

Adult Wiffleball Bylaws

Teams

Teams may have as many players on their roster as seen fit by the team manager. 4 are allowed to be in the field (ie: 2 infielders, 2 outfielders). Pitch to your own team. Bat as many as you would like.

- Substitutions for fielders and batters can only be made in-between innings unless an injury occurs.
- Batting out of order is ruled as an out.

The Game

- Five innings equals a complete game.
- Ten-run “mercy rule” applies after three complete innings.
- Three outs allowed per inning for each team.
- If game is tied after 5 inning extra innings will be played time permitting.
- 7 run max per inning

Game Situations

- Any fly ball caught in the air is an out. There is no infield fly rule.
- A foul ball cannot spin back into fair territory.
- A ground ball fielded before stopping or crossing the singles line is an out. Bobbling a grounder is OK as long as it doesn't hit the ground.
- A ground ball that comes to a complete stop before being fielded is a hit.
- If a ground ball is dropped by a fielder in front of the singles line, it will be ruled a single.
- Fielders can try for a double play if there are no outs and a runner on first. To do this, a fielder must pick up an infield grounder cleanly (no bobbles and before the singles line) and then complete a throw that hits the strike zone. This must be done in a continuous motion. A delay in the throw will result in a ground out. A ball that misses the strike zone on a double play will be considered a dead ball and runners may not advance.
- A ball that passes the doubles line in the air is a double, as long as it is not caught.
- A ball that hits any part of the outfield fence is a triple.
- A ball that hits the wall farthest from home plate is a homerun.

Base Runners

There is no actual base running in this league. We will be using ghost runners.

- Base runners need to be forced; for example; a single with a runner on third does not score a run, a double with a runner on second advances the runner to third. A walk only moves runners by being forced to the next base.
- Tag Play: if there are no outs and there is a runner on third base, the batting team can call “tag” on an outfield fly ball. The outfielder can get the runner at home by catching the fly ball and, in one motion, throwing to the backstop. If the ball hits any part of the backstop (in the air or on the ground), the

runner is out at home; no other base runners may advance. If the outfielder bobbles the ball at all, there is no chance at an out at home.

The Batter

- There is no hit batsman rule.
- If a player leaves the game (after lineups are set) without a replacement, for whatever reason, it will be considered an out every time it is that person's turn to bat.
- Bunting or chopping the ball is illegal and will result in an out.
- Each batter gets 3 swings to put the ball in play, if the player fails to do so after 3 swings this will result in an out.
- If a ball hits the rafters or the ceiling of the gym this will result in a dead ball, if this happens more than twice in an at bat this will result in a "swing"

The Pitcher

- Pitch to your own team.
- The pitcher must have at least one foot touching the rubber at all times. If a ball is pitched in violation of this rule or if interfering with the hit ball this will be considered an out.
- If hit with a live ball the batter will be awarded no more than a single.

General Rules

- Reporting the official score will be the responsibility of the winning team's captain.
- Teams must play all scheduled games. Failure to do so will result in forfeit.
- All teams and players will adhere to all rules of the league. Any violations may result in ejection from the game and/or league.
- Rules not stated herein will follow the rules of Major League Baseball.
- Games will be played rain or shine.
- No alcoholic beverages will be permitted at the league.
- Team listed first on the schedule is the away team.
- Away team bats first

East Gym divider

- Any ball hit in the air off the center court divider will be playable.
- If ball is caught this will result in an out.
- If the ball hits the divider and lands wherever it **hit** the divider is where the ball will be spotted. (single, double, triple, Homerun)

Field Specifications – distance from home plate:

- Singles line: First line marked
- Doubles line: Second line marked
- Triple line: Third line marked to the wall.
- Homerun: If the ball hits the wall in the air.

In order for the player to be awarded a double or a triple, the ball must land past the lines on a fly.

