



## Wiffle Ball Rules

### 1. The Team

- a. Substitutions are allowed during regular season play.
- b. No substitutions are allowed for playoffs.
- c. Injury substitutions may only be made at the League Director's discretion.

### 2. Batting

- a. Count starts 0-0.
- b. Three strikes for an out.
- c. A strike is any pitch that hits the strike zone behind the plate and/or any pitch that the batter swings at and does not hit into fair territory.
- d. A foul ball with two strikes will not be counted as the third strike.
- e. If you are thrown four balls, you must take the walk.
- f. If you are hit by a pitch, it is a ball.
- g. Every player who is present bats.
- h. No bunting.
- i. Maximum 6 runs per inning, except for the last inning.
- j. Any ball not hit past the marked arc halfway to the mound is considered foul.

### 3. Baserunning

- a. There is no stealing.
- b. There is no leading off.
- c. If a player runs more than two steps out of the baseline, they are ruled out.
- d. Tagging up is allowed, the runner must keep a foot on the base until the ball is caught by the field.
- e. Runners that are hit with the ball from a throw by a fielder, are out regardless if the ball bounces or not.
  - i. In the event of a headshot, time is called, the runner is awarded the base and all runners stop at the base they last touched.
- f. If a runner is tagged with the ball, the runner is out.
- g. Pinch running is allowed, it must be the last player that got out.
- h. Ghost runners are allowed when necessary.
- i. Ghost runners advance the same amount of bases as the batter.
- j. If a runner is clearly and definitively headed home, the fielders can throw the ball at the strike zone. If the ball hits the strike zone before the runner reaches home plate, the runner is out.

#### **4. Fielding**

- a. The maximum number of fielders allowed is 4 (pitcher, catcher, two outfielders).
- b. There is an infield fly rule.
- c. Any ball caught in the air is an out.
- d. If a fielder has possession of the ball and is touching a base where a force out exists, the runner is out.

#### **5. Pitching**

- a. The pitcher needs to be touching the pitching rubber with their foot during their motion.
- b. The ball cannot be bounced to the plate.

#### **6. Game Length**

- a. The game is 3 innings or 25-minutes long, whichever comes first.
- b. If time runs out during an in progress inning, that inning is finished.

- c. If the game is tied after 3 innings or 25-minutes during the regular season, the game is ruled a tie.
- d. If the game is tied after 3 innings or 25-minutes during the playoffs, extra innings will be played until there is a winner after an inning.

**7. Miscellaneous**

- a. Players will respect all other players and officials. Extensive unsportsmanlike behavior will result in ejection from the game and an automatic one week suspension.
- b. Games are self-refed. Field House staff member is there to maintain order and settle disputes.