A $10 forfeit fee must be submitted along with the completed roster form.
A team representative must attend captain’s meeting.
Failure to provide a representative will result in an automatic deduction of $6.00 of your forfeit fee.

WHIFFLEBALL RULES

RULE 1. Eligibility

A. Only current Alvernia College students, faculty and staff are eligible to play.
B. Participants may only play on one team through the duration of the season.
C. Participants must show their Alvernia College ID before each game.
D. Teams may consist of men, women or both.
E. Each player must play in one regular season game to be eligible for playoffs.
F. All participants must have signed a waiver before their first game.

RULE 2. Equipment

A. The Intramural Program will provide all equipment necessary for play.
B. Teams must use the provided equipment.

RULE 3. Players

A. A team will consist of no more than 6 players on the field at once. This includes one catcher and one pitcher. Teams may play with 5 players if situation arises but must always have a pitcher and catcher.

RULE 4. Play

A. The Game
   1. A game consists of 5 innings or 45 minutes in the regular season. No new inning may begin after the 45 minute mark. If an inning is started before the 45 minute mark it will be allowed to be completed.
   2. The Intramural Program will decide “Home” and “Visitor.”
   3. There is a 15 run mercy rule after 3 innings of play.
   4. There will be NO throwing the ball at other players.
B. Pitching
   1. The pitcher must start their throwing motion with at least one foot on the designated rubber.
   2. Pitching speed will be determined by the Intramural Program.
   3. A called strike is a pitch thrown, not swung at, and hits the designated strike zone (chair).
   4. Strike outs and walks are permitted. 3 strikes = out 4 balls = walk
   5. Hit by pitch will be considered a ball, not a free base.

C. Batting
   1. Batting order must be set before the game is started. Batting out of turn will result in an out.
   2. Bunting is not allowed.
   3. Any ball that contacts a structure (basketball net, ceiling, rafters, etc.) can be caught for an out if caught before hitting the ground. Walls are not included.
   4. If a ball is hit off the home run wall below the line it may NOT be caught for an out. It is a live ball and play will continue.
   5. Runners on base may NOT steal or lead off of the base. Runners must wait for the ball to be hit before leaving the base.
   6. The Jackson Rule: Base runners are responsible for avoiding collisions with fielders at all costs. Even if it means breaking your leg. If a collision is visibly intentional the base runner will be called out. All decisions will be made by the intramural personnel present.