

Princeton University Intramural Sports Wiffleball Rules



Players:

1. If a full team is playing, each side will consist of a pitcher, single/double area fielder, and triple/home run area fielder.
2. Fielders cannot move from one area to another when a full team is playing.
3. The minimum number of players required to play a Wiffleball game is two – the pitcher and fielder.
4. Captains for each side are picked and they choose their batting order. The rules of play are *similar* to baseball, however there is **no base running**.
5. Three outs to retire a side, per inning, 5 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 two strikes 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, by the pitcher. Bunting is not allowed and the batter cannot obtain a base on balls.

Pitching:

Any type of pitch (fast, slow) is allowed. The pitcher must pitch with one foot starting on the designated pitching rubber. A strike is when the ball passes the batter and hits within the strike zone on the wall.

Hitting – batter will always have two hands on the bat when making a swing.

Scoring:

1. A ball hit in the single area (i.e. the area between batters box and single markers and not caught, constitutes a single).
2. A ball hit in the double area (between the single marker and the double marker) and not caught constitutes a double.
3. Balls hit in the triple area (between the double markers and triple markers) and not caught, constitute a triple.
4. Balls hit past the triple markers, and not caught, constitute a home run.

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 on 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 double, or triple. For a single, they go to third.
- A runner on 3rd base scores on any hit.