

# Wiffle Ball Rules



## Equipment

- Only the white baseball size Wiffle®Ball (eight slots on one side) will be used for play. The only modification to the surface of the ball will be that resulting from normal play. If a ball is torn more than ¼ inch, it will be ruled illegal for play and will be removed from the game.
- Only the standard yellow Wiffle® Ball bat will be used for play. No tape will be allowed on the bats. League officials have the right to inspect any bats being used and only they can declare if bat is legal/illegal for play.
- Baseball gloves are not permitted. Only batters may wear batting gloves.
- The target strike zone will be 32 inches high by 22 inches wide and will stand 12 inches off the ground.

## Teams

- Teams may have a maximum of 8 players on the roster. Max of 8 players may bat but only five are allowed to be in the field (ie: one pitcher, two infielders and two outfielders).
- Substitutions for fielders and batters can only be made in-between innings unless an injury occurs.
- Batting out of order is ruled as an out.
- Pitcher must face one complete batter before being replaced.

## The Game

- Game will end after 5 innings or 50 minutes
- Three innings must be completed in order for a game to be considered complete.
- Ten-run “mercy rule” applies after three complete innings.
- Two outs allowed per inning for each team.
- Five balls equal a walk and two strikes count as an out. A foul tip that hits the strike zone on the second strike is an out.
- In extra innings, both teams will start the inning with the bases loaded. This format takes place immediately after the end of the fifth inning. 50 minute time limit still applies.

## **Game Situations**

- Any fly ball caught in the air is an out. There is no infield fly rule.
- A foul ball cannot spin back into fair territory.
- A ground ball fielded before stopping or crossing the singles line is an out. Bobbling a grounder is OK as long as it doesn't hit the ground.
- A ground ball that comes to a complete stop before being fielded is a hit.
- If a ground ball is dropped by a fielder in front of the singles line, it will be ruled a single.
- Fielders can try for a double play if there are no outs and a runner on first. To do this, a fielder must pick up an infield grounder cleanly (no bobbles and before the singles line) and then complete a throw that hits the strike zone. This must be done in a continuous motion. A delay in the throw will result in a ground out. A ball that misses the strike zone on a double play will be considered a dead ball and runners may not advance.
- A ball that passes the doubles line in the air is a double, as long as it is not caught.
- Runners are allowed to tag (from third base only) on a play with no outs.
- A ball that hits any part of the outfield fence is a triple.
- A ball that travels over the outfield fence is a home run.

## **Base Runners**

**There is no actual base running in this league. We will be using ghost runners.**

- Base runners do not need to be forced; for example, a single with a runner on third scores a run, a double with a runner on second scores a run. A walk only moves runners by being forced to the next base.
- Tag Play: if there are no outs and there is a runner on third base, the batting team can call "tag" on an outfield fly ball. The outfielder can get the runner at home by catching the fly ball and, in one motion, throwing to the backstop. If the ball hits any part of the backstop (in the air or on the ground), the runner is out at home; no other base runners may advance. If the outfielder bobbles the ball at all, there is no chance at an out at home.

## **The Batter**

- The batter may switch sides at any time in the count. The batter must notify the pitcher before doing so, otherwise the pitch will be called a strike.
- Any batter interference with the pitch will be called a strike.
- There is no hit batsman rule. The pitch will be called a ball.
- If a player leaves the game (after lineups are set) without a replacement, for whatever reason, it will be considered an out every time it is that person's turn to bat.

## **The Pitcher**

- The pitcher must have at least one foot touching the rubber when he releases the ball. If a ball is pitched in violation of this rule, the pitch will be ruled a ball.
- A pitcher can throw an entire game and can throw every game. Pitching changes can be made at any time except in the middle of an at-bat. There is a maximum of three pitching changes per game.

## **General Rules**

- Reporting the official score will be the responsibility of the winning team's captain.
- Home team will be listed on the schedule.
- Teams must play all scheduled games. Failure to do so will result in forfeit.
- No make up games for weather cancellations
- All teams and players will adhere to all rules of the league. Any violations may result in ejection from the game and/or league.
- Rules not stated herein will follow the rules of Major League Baseball.
- No alcoholic beverages will be permitted at the games or Washington Park per City ordinance.

## **Field Specifications** – distance from home plate:

- Pitcher's mound: 35 feet
- Singles line: 45 feet
- Doubles line: 75 feet
- Triple line: 95 feet
- Outfield fence: 115 to 135 feet

In order for the player to be awarded a double or a triple, the ball must land past the lines on a fly.