

Wiffle Ball Rules

Team Composition

- 4 v 4. Max roster of 6.
- Defensively, four players will participate: a pitcher and 3 fielders. The 3 fielders can play any position on the field.
- Batting order is the team's decision, but every player participating in the game and on your team must be in the batting order. All 6 players will bat.
- Player substitution can occur at any point throughout the game. However, players must sub between innings and must remain in the game for the duration of that inning.

Playing Field

- Bases are 40 ft. apart
- Pitching rubber to strike zone of 37 ft.
- Strikes determined by strike zone
- Fence depth- to foul poles 90 ft. Center field 102 ft.

Equipment

- Official Wiffle brand ball and bat.
- Athletic shoes or cleats (no metal cleats).
- Gloves are not permitted in the field. Balls must be caught using your hands. Hats are not permitted to catch a fly ball.

General Rules

1. Games shall be 30 minutes. In case of a tie extra innings will be played until a team scores more runs than the other. An automatic runner will be placed on second base in any extra innings, with one out.
2. Home team pitches first, visiting team hits first.
3. Each team will bat its entire team (max of 6). The inning is over after 3 outs are made.
4. Teams will pitch to the opposing team's batters. All pitches must be overhand, and the pitcher must be in contact with the painted rubber.
5. Four balls is a walk. Three strikes is an out. Unlimited fouls.
6. There are no restrictions on types of pitches.
7. Any pitch that hits the strike zone without hitting the ground is a strike.
8. A pitch that does not hit the strike zone is a ball.
9. If a batter is hit by a pitch, it is a ball.
10. There are no balks.
11. A pitcher must face 3 complete batters before leaving the mound.
12. An out for the batter can be made in the following ways:
 - Foul tip that hits the strike zone is an out.
 - Ground balls fielded to a base for a force-out.
 - Standard baseball/softball rules apply: force outs and tags are allowed. Players are allowed to throw balls at base runners to gain an out.
 - On a play at home, the fielder may hit the runner or the strike zone to make an out.
13. A batted ball that hits the batter, while still in the batting area, will be called a foul ball.
14. A batter that blocks a ball from hitting the strike zone will have one strike counted against them.

15. A batted ball that strikes an advancing runner in fair territory is considered dead and the struck runner is out. The batter will receive first base, and other runners may only advance if forced.
16. Bunting is not allowed---only full swings are permitted. A full swing is defined as one continuous motion, from the back swing to the follow through.
17. Pinch running is allowed if runner comes back up to bat.
 - If runner comes up to bat and no teammates can pinch run, offense loses that base runner and allow runner to go up to bat.
18. Offense may not dive to a base. If this occurs, the runner is automatically out.
19. Stealing is not permitted and base runners may not lead off and can only leave the base once the ball is put into play.
20. A ball shall be declared a home run if the ball is hit, in fair territory, above the designated outfield line.

Officiating and Scorekeeping

- Any questions of team eligibility must be settled before games begin.
- Players will umpire their own games. Both teams will do their best to keep the integrity of the game by making honest calls.
 - Fair/Foul call (defense)
 - Base running calls (defense)
 - Check swings (defense)
 - Batter's interference (pitcher)