



## LEAGUE RULES

### Rosters:

- 5-person rosters. Must have a **MINIMUM** of 3 players present to compete. Only 3 players can be on the field at one time. All 5 can hit though.

### Equipment:

- Only baseball-sized WIFFLE® Balls are allowed during games.
- Only Wiffle, Inc.'s classic Yellow bats allowed during gameplay.
- We will be playing on a basketball court, so please wear proper athletic shoes.
- No baseball gloves are allowed during games.
- Balls are allowed to be "scuffed" or "cut" as long as they are not worn too thin and as long as there are no cracks in the balls.
- Bats and balls will be provided by Director unless you'd like to bring your own "scuffed" balls (as long as they meet requirements listed above).
- **UNIFORMS** and hats are encouraged but not mandatory.

### Hitting:

- 4 Balls equals a walk. 2 strikes equals an out. (Count starts at 0-1).
- If hitter fouls pitch back into strike zone with 2 strikes, batter is out.
- In order for ball to be in play, it must be hit past the "cheap line" in the air which is roughly 6 feet in front of the strike zone. If ball stops before the "cheap line", it is considered a **FOUL BALL**.
- If a batter makes contact with a pitch and the ball hits before the "cheap line" but continues to roll past, it is a foul ball.
- **DO NOT BLOCK THE STRIKE ZONE** when hitting. You will receive **ONE WARNING** from the opposing Pitcher. If it happens again during at-bat, hitter is automatically out.
- We will be playing an "Over-the-Line" style of WIFFLE® Ball. We will have a **SINGLES, DOUBLES, TRIPLES and HOME RUN** marker displayed for scoring purposes. A ball must be hit past each line in the air for the corresponding hit to count. If a ball is touched in the air in the **SINGLES** area but lands in the **DOUBLES** section, it is a **DOUBLE** and so on.

### Pitching:

- This is a "**Medium Pitch**" league. Without a radar gun, speed limit is difficult to assess. The Director will be able to inform teams what is acceptable and what is not. If a team deems a pitcher to be throwing harder than what is acceptable, inform the Pitcher or Director. This is all fun & games. No one's going to win a Cy Young out there, so keep it cool.
- Pitching marker will be roughly 45 feet from the face of the strike zone. One foot must be in contact with the mound when the ball is released. If pitcher's foot is not in contact with marker when the ball is released, the pitch will not count. The count will remain where it was before the pitch was made.

### Strikes:

- When a pitch hits anywhere on the strike zone except for the legs.
- When the batter swings and misses.
- When the hitter fouls off a pitch.

- **Balls:**
- A pitch is recorded as a ball when it misses the strike zone and the batter does not swing, or checks his swing.
- Only 1 ball is allowed on the field at a time. If a ball is cracked or broken, inform director and get a new one.

### **Fielding:**

- A ball that is fielded cleanly in the infield and thrown to the 8' x 8' backstop behind the strike zone and hits it in the air is considered an "out". No bounces.
- A **Double Play** consists of fielding the ball cleanly in the infield (ball can be bobbled but cannot hit the ground before throwing it) and then throwing the ball to either your infielder or outfielder who's covering at 2nd base. Whoever receives the throw at 2nd base must catch the ball without it hitting the ground and then throw it and hit the 8' x 8' backstop behind the strike zone within 2 seconds of receiving the "feed". No bounces. Ball must hit strike zone in the air.
- In the case of an **UNSUCCESSFUL DOUBLE PLAY** where the ball is flipped to 2nd Base successfully but the throw to the backstop isn't successful, the lead runner is the only out.
- An **Unassisted Double Play** occurs when an infielder fields the ball cleanly and throws and hits the strike zone in the air. No bounces.
- The lead runner is always out. In the case of a successful **Double Play**, the two lead runners are out.
- **Tag Rule:**
- When a ball is hit in the air with less than 2 outs and runners on base, **ANY** member of the **HITTING TEAM** can yell "TAG" in an effort to advance the base runners.
- Once a tag call is announced, it cannot be taken back. If successful, all runners advance one base.
- To **DEFEND A TAG**, a throw to the backstop (in the air) = **ALL RUNNERS HOLD**.
- A throw that hits the strike zone (in the air) = **LEAD RUNNER IS OUT**.
- Since we will be playing indoors on a basketball court, any fly ball that hits any part of the ceiling is **STILL PLAYABLE**.

### **Base Running:**

- "Ghost Runners" are always used. No real base runners.
- A **Single** advances **ALL** base runners 1 base.
- A **Double** advances **ALL** base runners 2 bases.
- **Triples** and **Home Runs** score all base runners.

**Umpires:**

- We **DO NOT** use Umpires and therefore will be keeping score and making calls based on the following rules:
- Did the pitch hit or miss the strike zone? - Hitter
- Did the batter check his swing? - Fielder opposite batter or Pitcher
- Pitch Speed - Hitter
- Did the throw to home hit the strike zone in the air?- Hitter
- Did the throw to home hit the Backstop in the air? - Hitter
- Was a hit ball Fair or Foul? - Hitter
- Did the fielders foot touch the bag during Double Play attempt? - Batting team
- Was the fielder "fluid" in completing a defensive play? - Batting team