

## Official Rules

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### 1.00 TEAMS

Minimum of 6 players to play the game. If less than 6 players are there at game time, the team will forfeit the game. The team may be allowed to play but no stats will be kept and a loss will be recorded. There is no limit to the number of players on a team roster.

Team captains will submit the lineup before the start of the game. If a player is not present when the lineup is submitted, they may be added to the lineup at the bottom of the batting order.

Maximum of 7 defensive players on the field at a time. Everyone in the lineup bats. All players must bat in the same batting order. If someone bats out of order, it's an automatic out.

### 2.00 EQUIPMENT

The BALL - The official Wiffle Ball (baseball size) is the only ball permitted.

- a) Balls may be scuffed to pitcher's preference.
- b) Any ball with a crack  $\frac{1}{4}$ " or more will be thrown out.
- c) All balls are subject to inspection.

All Players must field barehanded. Batting gloves may be worn when batting only.

The BAT- Must be designed to hit perforated plastic balls. Maximum of 2  $\frac{1}{2}$ " barrel diameter.

- a) A grip may be applied to the handle.
- b) Modifications to the barrel of the bat must be approved by the Umpire/Commissioner.

Bats and balls may be inspected and approved prior to the start of the game by the Umpire/Commissioner.

### 3.00 GAME PLAY

Standard baseball rules will apply except where noted in these rules. Standard baseball count (4 balls, 3 strikes). Three outs per inning.

All pitching styles are legal. (fastballs, curves, sliders, etc....). Velocity limits may apply to your league. Velocity will be determined by the umpire. Warnings may be issued at umpire's discretion.

No base running/base runners. Exception: On a homerun, a base trot is acceptable.

Games will go 5 innings. Any inning beginning after the 30-minute mark will be the last inning. The home team will have the bottom of the inning to complete the game.

There is a 10-run limit for the 1<sup>st</sup> and 2<sup>nd</sup> innings. There are no limits after the 2<sup>nd</sup> inning.

After 3 complete innings a game will be considered official if rain ends the game. If less than 3 innings, a make-up game will be scheduled.

### 4.00 HITS

Single: An infield single is any batted ball that travels beyond the singles line and comes to rest prior to pitcher/infielder making a clean play on the ball.

## **Official Rules (Cont.)**

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Any ball not traveling passed the singles line will be considered a dead ball foul. Any moving ball that is touched by any fielder in front of the singles line is a hit.

Double: A double is any batted ball that hits the ground beyond the doubles line.

Triple: A triple is any batted ball that makes contact with the fence either while in the air or on the bounce.

Homerun: A homerun will be any batted ball that goes over the wall in fair territory or makes contact with an outfielder or the wall and then goes over the wall. Batters will be allowed to "run the bases" if they hit a homerun.

### **5.00 OUTS**

A fair groundball fielded cleanly by any player behind the singles line and in front of the doubles line is an out.

All beverage containers or holders on the field are considered fair territory. If a ball hits an item, it's considered a hit and may not be fielded for an out.

Any batted ball caught in the air is an out; Foul balls can be caught for an out; 3 strikes on a batter is an out.

If a batter swings and misses and the catcher catches it cleanly, the batter will be declared out. One and Done (1&\$).

Double Plays: With runners on base, any cleanly fielded fair ball resulting in an out (ground ball or fly ball) may be thrown from that spot on the field to the strike zone to attempt a double play. If the ball goes through or hits the strike zone it equals 2 outs. With runners on base, any fly ball caught in fair territory for an out may be thrown from that spot on the field to the strike zone to attempt a double play.

### **6.00 UMPIRING**

All BALLS and STRIKES are designated by the "hole" in the stand-up strike zone. If the ball goes through or hits the perimeter, it is considered a strike. If the ball does not go through, and is not swung at by the batter, it is considered a ball. If a batter hits the strike zone before contacting the ball, it will be ruled a strike. A pitched ball that hits the batter is considered a ball, unless the batter is determined to be in the strike zone. Batter must attempt to avoid being hit.

It is the responsibility of the umpire to make all fair and foul calls, line calls and check swing calls.

### **7.00 HAVE A GOOD TIME**

Let's remember that Wiffle Ball is a kids' game, so let's have a good time. If you have any questions about the rules, don't hesitate to ask.