

# 2015 Wiffleball Bash Rules

## Equipment

- 1) Equipment will be provided by the Recreation District
- 2) Official Wiffleball products (bats and balls) will be used.
- 3) Baseball gloves/mitts are not permitted. Hats may not be used to catch or field a ball.

## Field

- 1) Pitching rubber - 42' and there is a 10' circle around the pitching rubber
- 2) Bases are 44'
- 3) Strike zone target is 3' behind the back point of home plate

## General Game Rules

- 1) There is no umpire; you make your own calls.
- 2) Three outs to retire a side, per inning. Three innings per game. In case of a tie we will have a hit off with 5 pitches from your team and the furthest fair ball wins. There is a 45-minute time limit per game.
- 3) The minimum # of players to start a game is 4 and the maximum is 6. Teams may have 6 players on their roster and all six will bat, but only 4 will play in the field. You may substitute in the field at any time.
- 4) Batting order will not change during the game. Batting out of order will result in an out.
- 5) An out for the batter can be made in four ways:
  1. The batter can strike out only if he/she swings at a pitched ball and does not foul tip the third strike. Foul tips count as a strike for the first two strikes only. On the sixth foul tip the batter is out. A foul tip caught in back of the batters box does not count as an out.
  2. Fly balls caught in fair or foul territory
  3. A fielder catches the ball while it is in the air.
  4. A fielder stops the ball before the 42' foot line.
- 6) If the game is tied at the end of 3 innings there will be a hit off to determine the winner. Each team will pitch to their own batter and the team with the furthest batted fair ball will be declared the winner. Only five pitches will be thrown and the first fair ball determines the distance in the hit off.

## Pitcher

- 1) Pitcher will get 8 warm-up pitches before the start of the game.
- 2) Pitcher must start their wind-up from the pitching rubber. Pitcher must have at least 1 foot touching the rubber when he/she releases the ball. If this rule is violated, it will be ruled "no pitch." Repeated violations may result in the pitcher being removed from the pitcher's position for the remainder of the game.
- 3) Pitcher must pitch to at least one batter before they can be substituted out.
- 4) The speed of the pitch is unlimited.

## Fielders

- 1) There are 3 fielders which will join the pitcher, but no catcher.
- 2) Only one may be in the infield and the other two must be in the outfield (past the infield baselines)

## Batter

- 1) Fair and foul calls will be the responsibility of the batter. Balls and strikes are simple calls. If the ball hits the target on the fly — strike. If it misses — ball. If it bounces into the strike zone after hitting any solid object other than the bat — ball. If a player swings and misses at ANY pitch — strike. If it hits the

batter — ball (no base awarded), unless it is ruled by the pitcher that the batter was blocking the strike zone.

2) If batter catches the pitch, it's a strike.

3) The batter must keep both hands on the bat prior to contacting the ball. One-handed swings which hit the ball into fair or foul territory will result in the batter being called out.

4) The ball must go into the grass between the mound and home plate, or it is a foul ball. On the sixth foul ball the batter is out.

5) In order to get a hit the ball must travel past the 42' line for a single, 57' line for a double, 72' for a triple, and 87' line for a home run. Runners already on base would advance accordingly.

6) In order to hit a home run you must get past the 87' line on the fly. For all other hits it is where the ball is picked up or comes to rest.

### **Runners**

Runners will be used for the sake of keeping track of runs during the game. The distance a runner advances is determined by the zone the ball stops in.