



## WIFFLE BALL RULES AND REGULATIONS 2022

### RULES \*Adapted from World Wiffle Ball Championship Rules

All Salina Parks and Recreation Wiffle Ball events will utilize the same rules used in Major League Baseball and the World Wiffle Ball Championship with the following emphasis and exceptions:

- 1. Sportsmanship:** Teams, players, or any spectators engaging in any behavior that staff deems to be “unsportsmanlike conduct” will be removed from the facility immediately. Because of the confined nature of the game and unique umpiring setup (see Rule 2), spectators and players watching games must refrain from commenting on calls. Failure to comply will result in the noncomplying spectator or team’s removal from the facility. Captains are responsible for monitoring fan behavior. If that monitoring becomes difficult, the captain shall seek the assistance of staff.
- 2. Umpiring:** Teams will umpire their own games. Captains will settle all disputes over calls. The home team will be decided by a coin toss or rock paper scissors unless designated by the schedule.
- 3. Equipment:** All bats used in league play must be regulation, yellow Wiffle® bats. They may not be altered in any way; however they may have one layer of plastic or thin cloth tape on the handle. Balls must be baseball size Wiffle® brand. No metal cleats will be allowed.
- 4. Rosters:** Teams may have up to six players on their roster. No team may have fewer than four players in the game at any time. (See Rule 5.) No roster changes will be allowed under any circumstances, after the game begins.
- 5. Players in a Game/Optional Designated Hitters:** Teams unable to field four (4) rostered players, at the beginning, or any time during a game will forfeit that game. At the beginning of a game, teams may choose to include four to six players in their batting lineup. Four and only four players may play in the field at any time. When utilizing more than four players, if a player is unable to continue playing or is removed from the game for any reason during a game, that player may not re-enter the game (see Rule 7). That player’s at-bat in the order will become an automatic out for the remainder of the game.
- 6. Positions & Switches:** Outfielders may play anywhere in fair territory. A catcher must be utilized behind the plate. Players may switch defensive positions at any time in between pitches, including pitchers and catchers. Designated hitters will not play the field, however they may switch their DH position with any defensive player at any time. Regardless of position switches, batting orders will stay the same for the duration of the game.
- 7. Substitutions:** Substitutions may be made. However, once a player leaves a game, that player may not return to the same game.

- 8. Innings and Slow Play:** All games will be six innings (also see Rule 18) or limited to 55 minutes, whichever comes first. Teams suspected of stalling (purposely failing to throw or swing at hittable pitches) will be cited by staff for “unsportsmanlike conduct” under Rule 1 and removed from the facility.
- 9. Pitching:** All pitches must be slow and have an arc on them. (An arc is defined as: the ball, after release, reaching a point higher than the point of the pitcher’s release.) No sidearm pitching will be allowed. The batter will be the sole judge of all pitches and their proper speed and may demand legal and/or slower pitches. A pitcher who deliberately refuses to throw legal, hittable pitches after a reasonable period of time may be cited for “stalling” by staff, which will be treated as a sportsmanship violation. (See enforcement under Rule 1.) Balks are legal. The pitcher must have one foot on, and one foot in front of the rubber when the ball is released. No backpedaling will be allowed until the ball is released.
- 10. At Bats:** There are no called balls or strikes. There are no hit-by-pitches. There are no unintentional walks (see Rule 11). Batters may strike out swinging (including fouls before the third strike). Batters may choose not to swing at any pitch (See Rule 8). One-handed batting will not be allowed for non-ADA players. Batters must have both feet in the batter’s box through the conclusion of each pitch.
- 11. Intentional Walks:** Each team may intentionally walk one batter per game (including any extra innings). The batter will go to first on the command of the pitcher. Intentional walks will be declared before the at-bat begins.
- 12. Infield Fly Rule:** There is no infield fly rule.
- 13. Dropped Third Strike:** There is no dropped third strike. Batters who strike out cannot reach base.
- 14. Stealing and Leading Off:** Baserunners may not lead off or steal bases. Runners leaving their base before the batter makes contact with the ball will be ruled out.
- 15. Pegging:** Fielders may throw the ball at runners. Runners struck with the ball below the neck will be ruled out. Runners hit below the neck with a thrown ball which first hits any player, a base, or the ground, or anything else will be ruled out. The ball remains live if a runner is hit with a ball while on the base. Runners who are hit at the neck or above will automatically be granted the base they are running to.
- 16. Runner/Ball Contact:** Base runners in contact with a base that are hit with a batted or thrown ball will be ruled safe. Base runners between bases hit with a batted or thrown ball will be ruled out.
- 17. Home Runs:** All batted balls landing over the designated home run fence will be home runs. If a defensive player catches a fly ball but lands outside the field of play (i.e. over the fence), that is a home run. The batter and all base runners must touch all bases — in proper order — after a home run.
- 18. Extra Innings:** Each team will begin its half of all extra innings with two outs. The batter who made the last out in the previous inning will go to second base and the next batter will bat first. 5 or 6-Batter Teams: In the event that a 5 or 6-batter team is down a player (see Rule 5) and subject to an automatic out, that missing batter’s at-bat will be an out, immediately ending that team’s half extra inning. Likewise, a removed player scheduled to take second at the beginning of a team’s half extra inning, will force that team to begin the inning with no base runners and two outs.
- 19. Mercy Rule:** If after the third inning, or at the end of any subsequent inning, a team leads by 15 runs or more, the game will be over.
- 20. Salina Parks and Recreation Staff Discretion:** The staff may resolve any and all conflicts regarding the interpretation of the above rules – or any loopholes therein – at their discretion. Staff will not rule on judgment calls.