

Wiffleball Rules 2017

GAMEPLAY

Gameplay will be 7 on 7 (including the pitcher) with any fielding set up the team desires. Each roster must have two females in the batting order and field at all times. Teams may bat up to 8 players in their order. At least one female needs to be in the first four spots of the batting order.

GAME LENGTH

Game time is forfeit time. Each game has a 50-minute or 7-inning limit. Any inning that is started before the 50-minute time limit will be completed. No inning will begin after 50 minutes. Regular season games can end in a tie. Extra innings will be played only if they start before the 50-minute time limit.

There are no run limits (per inning) and no mercy rules.

PITCHING

In the act of delivering the ball to the batter, the pivot foot must remain in contact with the pitcher's rubber until the ball leaves the pitcher's hand. A legal delivery shall be a ball that is delivered **underhand** and has an arc of 6ft to 12ft.

A called strike will be determined by hitting a target located behind home plate. The ball may not contact the ground prior to being hit. The pitcher has 10 seconds between pitches. If he/she exceeds this time, an automatic ball will be called.

BATTING

The batter must keep two hands on the bat prior to and when contacting the ball. One-handed swings that hit the ball into fair or foul territory will result in the batter being called out.

Batted balls must clear 20 feet in front of home plate to be considered a fair ball. Batted balls that roll dead inside this arc OR are fielded by the defense within this area will be considered foul balls.

Batters start with a 1-1 count. A batter may walk on four (4) balls or strike out on swinging or called 3rd strikes. There is one grace foul ball before the batter fouls out.

RUNNING

Runners cannot lead off or steal bases. Baserunners may leave the base when the pitch is contacted by the batter. Runners who leave base prior to the ball being contacted by the batter are out.

If the runner makes contact with a base and the base slides away from its original position on the field, the runner is safe (if it occurred before the tag or putout) and is not liable to be put out while base is

dislodged. If the runner attempts to advance to another base, he/she is liable to be put out and must return to the actual dislodged base, not where the base should be.

Baserunners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball (fielding, throwing, and catching). If the baserunner does not avoid the collision, play will be ruled dead, the baserunner is called out, the batter is awarded first (unless involved in the collision), and all runners return to their original base unless forced to the next base.

FIELDING

Each team must provide a pitcher. There are no other defensive restrictions. The offensive team is responsible for retrieving pitched balls that are not hit to return to the pitcher for the next pitch. The offensive team has 10 seconds to return the ball to the pitcher or an automatic strike will be called.

The batter is out in situations similar to softball (forceouts, flyouts, tagouts, etc). Runners may NOT be hit by a thrown ball -- "pegged" -- to be put out. There is no infield fly rule.

Overthrows that land out of play result in the following awards: On an initial overthrow by an infielder, the award is 2 bases from the time of the throw; i.e., batter gets second base, any baserunners are awarded 2 bases from where they were at the time of the throw. On an overthrow by the outfielder, the award is 2 bases from the time the fielder releases the ball, not when it goes out of play; i.e., if a man is one step away from second when the outfielder released the ball, the runner is awarded second and third.

On plays at home, the fielding team must rely on their own fielders to make plays at the plate.