

OFFICIAL WIFFLE BALL RULES

2017 Edition



FOREWORD

This code of rules governs the playing of wiffle ball games by teams of The Wiffle League.

Wiffle Leadership Council:

Russ Anderson

Brian Boysen

Justin Falardeau, Commissioner

Chris Lazzerini

Mike Saetre

Note: Rule changes for 2017 are underlined in this edition of the Official Wiffle Ball Rules.

The regular season shall consist of nine games per team. All teams play each other in a three game series.

In a two-team tiebreaker, final regular season standings are determined by head-to-head winning percentage.

In a three-team tiebreaker, final regular season standings are determined by head-to-head (1) winning percentage, (2) run differential, (3) most runs scored, (4) fewest runs allowed. If two teams remain tied at any step, the two-team tiebreaker rules shall apply.

The postseason shall consist of: a Semifinal Series featuring the regular season first place team (two wins to advance) and the regular season fourth place team (three wins to advance); a best-of-three Semifinal Series featuring the regular season second place team and the regular season third place team; and a best-of-three Wiffle Series featuring the Semifinal Series winners.

1.00–THE PLAYING FIELD

1.01 The Infield

- (a) Home Plate to Second Base - The distance between the rear point of home plate and the center point of second base shall be 56 feet, 6 inches.
- (b) Home Plate to Pitcher's Plate - The distance between the rear point of home plate and the front center point of the pitcher's plate shall be 40 feet.
- (c) Home Plate to First Base - The distance between the rear point of home plate and the rear right corner of first base shall be 40 feet.
- (d) Home Plate to Third Base - The distance between the rear point of home plate and the rear left corner of third base shall be 40 feet.
- (e) Home Plate to Foul Arc - The distance between the rear point of home plate and the foul arc shall be 5 feet.
- (f) Home Plate to Infield Arc - The distance between the rear point of home plate and the infielder arc shall be 20 feet.
- (g) Home Plate to Strike Zone - The distance between the rear point of home plate and the front center point of the strike zone shall be 3 feet. The strike zone shall be 22 inches wide by 30 inches long, and 6 inches from the ground.
- (h) Pitcher's Plate to Pitcher's Circle - The distance between the front center point of the pitcher's plate and the pitcher's circle shall be 5 feet.

1.02 The Outfield

- (a) Home Plate to Straight Away Center Field - The distance between the rear point of home plate and straight away center field shall be 120 feet.
- (b) Home Plate to Right Field Foul Pole - The distance between the rear point of home plate and the right field foul pole shall be 100 feet.
- (c) Home Plate to Left Field Foul Pole - The distance between the rear point of home plate and the left field foul pole shall be 100 feet.

1.03 Out-of-Play

- (a) Home Plate to the Intersection of the Right and Left Field Out-of-Play Lines - The distance between the rear point of home plate and the intersection of the right and left field out-of-play lines shall be 28 feet, 3 inches.
- (b) Right Field Foul Line to Right Field Out-of-Play Line - The distance between the right field foul line and right field out-of-play line shall be 20 feet.
- (c) Left Field Foul Line to Left Field Out-of-Play Line - The distance between the left field foul line and left field out-of-play line shall be 20 feet.

2.00–EQUIPMENT

2.01 All balls shall be regulation white Wiffle[®] balls.

2.02 All bats shall be regulation yellow Wiffle[®] bats.

2.03 Two regulation yellow Wiffle[®] bats with grip tape, and two regulation yellow Wiffle[®] bats without grip tape shall be provided. If a batter uses a bat other than those provided, he shall be ejected from the game.

2.04 No batting gloves. If a batter uses batting gloves, he shall be called out.

3.00–GAME PRELIMINARIES

3.01 A regulation game consists of four innings (three outs per half inning), unless extended because of a tie score.

3.02 No “mercy rule” shall be in effect.

3.03 If a player is ejected from the game or unable to play due to injury, his team shall play without him, and each time he is due at bat, he shall be called out.

3.04 Teams shall umpire their own games during the regular season.

3.05 Captains shall settle all disputes during the regular season.

3.06 The Commissioner shall appoint one or more umpires to officiate during each postseason series.

3.07 Each team shall receive one replay challenge to start each postseason series. If the umpire overturns any call challenged by a team, the team retains its one replay challenge. If the umpire does not overturn any of the calls challenged by a team, the team shall lose its replay challenge. Once a team has exhausted its available replay challenge(s), it shall no longer have the ability to challenge any additional play or call in the series.

4.00–THE BATTER

- 4.01** A batter is awarded a base on balls after six balls.
- 4.02** A batter is charged with a strikeout after three strikes.
- 4.03** If a batted ball makes contact with the strike zone after two strikes, the batter shall be called out.
- 4.04** If a batter bunts foul on a third strike, he shall be called out.
- 4.05** If a pitched ball makes contact with a batter, it is a ball.
- 4.06** If a batter's body intentionally makes contact with a pitched ball, it is a strike.
- 4.07** If a batted ball does not exit the foul arc, it is a foul ball.
- 4.08** If a batted ball does not exit the infield arc, and a fielder possesses the ball in the infield arc before the batter-runner has reached first base, the batter-runner shall be called out.
- 4.09** If a fielder possesses the ball while making contact with the pitcher's circle before the batter-runner has reached first base, the batter-runner shall be called out.
- 4.10** If a batted ball makes contact on a fly with a fielder, a fair or foul ball shall be ruled according to the relative position of the ball and the foul line, and not as to where the ball lands or whether the fielder is in fair or foul territory at the time he makes contact with the ball.
- 4.11** If a batted ball strikes a tree, bush, or any foreign object in foul territory, it is a foul ball and the ball is dead.

4.12 A fielder may catch a batted ball out-of-play to record an out.

4.13 If a fielder catches the ball while making contact with the ground in home run territory, it is a home run.

4.14 A batter shall bat from one side of the plate during a plate appearance.

4.15 A batter shall hit the ball with two hands on the bat. If a batter swings at a pitch with one hand on the bat, a strike shall be called.

4.16 If a batter does not bat in his proper turn, and another batter completes a time at bat in his place, he shall be called out, on appeal.

5.00–THE RUNNER

- 5.01** No leading off. If a runner leads off, he shall be called out.
- 5.02** No stealing. If a runner attempts to steal, he shall be called out.
- 5.03** No "infield fly rule" shall be in effect.
- 5.04** If a batted ball is put in play, all runners may attempt to advance at least one base at their own risk.
- 5.05** If a runner is struck with a thrown or fair batted ball while not making contact with a base, he shall be called out, and the ball is dead.
- 5.06** If a runner is struck with a thrown or fair batted ball while making contact with a base, the ball is alive.
- 5.07** If a runner interferes with a fielder's opportunity to field the ball, the runner shall be called out, and the ball is dead.
- 5.08** If a fielder impedes the progress of a runner while not in the act of fielding the ball, the runner shall advance to the base he was running toward, plus one additional base.
- 5.09** If a force play exists, and a fielder possesses the ball while making contact with the pitcher's circle before the batter-runner has reached first base, the batter-runner shall be called out, and all other runners may attempt to advance at their own risk.
- 5.10** If a fielder possesses the ball while making contact with the pitcher's circle, and the runner is less than 20 feet to the next base, the runner may attempt to advance to the base he is running

toward at his own risk, however, if the fielder maintains possession of the ball while making contact with the pitcher's circle, the runner shall return to base he was running from at the time the ball is dead. If the runner returns to a legally occupied base, the trail runner shall return to the base he was running from. If a runner is running from the base he occupied at the time of the pitch, Rule 5.04 shall apply.

5.11 If a fielder possesses the ball while making contact with the pitcher's circle, and the runner is more than 20 feet to the next base, the runner may attempt to advance to the base he is running toward at his own risk.

5.12 If a fielder possesses the ball while making contact with the pitcher's circle, and two or more runners are making contact with the same base, the trail runners are out, and the ball is dead.

5.13 If a fielder attempts to peg a runner, and the ball is overthrown out-of-play, the runner shall advance to the base he was running toward, plus one additional base.

5.14 If a fielder attempts to peg a runner, and the ball is overthrown yet remains in play, all runners may attempt to advance at their own risk.

5.15 If a thrown ball makes contact with the strike zone, and a runner is more than 20 feet to home plate, he shall be called out, and the ball is dead.

5.16 If a batted ball rolls under the home run fence, it is a double, and all other runners shall advance two bases.

5.17 If a runner is due at bat or unable to run due to injury, the last batted out shall run in his place.

6.00–THE PITCHER

6.01 If a pitched ball is not swung at by a batter, and does not make contact with the strike zone, it is a ball.

6.02 If a pitched ball makes contact with the strike zone, is swung at and missed by a batter, or is fouled by a batter, it is a strike.

6.03 If a pitcher is replaced, he shall not pitch for the remainder of the game.

6.04 A starting pitcher shall complete at least two innings to qualify for a pitching win.

6.05 A pitcher shall appear in no more than eight innings during a series.