



ADULT WIFFLE BALL LEAGUE RULES



PLAYING FIELD

- Bases are 45' apart
- Pitching rubber to strike zone is 40' away
- Right/left fields will be approximately 100' from home plate.
- Homerun line in the outfield on Field 1 is the second line on the divider for left and right field. On field 2, the homerun line is above the paint on the wall for left field and the second line on divider for right field. Players judge ball as a homerun using their best judgement.
- An imaginary line extends from current lines on the turf for foul lines. Players judge ball fair or foul using their best judgement.

EQUIPMENT

- Official wiffle balls will be used and provided by Park District.
- No modifications to the ball will be allowed.
- Official wiffle ball bats will be used and provided by Park District.
 - Players may have their own but must be an official wiffle ball bat.
 - If hole on the bottom, it must be kept open.
 - Tape is allowed only on the handle.
- Closed toed footwear must be worn, molded cleats are allowed on the turf. Metal cleats are NOT allowed on the turf.
- Gloves in the field are not allowed. Hats are not allowed to catch a ball.
- You may use batting gloves when batting.

UNIFORMS

- Uniforms are not provided or mandatory. Same colored team shirts are encouraged but not required.

TEAMS

- Teams may have up to 8 people on their roster. A team may comprise of men and/or women.
 - Players must sign the roster prior to playing.
- Teams can play a minimum of 2 and maximum of 6 in the field: a pitcher, a catcher and 4 fielders.
- Free and unlimited substituting during the game is allowed.
- Batting lineup must consist of everyone on your team who is present, and cannot be altered.
 - If a player shows up late, they can be placed at the bottom of the batting order as long as you have not gone through it once.

GAMEPLAY

- Game will be 7 innings or 55 minutes, whichever comes first.
 - At 55 minutes, game will stop immediately, no matter where it is at in the game.
 - Score will be drop-dead score at 55 minutes.
 - Delay of game or stalling game will result in the following:

- Ball Coordinator will give warning to the stalling team.
 - After stall warning, Ball Coordinator will issue the following depending on offense or defense:
 - Offense: loss of out or defense: loss of run depending on the situation.
- Home team will be determined by paper, rock, scissors (best of 3) each game.
- Outs: 3 outs per team per inning.
- Count: 4 balls is a walk, 3 strikes is an out, unlimited fouls.
- Strike Zone: A strike zone will be used that is approximately 31" high and 24" wide. The bottom of the strike zone will be approximately at the knees.
 - Any pitch that hits the strike zone without hitting the ground is a strike.
 - Any pitch that does not hit the strike zone is a ball.
 - Any pitch that hits the batter is a ball.
 - There are no balks.
 - Pitchers foot must be on the rubber when pitch is released.
- Base running: batters must run the bases to be safe after contact.
 - To get lead runners out, fielder must throw the ball to teammate at the advancing base.
 - Runners can get hit by the wiffle ball to be called out. If it hits the ground and then hits the runner, they are out.
 - No leading off, no stealing.
 - No ghost men. If a player is on base when due to be up again, a different player may pinch run. If there are no players available on the bench to pinch run, offense loses that base runner to allow runner to go up to bat.
- Tagging up is legal.
- Infield fly rule: In the event of an infield pop-up and base runners on, a ball that hits the ground either on purpose or on accident can only result in 1 out.
- Bunting: No bunting is allowed.
- Ball in play: Any ball hit in "fair play" is in play.
- Ball caught in the air is an out.
- If ball hits an obstruction in the ceiling and ball comes down and is caught in the air, it is an out.
- If ball gets stuck in the ceiling or something hanging from ceiling, runner will be allowed one base.
- Mercy Rule: 15 after 3, 12 after 4 and 10 after 5.

BATTERS

- Switch-hitting: Batter may switch sides at any time in the count, but must notify the pitcher, and cannot do it during the delivery. Doing so, will result in a strike.
- Batter's interference: A legally positioned batter does not have to move out of the path of the pitch, but if batter leans into the pitch to interfere with a strike, then strike will be called anyway.
- Hit by pitch: A legal hit by pitch is a ball.
- Batter's hands: Hands are part of the bat, if swinging bat and ball hits hand, ball is either foul if foul, or in play in fair.
- Foul balls: Offensive team should not touch foul ball unless completely stopped.
- Batting gloves: May be worn during batting only not on defense.
- Batter may ask pitcher to slow down pitches if they feel pitches are not at "slow-medium" speed.

PITCHERS

- This is a "pitch to hit," (slow-medium speed) league. If the batter feels the pitcher is throwing too hard, he or she may ask for them to slow it down.

- A pitcher may not wear white long sleeves under jersey.
- A pitcher does not have to start his wind-up from the pitching rubber, but must have at least one foot touching it when he releases the ball (violation is a ball).
- No balks.
- Warm ups: A pitcher will get 10 warm-up pitches before the 1st inning, and the 7 between innings or upon relief.
- A mid-count relief pitcher takes over count and base runners as is.

OFFICIATING AND SCORE KEEPING

- Referee: The 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 calls (batter/defense)
 - Base running calls (defense)
 - Check swings (batter)
 - Batter's interference (pitcher)
- Scorekeeping: Players will announce score after each run scored and agree on score after each half inning.
- Final score will be home team's responsibility to report the final score to the ball coordinator onsite.

PINCH RUNNING

- 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 to allow runner to go up to bat.

FORFEIT

- 3 forfeits in 1 season are grounds for removal from the league.

*****Please note: Recreation Specialist or Ball Coordinator may alter or change rules during the season at any time.**