Ashland University
Department of Recreational Services
Intramural Orientation Whiffle Ball Rules
Updated: 07/03/13

Playing Area and Conditions
- Games will be played on the Quad.
- The tournament is double elimination.
- All participants must be AU faculty, staff, or students.
- Weather information – check imleagues.com for cancellations.
- Personal items (ID’s, keys, equipment, etc.) left at any intramural site and found by any intramural employee will be taken to the “lost and found” at customer service in the Recreation Center.

The Game
- Teams are composed of 4 players, teams must have 4 at all times.
- Teams must have a catcher.
- The ball can be thrown at runners below the shoulders to get them out.
- There are no lead offs, steals, or bunts.
- Games are 25 minutes or 7 innings, whichever occurs first.
- Everyone that fields must bat, there are no extra hitters.
- If the pitcher reaches the mound area with the ball before the runner gets to first base, the runner is out.
- Each batter will get 5 hittable pitches – pitches must be thrown overhand and have an arc. The umpire will determine non-hittable pitches.
- There are no walks, players can hit up to 5 foul balls, and they CAN strike out. If a player has 2 fouls and swings and misses, they are out.
- There will be one umpire per game to call players safe, out, and foul balls.
- Extra innings start with 2 outs.
- If a ball is hit over the caution tape, it is a home run, if it rolls under the caution tape, it is a ground rule double.
- No sliding - anyone that slides will be called out.

Mercy Rule
- After 3 ½ innings, if a team is ahead by 10 runs or more, they are declared the winner.