

Rally Cap Sports Co. Standard (Without Baserunners) Wiffle Ball Game Rules

A) EQUIPMENT

1. Only white baseball size Wiffle® balls (eight slots on one side) will be used for play. The only modification to the surface of the ball will be that resulting from normal play. If a ball is torn more than 1/4 inch, it will be ruled illegal for play and will be removed from the game.
2. Bats will be provided by Rally Cap Sports Co Staff. Bats with any type of “sweet spot” will not be allowed. Tape and other grips will be allowed on the handle of the bats up to 10 inches from the bottom. League officials have the right to inspect any bats being used and only they can declare if a bat is legal/illegal for play.
3. Baseball gloves are not permitted.

B) TEAMS, SUBSTITUTIONS, AND LINEUPS

1. Teams will consist of 4-6 players. Up to six players may bat but only four play the field (i.e. one pitcher, three fielders).
2. Players not listed on the team’s roster may not play.
3. There must be a new pitcher every inning. Everyone must pitch before a player who has already pitched re-enters to pitch.
4. Lineups must be exchanged between captains 5 minutes prior to the start of the game.
5. Teams may start a game with 3 players.
6. Teams may add batters to the order at the beginning of their offensive half of the inning. However, the batting order may not be altered, and new batters will be added to the bottom of the lineup.
7. Substitutions for fielders may only be made in between innings, unless the defensive team only has 3 players or an injury occurs.

1. a) If the player entering the field of play is not currently in the batting order, they will assume the batting position of the injured player.
2. b) If the player entering the field of play is currently in the batting order the team may:

(i) add a rostered player who is not in the batting order to the injured player’s batting position at the beginning of their next offensive half of the inning, or

(ii) if no rostered player remains you may skip the injured players spot in the batting order at no penalty but that player may not return for a full inning. 7) Batting out of order is ruled as an out.

C) THE GAME

1. Games will end after five innings or 45 minutes from start time, whichever comes first.
2. A minimum of 3 innings must be completed in order for a game to be considered complete.
3. A 15 run “mercy rule” applies after three complete innings, and 12 runs after 4 innings.
4. In extra innings, both teams will start with a runner on second. This format takes place immediately after the end of the fifth inning.

D) PITCHING

1. The target strike zone will be 32 inches high by 22 inches wide and will stand 18 inches off the ground. The zone marker will be made of a PVC frame with a metal strike plate attached to the frame.

2. In order to be called a strike a pitch must hit the metal strike plate. Pitches that hit the PVC frame are a ball.
3. The pitcher must have at least one foot touching the rubber when he releases the ball. If a ball is pitched in violation of this rule, the pitch will be ruled a ball.
4. Five balls equal a walk and three strikes count as an out. A foul tip that hits the strike zone on the third strike is an out.
5. A different pitcher must pitch each inning. Once a pitcher has pitched an inning they may not pitch again unless the team goes into extra innings.
6. Pitchers must face one complete batter before being replaced. Pitchers may be relieved by either a fielder or a player on the bench.
7. The pitcher that records two outs will be considered to have pitched the inning. If 3 different pitchers record one out each, the final pitcher will be considered to have pitched the inning.

E) FIELDING

1. A batted ball that stops before crossing the 'foul line/arch' is a foul ball.
2. There is no catcher. In order to get a runner out at home you must throw the ball to inside the target marked on the backstop or the strike zone. Once the ball has hit the backstop all other runner must stop. If they have not gotten halfway to the next base the must return to the previous base.
3. 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.
4. If a ground ball is dropped by a fielder in front of the singles line, it will be ruled a single.
5. Fielders may try for a double play if there are less than 2 outs and a runner on first.
 1. a) 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.
 2. b) A double play must be completed in a continuous motion. A delay in the throw will result in a single out.
 3. c) If the ball is thrown out of play when attempting a double play, any runners on base advance 1 base.
6. A fielded ground ball always results in the lead runner being out.
7. Any fly ball caught in the air is an out. There is no infield fly rule.
8. Fielders may attempt to throw out a tagging runner from third with less than 2 outs.
 1. a) To do this, a fielder must catch the ball cleanly (no bobbles) and then complete a throw that hits the marked area at the back stop or the strike zone.
 2. b) A throw out must be completed in a continuous motion. A delay in the throw will result in a single out.
 3. c) If the ball is thrown out of play when attempting a double play, any runners advance 1 base.

F) BATTING, RUNNING, AND SCORING

1. The batter may switch sides at any time in the count. The batter must notify the pitcher before doing so, otherwise the pitch will be called a strike.
2. Any batter interference with the pitch will be called a strike.
3. There is no hit batsman rule. The pitch will be called a ball.
4. There is no limit to the number of foul balls a batter may hit.

G) BATTING, RUNNING, AND SCORING

1. The batter may switch sides at any time in the count. The batter must notify the pitcher before doing so, otherwise the pitch will be called a strike.
2. Any batter interference with the pitch will be called a strike.
3. There is no hit batsman rule. The pitch will be called a ball.
4. There is no limit to the number of foul balls a batter may hit.
5. Ground Balls:
 1. a) A hit ground ball that reaches the single line is a single.
 2. b) A ground ball that comes to a complete stop before being fielded is a hit.
6. Fly Balls and Line Drives:
 1. a) A ball must land past a designated line in the air for a batter to achieve that base.
 2. b) A ball that hits any part of the outfield fence in the air is a triple.
 3. c) A ball that travels over the outfield fence is a home run.
7. Base Runners:
 1. a) There is no actual base running in this league. We will be using ghost runners.
 2. b) Base runners do not need to be forced on hits
 - (i) a single moves a runner 1 base.
 - (ii) a double moves a runner two bases.
 - c) A walk only moves a runner by being forced to the next base
 - d) Runners are allowed to tag from third base only on a play with less than 2 outs where the ball is caught beyond the Double Line.