

Wiffleball Rules

Eligibility

- Students, faculty, and staff are eligible to participate with a valid NOVA ID.
- Please see varsity athlete participation rules for each sport.
- Teams- 10 max/ 7 in the field

Games

- All games are 5 inning long, with a time limit of 40 minutes.
- A mercy rule will come into effect when any team is winning by 10 runs at the end of any inning.

Equipment

- The ball will be a regulation Wiffleball. All balls will be supplied by the tournament.
- All bats must be entirely plastic with no more than 8 inches in circumference. They can be weighted. Plastic must be showered on the bat.
- No gloves may be worn.
- Sneakers must be worn by all participants.

Ground Rules:

- The roof, basketball hoops, batting cages, and all other structures are in play.
- Balls deflecting off the umpire are in play

Tournament:

- The schedule will be emailed out to the Captains at least one day prior to the tournament beginning.

Game Rules:

- Balls and Strikes- the official count shall be 4 balls and 3 strikes. A strike shall be called if:
 - The ball hits the target strike zone in the air.
 - The ball is swung at and missed by the batter.
 - The ball is fouled by the batter.
 - **NOTE:** A foul ball on the third strike will be called a strikeout.
 - **NOTE:** The hands of the batter shall be ruled as an extension of the bat. If a batter swings at the pitch and hits a fair ball of his hand(s), the ball shall be ruled as a fair ball.

- Teams shall employ a minimum of three players and a maximum of seven players in the field. All players must bat, in order. If players leave the game, their team may continue to play. If a team has few than four players, an automatic out shall be recorded each time the fourth player is due to bat.
- **Batting out of order:**
 - The order will be determined before the start of each game and cannot change during the game. The order must be presented to the scorekeeper before the start of each game. If a team is determined to have batted out of order, all happenings in their at-bat will be nullified and the inning will be terminated. Once a batter steps into the batter's box his at bat begins.
 - Bunting: Bunting is illegal. If a batter attempts to bunt, he shall be ruled out by the umpire and the put out shall be recorded as a strikeout.
 - The pitcher is allowed 10 warm-up pitches before his first inning. Each succeeding inning, the pitcher shall be allowed 5 warm-up pitches
 - Hit by a pitch: Any pitched ball which hits the batter legally positioned within the batter's box and not in the act of swinging shall be called a ball. **No base awarded.**
 - BATTER INTERFERENCE – Once the batter has legally positioned himself within the batter's box, he is not required to move out of the path of the pitch. However, if the batter is ruled to have intentionally moved into the path of the pitch, he shall be called for batter interference, and the pitch shall be called a strike.
 - Pitching Tape: A pitcher need not start his wind-up from the tape, but he must have at least one foot touching the tape when he releases the ball. If a ball is pitched in violation of this rule, the pitch shall be considered a ball.
 - If a team withdraws from the tournament for any reason, their last opponent will move on in their place.
 - A base runner may be called out on a force play, tagged out, or hit by the ball as in "Indian rubber".
 - There are no stealing bases.
 - Tournament officials reserve the right to adjust the rules