allowed to participate.
5. Players may be added to rosters during the first week of the season, but not after that.
6. Teams must have a minimum of 2 players to compete with a maximum of 6 on the roster. All players present must bat.
7. In the field teams are allowed a maximum of four players.
8. All players appearing must be placed in the batting order.
9. No shoes with metal cleats or metal tipped cleats can be worn.
10. Local lightning will stop play immediately. Players and officials should seek protection quickly.

The Game

1. Ten minutes after game time is forfeit time
2. All games are scheduled for four innings. Tie games will be the only exception.
3. Each batter will begin with 1 strike. A foul ball will be considered a strike. After 2 fouls the batter is out. Balls and strikes will be determined by an umpire. There are NO base-on-balls (walks).
4. The pitcher may not pitch past the set speed that will be determined by the umpire.
5. There are three ways in which the fielder may obtain an out:
 - a. The fielder can catch the ball.
 - b. Ground balls caught while the ball is in motion, in fair territory.
 - c. Batter can strike out
6. Bunting is not allowed. Batters must make swinging contact with the ball. Batters attempting to bunt will be warned by the umpires. Batters who follow through with a bunt will be immediately called out.
7. No protests will be allowed; the umpire has the final call.
8. A maximum of 10 runs are allowed per inning.
9. Base-running is done as follows:
 - 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 a single, double, triple, or on a ball caught past the double marker, whether it is a fly ball or a grounder.
10. 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.

Respect Yourself

- Each participant is responsible for his or her behavior. There is no justification for verbal or physical abuse of umpires, opponents or teammates. Those who cannot control themselves will be ejected.
- People who cannot abide by this code are asked not to participate. Captains are asked to encourage positive sporting behavior and will be held responsible for their team's understanding of the rules.