

Official Wiffle Ball Rules of Cedar Park

(Highlighted rules changes since previous update. Highlighted rules numbers have changed in the past year.)

THE PLAYING FIELD

1.00: THE FIELD: A level surface. The angle created from the tip of home plate shall be a minimum of 60 degrees and a maximum of 90 degrees from foul line to foul line.

1.01: THE INFIELD: The infield will be a forty-five (45) foot square. home plate and three (3) bases will be placed in normal baseball fashion. A fair play line will be drawn in front of home plate; the line will intersect each foul line at twelve (12) feet creating a "fair play triangle".

1.01.01: For a "pizza wedge" where the angle between 3rd, Home, 1st is less than 90 degree, 2nd base will be a minimum of 62ft from Home Plate and equidistant between 1st and 3rd.

1.02: THE OUTFIELD: The foul poles will be no less than 75 feet and no more than 100 feet from home plate in both left and right field. The center field wall will be no less than 85 feet and no more than 120 feet from home plate. The outfield walls will be no lower than four feet and must be free of sharp edges and protruding objects.

1.03: THE PITCHER'S MOUND: MEDIUM PITCH is 45.5ft from pitching rubber to Strike Zone.
FAST PITCH is 48ft from the pitching rubber to the Strike Zone

1.04: THE BATTER'S BOX: Batter's boxes are optional, but encouraged for appearance reasons. A batter's box will be no less than three feet wide and four feet long and no more than four feet wide and six feet long. Home plate will be the standard 17 inches in width.

1.05: THE STRIKE ZONE: The strike zone target will be twenty-three (23) inches wide by twenty-seven (27) inches high/long and will stand thirteen (13) inches off the ground. The target will be three (3) feet behind the back point of home plate.

1.06: THE BACKSTOP: The backstop will be an eight (8) foot square and placed four (4) feet behind the back point of home plate.

1.06.01: The backstop shall be defined as the frame, net, mesh, fencing, fabric, binding, and/or any other connective materials used to create the vertically oriented 8'x8' plane behind home plate. Any additional vertical supports that are used to stabilize the backstop and reasonably within the general 8'x8' framework should be considered a part of the backstop. Any horizontally oriented supports such as forward or rearward extending footings, tension lines, or other supports that obviously extend outside of the 8'x8' vertical framework of the backstop should not be considered part of the backstop.

1.06.02: When temporary or "pop-up" backstops are utilized the exterior frame of the backstop shall define the dimensions of the backstop. Any gaps or holes in the netting shall be considered inside the framework of the backstop and, therefore, any ball that may pass through should be considered to have hit the backstop.

1.07: OUT OF PLAY OR FOUL TERRITORY: The area surrounding the playing field area will be kept clear of all objects and players.

1.07.01: ADJACENT FIELDS – when an adjacent field is present, the foul territory for the game field will end at the adjacent field's foul line. The adjacent field's fair ball playing area is out-of-play.

1.08: GROUND RULES: Will be discussed with all teams prior to the start of each game or before the beginning of the tournament at the manager's meeting.

1.08.01 Milburn Park Fields

1.08.01.01 Milburn Park Field 2 – any ball hitting the tree on the third base foul line will be declared foul and a dead ball as soon as the ball contacts the tree.

1.08.02 Brushy Creek Sports Park

- 1.08.02.01 Brushy Creek Sports Park Field 2 – any batted ball that hits the tree in the outfield where it extends over the playing area within the fence will be declared Home Run at the time the ball contacts the tree. If it can not be determined if the ball hit the tree or not, it will be played as a live ball.
- 1.08.02.02 Brushy Creek Sports Park Softball Fields (both) – any batted ball that hits the softball outfield foul pole (when not used as a Wiffle ball field foul pole) will be declared a home run if it contacts the softball foul pole above the top cross bar on the fence. A batted ball contacting the softball field foul pole below the top crossbar on the fence will be declared a triple (if hit in the air) or a double (if hit after touching the ground).

1.09: FIELD MARKING: Painted white or yellow lines will be used for foul, fair play, and infield lines. Cones for markers and chalk or string for foul lines may be used. String or rope can also be used to show the line of the field as long as they are secured into the ground.

THE PLAYING EQUIPMENT

2.00: THE BALL: Only the white baseball size Wiffle®Ball, 2004 and later models (No. 1149044), will be used for play. CEDAR PARK WIFFLE BALL will allow the ball to be lightly scuffed or sanded, but no foreign matter can be added to the ball. **No knife cutting or using a cheese grater will be allowed.** You may not alter the sphereness/roundness or overall quality of the ball. Two to three balls should be brought to each game. If a ball is torn more than 1/4 inch it will be ruled illegal for play and be removed from the game. A ball may be kept exclusively in the possession of a pitcher if it is ruled legal.

2.01: THE BAT: Must be rounded on all sides, cannot exceed 38 inches in length, and may not have tape or other coverings more than 18 inches from the handle end. Any poorly constructed bat or any unsafe bat may be ruled illegal by the League Administrator or Tournament Director.

2.01.01 Fat/Baseball Bat Style – Must meet standards in rule 2.01 and may not exceed 2&1/2 inches in diameter.

2.01.02 Skinny/Yellow Bat Style – in leagues and tournaments that utilize a Skinny/Yellow style bat, the bat must meet the standards in rule 2.01 and may not exceed 1&5/8 inches in diameter.

2.02: FOOTWEAR: Proper footwear should be worn. Spikes (metal or plastic) are not allowed but turf shoes are acceptable.

2.03: GLOVES: Baseball gloves are not allowed. Batting gloves may be worn by the batter only when at bat.

2.04: UNIFORMS: Matching shirts are optional but encouraged for all teams.

TEAMS

4.00: TEAMS: Although a team roster is not required, no individual may play for more than one team in any single tournament or league.

4.01: BATTING ORDER: A team's batting order will consist of a maximum of five players and a minimum of two players. A team may choose to bat a maximum of five players and a minimum of two players. The team must set the number of players in the batting order at the start of the game and continue with that number until the conclusion of the game.

4.01.01 If a team bats out of order the batter will be ruled out.

4.01.02 If a player is injured during the game and cannot continue to bat, their turn at bat will be considered an out. The number of players in the batting order will not be changed during the game.

4.02: DEFENSIVE POSITIONING: Only players listed in the batting order (maximum of 5) may play defense and may only interchange positions defensively at any time the ball is not in play. A maximum of three and minimum of two defensive players will be on the field at one time: a pitcher and two fielders OR a pitcher and one fielder.

4.02.01 PITCHING CHANGE: A pitcher must face one complete batter before changing positions defensively. (Consequence: active batter is given a walk).

4.03: SUBSTITUTION: Once a player is replaced by a substitute (a change in the batting order), that player is out of the game and cannot re-enter in any capacity (to bat, pitch, or play defense).

THE GAME

5.00: THE GAME: A typical League game or Tournament game will be at least Five innings. 5 runs per inning maximum with 10 run maximum per team in the final inning. The game will be over when a team is mathematically unable to win given their maximum remaining runs allowed. For instance, If a team is batting in 5th and needs 3 runs to go up by 11, the game is over as soon as they score the 3rd run. POOL PLAY games in a tournament may be 3-5 innings as decided by the tournament. The final inning of each pool play game will have a 10 run maximum per team.

5.01: EXTRA INNINGS: WHEN USED - In extra innings, the beginning of the sixth and seventh innings will be played normally with no base runners. In the eighth inning and beyond, both teams will begin the inning with the bases loaded. All extra innings will be a maximum of 10 runs per team.

5.02: OUTS: Three outs per inning for each team.

5.03: THE COUNT: Four balls to a walk, three strikes is an out, fouls are unlimited. A foul tip hitting the target will result in an out WITH TWO STRIKES ONLY.

5.03.01: CAUGHT LOOKING RULE - If a batter watches a strike hit the strike zone for a strike without swinging, the batter shall be called out on a strikeout.

5.03.02: WILD PITCH: a wild pitch will be declared whenever a pitched ball completely misses and breaks the plane of the backstop without hitting the target strike zone, the batter, or the bat. All base runners will advance one base only.

5.04: BASERUNNERS: There is no base running or base stealing. All runners will be imaginary.

5.05: INFIELD FLY RULE: to prevent a “cheap” double play on infield pop ups, the batting team may yell “INFIELD FLY” on any ball hit in the air. Once “INFIELD FLY” is called by the batting team it cannot be rescinded. The result is an automatic out and no base runners may advance provided the ball lands in fair territory. If the ball lands in foul territory without being caught it is simply a foul ball. There must be a runner on first base (there may be runners on the other bases as well) in order to call “INFIELD FLY”. The “INFIELD FLY” call and its legality is at the discretion of the Pitcher.

5.06: BUNTING: Bunting is illegal and will not be permitted.

5.07: ERRORS: There are no errors in Wiffle ball. Any hit that is not fielded cleanly for an out will be ruled a hit.

5.08: PROTESTING A GAME: In a protested game, the decision of the Tournament Director is final. Judgment calls cannot be protested. A protest will only be recognized when the team protesting notifies the Tournament Director before the next pitch is thrown. If a game is in protest, the following information shall be recorded; the score, the number of outs, the batter, the position of any runners, and the count. The Tournament Director will meet with their staff and make a decision immediately. All decisions made by the Tournament Director are FINAL.

GAME SITUATIONS

6.00: All batted balls must reach the fair play line to be playable, otherwise it is a foul ball. If the ball is touching any part of the fair play line or beyond it is considered to be fair.

6.01: A ground ball fielded before touching the ground beyond the infield line is an out. Juggling or deflecting to the fielder in the air is an out, as long as the ball does not hit the ground. A player's position to the infield line does not matter, the ball is the key, it must touch the ground past the line to be ruled a hit. If the ball hits the line and is caught, it is still an out.

6.02: If a batted ball is dropped by a fielder and the ball falls on the ground, it will be ruled a hit and one base will be awarded. All runners move up one base no matter how many outs if an infield hit (remember that there are no errors

scored in Wiffle ball) occurs for a single.

6.03: A ground ball that comes to a complete stop in the infield is ruled an infield single. All runners move up one base no matter how many outs if an infield hit occurs.

6.04: Any fair ball that goes past the infield line will be ruled a single. Any fair ball that lands past the infield line will be ruled a single; or a double if the ball continues to roll and either comes in contact with or rolls past the fence.

6.05: Any ball that touches beyond the infield line in foul territory is a foul ball, even if it bounces back into fair territory.

6.06: Any ball that reaches the wall (or the extension of the wall in foul territory after first touching in fair territory) on the ground or by bouncing whether touched or untouched by a defender will be ruled a double.

6.07: A fly ball hitting the outfield fence in the air is ruled a triple. If a fielder touches a fly ball and the ball hits the wall/fence before touching the ground it will be ruled a triple.

6.08: A fly ball clearing the wall/fence is a home run. If a fielder touches a fly ball and the ball goes over the wall/fence it will be ruled a home run.

6.09: A fly ball hitting the top of the wall and continuing over the wall will be a ruled home run.

6.10: A fly ball hitting the foul pole above the wall is a home run.

6.11: A fly ball hitting a fielder and continuing over the wall is ruled a home run as long as the ball never touches the ground. An out is recorded when a fielder catches a fly ball and then continues over the fence as long as the ball is secured before any part of the player's body makes contact with the ground or any other surface touching the ground (i.e. stadium seats, fence supports, etc.) on the other side of the fence.

6.12: A batted ball that contacts any piece of equipment (balls, batting gloves, towels, etc.) that has been left on the field by the pitching team in fair territory will be ruled a clean Single for the Batter and runners will advance as normal.

BASE RUNNERS

7.00: Base runners move as follows: One base on an infield single and an outfield single, two bases on a double and three bases on a triple. With two outs all base runners advance one extra base on any ball that reaches the outfield. A ball that is stopped in the infield with two outs will not advance runners the extra base (ruled an infield single; see also rule 6.02).

7.01: On ground outs, the lead forced runner is always forced out. All forced runners will advance one base. Unforced runners will hold. EXAMPLE: Runners on 1st and 3rd, ground out will hold the runner on 3rd and the force out is recorded at 2nd.

7.02: With a runner on third base and less than two outs a team may try and score the runner on third base on a fly ball. When the ball is in the air the offensive team can yell, "TAG" to activate the runner. The fielder must catch the ball and throw home attempting to hit the strike zone or backstop in the air. If the throw hits the backstop or strike zone, the runner is out, if it misses, the runner scores. All other base runners stay where they are. The offensive team must yell, "TAG" as soon as the ball is hit, without delay. The fielder has three seconds and one step to make the throw after the catch.

7.03: DOUBLE PLAY RULE: If the offensive team hits a ground ball in the infield with less than two outs the defensive team may attempt a DOUBLE PLAY. In doing so, the fielder must field the ball cleanly (not juggle) and throw and hit the strike zone or backstop in the air. If the ball hits the strike zone, strike zone support structure (legs) or backstop in the air the play results in the outs at second and first except when the bases are loaded. If the bases are loaded then the outs will be recorded at home and first.

7.03.01 - If a player leaves their feet and goes to the ground to play the ball (i.e. roll or dive) they will not be allowed to return to their feet to attempt the double play throw. The player may only attempt the throw from their knees, seated, or in a prone position.

DOUBLE PLAY COMPLETED: When the player attempting the double play throws the ball and hits the strike zone or backstop in the air (not a bounce) the lead forced runner will be out AND the runner going to first will be out.

Runners on 1st and 2nd - Runners are out at 3rd and 1st

Runners on 1st and 3rd - Runners are out at 2nd and 1st (*Runner on 3rd scores if no outs before play)

Bases Loaded - Runners out at Home and 1st

DOUBLE PLAY MISSED: When the player attempting the double play throws the ball and misses the strike zone or backstop only the lead forced runner will be out. All other runners will be safe.

Runner on 1st only - Runner is out at 2nd (lead forced runner)

Runners on 1st and 2nd - Runner is out at 3rd

Runners on 1st and 3rd - Runner is out at 2nd (*Runner on 3rd scores)

Bases Loaded - Runner is out at Home

THE BATTER

8.00: SWITCH HITTING: The batter may switch sides at any time in the count. The batter must notify the pitcher before doing so and may not switch sides during the delivery of a pitch, if so, the pitch will be ruled a strike.

8.01: LEGAL POSITIONING: A batter must have both feet completely in the batter's box.

8.02: BATTER'S INTERFERENCE: Once the batter has legally positioned himself within the batter's box, he is not required to move out of the path of the pitch. However, if the batter is ruled by the pitcher to have intentionally moved into the path of the pitch (leaning in) in an attempt to block the pitch from going through the strike zone, he shall be called for batter's interference, and the pitch will be called a strike. A warning must be given first, the warning remains with that particular batter for the remainder of the game.

8.03: HITTING THE BATTER: There is no hit batsman rule. A ball that hits the batter will be ruled a ball and no base will be awarded.

8.04: BATTER'S HANDS: The batter's hands are considered part of the bat only when in the act of swinging the bat. A ball that hits the batter's hand(s) while swinging and: a) lands in foul territory is a strike, b) lands into fair territory, the ball will be ruled a fair ball. If the batter is not swinging and the ball hits the batter's hand(s) the pitch is ruled a ball.

8.05: FOUL BALLS: The batter will not touch foul balls until they come to a complete stop. Foul balls have been known to spin back into fair play and are NOT to be touched until they stop spinning or moving in any way.

8.06: GLOVES: Batting gloves may be worn by the batter only when batting.

8.07: BATTING OUT OF ORDER: If a ball is pitched to an incorrect batter and the either team catches the error:

a) **If the incorrect batter is at bat and no outcome has been determined** then incorrect batter will be replaced with the correct batter without penalty. The correct batter inherits the count.

b) **If the incorrect batter has completed their at bat with an outcome and the next batter has not received a pitch** then the incorrect batter shall be called OUT and the next correct batter will resume play at bat.

c) **If the incorrect batter has completed their at bat with an outcome and the next batter has received a pitch** then no penalty will be assessed. Only an incorrect batter currently at bat or immediately following their AB prior to the next pitch will be enforced.

THE PITCHER

9.00: A pitcher entering the game must face one complete batter before leaving the mound. CONSEQUENCE: active batter is awarded a walk.

9.01: A pitcher may not wear any type of distractive jewelry or clothing, such as; white long sleeve shirt under his uniform top.

9.02: A pitcher does not have to start his wind-up from the pitching rubber. 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.

9.03: BALKS: There are no balks.

9.04: WARM-UPS: A pitcher will get a maximum ten warm-up pitches before the start of the game once he takes the mound and seven between innings. If a relief pitcher comes into the game due to a result of an injury to the active pitcher, a reasonable amount of time will be allowed for the relief pitcher to warm-up.

9.05: INHERITING THE COUNT / SITUATION: A pitcher must face one complete batter before being replaced by a relief pitcher. When a pitcher is replaced by a relief pitcher and the batter already has a count or base runners on base, e.g. three balls and one strike and / or base runners on first and second, the relief pitcher will inherit the 3-1 count and / or base runners.

FIELDERS, OFF-FIELD PLAYERS, AND SPECTATORS

10.00: A fielder(s) will not line up in any manner to intentionally distract the batter.

10.01: Players not on the field may not position themselves behind the backstop in such a way as to intentionally distract the Pitcher.

10.02: Players and/or spectators may observe a radar unit (if present) and/or attend to video equipment behind the backstop as long as their presence is not a distraction to the game.

10.03: A Fielder may not pursue a foul ball or attempt to make any other play from inside an adjacent field's playing area. The ball is out-of-play when it crosses over any part of the foul line into the adjacent playing area regardless of whether or not another team or game is present on that field.

OFFICIATING AND SCORE KEEPING

11.00: FAIR AND FOUL CALLS: Are the responsibility of the batter because they are looking down both foul lines.

11.01: LINE CALLS: (Single, Double and Triple) Will be made by the fielder closest to the ball because he has the best view of the play.

11.02: CHECK SWINGS: Will be the responsibility of the batter.

11.03: FOUL OFF THE HANDS: Will be the responsibility of the batter. Remember, must be swinging!

11.04: BATTER'S INTERFERENCE: Will be the responsibility of the pitcher.

11.05: TAG RULE: If the batting team yells "TAG" too late it will be the responsibility of the fielding team to make the decision.

11.06: OFFICIAL SCORE: Will be the home team's responsibility. The Winning team is responsible for reporting the score immediately after the game to the tournament or league directors.

11.07: DOUBLE PLAY RULE: If the defense **a)** does not field the ball cleanly, **b)** takes more than 1 step, or **c)** takes more than 3 seconds to complete a double play, or **d)** goes to the ground and comes back up to their feet to throw, it will be the responsibility of the offensive team to make the call.

11.08: SPORTSMANSHIP STATEMENT: The game of Wiffle ball is a self-officiated competition that obligates the players to show mutual respect for their opponents and the rules of the game. It is imperative that all players honor the rule of

play to the best of their ability and make the honest call in all situations. If any doubt exists, the decision give the benefit of the doubt to the team or player that does not have the call.

11.09: INFIELD FLY RULE: The Pitcher is responsible for the legality of an “Infield Fly” call by the batting team.

11.10: BACKSTOP AND STRIKE ZONE: The offensive team will responsible for determining if the ball hits the strike zone or the backstop.

LEAGUE AND TOURNAMENT PLAY

12.00: All tournaments will vary in format, including double elimination and pool play.

12.01: COIN TOSS: A coin toss in the beginning of each game will decide the Home team and the Visiting team for all Pool Play and League Play games. The coin toss is worked out between the two teams at the start of each game. In Tournament Bracket Play the higher seeded team is the Home team.

12.02: There is absolutely NO refund on tournament fees once a team is registered.

12.02.01: TOURNAMENT LATE/FAILURE TO CHECK IN: Tournament teams are expected to check in and attend the Manager’s Meeting. Failure to check in prior to the Manager’s Meeting may result in a forfeit of the tournament (*see also rule 12.02 – NO refunds*)

12.03: GAME TIME: The posted game time of each tournament or night of league play shall be the starting time for the game.

12.03.01: LATE/DELAYED GAME START: A maximum five (5) minute grace period will be granted for the first round of games in a tournament or league only.

12.03.02: A team that is not ready to play at the posted game time will automatically be declared the Visitor. If both teams are late then the first team to take the field will be declared the Home team.

12.03.03: After 5 minute grace period has expired the game will start with the late team being down 5 runs to nothing and the game will start in the top of the second (2nd) inning. If the team has not taken the field after 10 minutes after the posted game time, the game will be declared a forfeit.

EXAMPLE:

6:30:00 is the scheduled Game Time.

6:30:00-6:34:59 – the late team will automatically be the Visiting Team.

6:35:00-6:39:59 – the late team is the Visiting Team, down 0 runs to 5 (score 0-5), and play will begin with the late team batting in the Top of the 2nd inning.

6:40:00 – the late team is charged with a forfeit.

12.04: WEATHER CONDITIONS: Games will be played in all weather conditions unless the Tournament Director indicates otherwise.

12.05: Tournament director makes ALL final decisions relevant to tournament play.

12.06: Rules not stated herein, will follow the rules in accordance with Major League Baseball.

