



# Wiffle Ball Rules

3 to 5 players – no catcher, a “Wiffle chair” is used behind home plate to determine strikes and balls

## *Batting*

Strike zone - pitcher hits the Wiffle chair above the legs

Foul tip into Wiffle chair is 3<sup>rd</sup> strike

Batter hit by a pitch is a ball

Walks are allowed after one reset of count (first 4 balls resets count to 0/0, second 4 balls is a walk)

Bunting is not allowed

## *Outs*

Pitcher’s Mound Poison – balls returned to the pitcher (or covering fielder) within the marked zone on the mound will force an out before the batter reaches 1<sup>st</sup> base; also forces an out if fly ball is returned to the mound before 1<sup>st</sup> base runner tags up

Peg Rule (to be determined by age group) – hitting a runner with the ball at a reasonable speed to record an out is allowed except between home plate and 1<sup>st</sup> base (runner can still be tagged out); hitting a runner above the shoulders (head/neck) will automatically award the runner the base (unless player is sliding)

The Wiffle chair can also be used to record an out at home; if 3<sup>rd</sup> base runner is headed to home plate, the ball can be thrown at the chair and if it hits the strike zone the runner is out; if it misses, play continues

## *Base Running*

Leading off and Stealing are not allowed; a base runner can leave the base once the batter has made contact with the ball; the umpire can issue an out to base runners who do not heed warnings when caught leading off

Sliding is permitted but not encouraged

Batted balls that hit runners between bases will result in the runner being called out; the batter is awarded a base hit

Offensive interference may result in the runner being called out and other runners returning to base

A base runner must stay within a reasonable line of the base path if a defender is trying to record an out; an out may be issued to the runner if exceeding a reasonable distance, at the umpire’s discretion

## *Ground Rules*

A ball thrown out of play grants runners one base

Batted balls that roll out of play will result in a ground rule double

If a ball should roll under the outfield fence players are asked to raise their hands, play will stop, and the umpire will determine if the ball is a ground rule double; base runners are encouraged to continue running

A defender must have both feet established in play to record an out near the out of play line; if the player's momentum takes him/her over the line, but both feet were established while making the catch, the batter is out and play continues

## *Pace of Play*

Limit 6 runs per team per inning – exception is a home run with runners on base, to end the inning

Mercy Rule – to be determined by number of innings, once brackets are complete

## *Equipment*

Equipment - only provided equipment may be used

Uniforms – not required but encouraged

**All judgment calls are determined by the Umpire(s). Players are asked to treat everyone involved with respect and to resolve all conflicts reasonably.**