

Central Wiffle Ball Rules

The BATTER'S BOX shall measure 4 ft. in width by 6 ft. in length.

The BACKSTOP shall be located 3 ft. directly behind home plate. The STRIKE ZONE shall be 22" wide by 30" tall, and start 12" off the ground.

EQUIPMENT

The BALL – The official Wiffle Ball (baseball size).

Any ball with greater than a 1/4" crack or dent will be thrown out of the game.

All Players must play barehanded. No gloves are to be worn.

The Bat – Moonshot Bats will be used.

UMPIRING

All STRIKES are designed by the "Home Plate". If the ball hits Home Plate, it is considered a strike. If the ball hits home plate and is not swung at, it is an automatic out. If the ball does not hit Home Plate, and is not swung at by the batter, it is considered a ball. A pitched ball that hits the batter is also considered a ball, not a walk, although the batter must attempt to avoid being hit. If a batter has 2 strikes on them, and foul tips the ball into Home Plate, it is considered strike 3.

It is the responsibility of the batter to make all FAIR and FOUL calls because they are looking down both foul lines.

HOME PLATE/FIRST BASE – If the ball makes contact with the plastic and/or the pipe construction, it is a strike or out. Depending on the situation.

CEILING – If the ball hits the ceiling, then the ball is still in play. It can be caught for an out, or wherever it lands, will determine the play.

LINE CALLS (Single, Double, Triple) – It is the responsibility of the fielder closest to the ball to make the line call, since they have the best view of the play.

OFFICIAL SCORE – All lineups must be submitted before the game and will be inputted into the computer and is logged in to keep up with runners and all score will be kept on the computer.

STARTING/ENDING THE GAME

A regulation game consists of 50 minutes, or 7 innings, unless extended because of a tie score or shortened because (i) either team holds a ten run or greater lead at the end of the fifth inning or (ii) either team holds a 15 run or greater lead at the end of the fourth inning.

TOURNAMENT GAMES consist of 50 minutes, or six innings.

EXTRA INNINGS – If the score is tied after seven complete innings, (six of tournament), play shall continue for one extra inning. If still tied, then that is result unless in tournament, then play till one team wins. PLEASE NOTE: In extra innings, both teams begin with bases loaded.

GENERAL GAME RULES

ROSTER – Teams shall carry a minimum of five and no more than eight players on their roster. Each team must have a designated “coach” for their team.

Teams shall employ a minimum of three players (pitcher, two fielders) in the field. NOTE: If a player leaves the game and the team has no other available roster players to take their spot in the line-up, their team may continue play with fewer than three players. An automatic out shall be recorded each time the player is due to bat.

STARTING LINE-UP – A team’s starting line-up consists of all players who appear in the batting order at the start of the game. NOTE: A team may put players who are not present in the starting line-up, but that player will be awarded an automatic out if they are not present for their at-bat.

BATTING ORDER – A team’s batting order shall have no fewer than three, nor more than eight players in it. The number of players in the batting order shall remain the same throughout the game. An additional hitter is optional if on the original roster at the beginning of the season.

BENCH PLAYERS – All roster players not appearing in the batting order at the start of the game shall be considered bench players.

JERSEYS – All players must have a team jersey, and must wear it for each game.

SUBSTITUTION

FIELDERS – Free substitution of fielders is permitted among all players in the starting line-up, Fielders being replaced in the field by starting players shall maintain their spot in the batting order.

GAME PLAY

PITCHING

THE COUNT – 3 strikes. A strike shall be called if a pitched ball hits the target strike zone in the air and is swung at and missed by the batter, or is fouled by the batter. If the ball hits “Home Plate” and batter does not attempt a swing, the batter will be OUT! There are no walks in Wiffle Ball.

OFFENSE

Each offensive player shall bat in the order that their name appears in the batting order.

The batter shall take their position in the batter’s box promptly when it is their turn to bat. The batter’s legal position shall be with both feet completely within the batter’s box.

The batter has legally completed their time at bat when they’re either out or become a runner.

Each inning will consist of 3 outs or a 7-run limit, whichever comes first. If a team has 6 runs in an inning, and players on base, only a home run will score all batters. Any other hit will stop the score at 7 runs.

HITS

BUNTING – Bunting is illegal. If a batter attempts to bunt, they shall be ruled out and the put out shall be recorded as a strikeout.

Any fair ball that touches on, or beyond the single line is a single.

Any fair ball that touches on, or goes beyond the double line on a fly is a double.

Any fair ball that hits the carpeted wall on the fly is a triple.***** Needs to be adjusted.

Any fair ball that goes over the carpeted area is a home run. If an outfielder touches the ball, it is still considered a home run.***** Needs to be adjusted.

Any fly ball that is dropped by a fielder – fair or foul, is the number of bases (Single, Double, Triple) that would be given when the fielder makes contact with the ball had the ball hit the ground.

Any fair ground ball misplayed by the fielder is a single. A ground ball may be bobbled, but if it retouches the ground, the runner is awarded first base and shall be recorded as an error.

Base runners advance the same amount of bases as the batter.

DEFENSE

THROWING

All Fielders may gather, step, and throw toward first base when making an attempt to throw out a runner. If a player fields the ball in motion, they must make every effort to stop before their throw.

POSITIONING

A defensive fielder shall not position himself behind the pitcher within the batter's hitting background. If a fielder does position himself in this fashion, the batter must appeal to the pitcher to have the offending fielder reposition himself out of the batter's hitting background before the pitch is delivered.

A defensive player shall not engage in any action or movement with the intent to distract the batter.

BASERUNNING/RUNNER ADVANCEMENT

Physical running of the bases shall not be employed. Instead, "ghost" or imaginary runners shall be used and simulated through the computer on the screen. All runners automatically advance the same number of bases as the batter.

AUTOMATIC RUNNER ADVANCEMENT

The batter hits a ground rule single, double, triple, home run, or reaches on an error, all runners advance the same number of bases as the batter. A runner does not advance on a fly out or a ground out.