



**Indoor Winter League
Wiffle Ball**

2016-2017 HVWBL

Rulebook

Season Format

Length of season and game. Teams will play a 10 game season with each game being strictly timed at 60 minutes (except for playoff games) or no more than 6 completed innings. Teams will compete in games with the full understanding that games **will end** at 60 minutes regardless as to number of outs recorded, number of runners on base, the inning, or any other considerations. At the conclusion of 60 minutes, or the completion of 6 innings, the games are final. Games must start exactly at 8 p.m. so players **MUST** arrive at least 10 minutes prior to game start.

Style of play. The style of wiffle ball is fast pitch, essentially meaning you can pitch at any speed.

Point system. We will be using a point system to determine team standings this year. A win will earn a team 2 points, a tie will earn a team 1 point and a loss earns 0 points.

Championship. The top 4 teams will play in a playoff on Week 11 with 4 playing 1, and 3 vs. 2. Winners of those games will play in the championship game to be played after (there will be a 10-minute break between games).

Tiebreaker scenario. In the event of two teams being tied with the same total number of points at the end of the season, a tie breaker will be used in the following order: 1) overall team winning percentage 2) head-to-head play 3) run differential 4) total bases. The top 2 teams play a championship game after the completion of the regular season.

Registration. Only teams can register. Team registration is \$800. **NO TEAMS WILL BE ALLOWED TO PLAY UNLESS REGISTRATION IS PAID IN FULL BY November 30.** A team spot is not considered locked down, however, until registration or a non-refundable deposit of \$400 is paid.

Playing Field

Field size. Bases will be 45' apart and the pitching distance will be 45' from the tip of home plate. A homerun line will be delineated either via field paint or orange cones.

Strike zone. The strike zone/board will be 48 feet from the pitchers line and 24 x 28 in size. **NO metal or plastic cleats are allowed as part of the DOME policy. Only TURF SHOES OR FLATS are permitted.**

Rosters

Roster Size. Teams will be required a roster minimum of 4 players and a maximum of 10 players. Teams can bat a maximum of 10 players on offense and play with 1 pitcher and 3 fielders on defense. Teams **MUST** choose a MLB baseball name. They may include the name of a sponsor in their name. All Team Names must be approved by the League.

Playing Equipment

Wiffle balls. Altered/scuffed wiffle balls will be allowed. In the event that a team's pitcher does not have or want a scuffed ball, the league will provide the team with a new or only slightly used wiffle ball, depending on their preference.

Bats. Any MLB size bat not exceeding the length not exceeding 36" are allowed (including GTSOH bats). Yellow bats are allowed. Some balls and bats will be offered for use by the league to start the season. NO MOON SHOT BATS!

Team player requirements

To play a game a team must have a minimum of 3 players. Teams can bat as many as 10 players. Any player not playing in the field on defense will be considered an extra hitter. No designated hitters.

Game Play

Pitching

Pitching is at any speed the pitcher chooses, based on style and/or ability. Pitchers must have a foot in contact with the pitching line/rubber when they release the ball. A pitcher will be allowed 5 warmup pitches (reasonably timed) before the pitchers first inning of work. All remaining innings pitchers will be allowed 2 warm up pitches.

Given the time constraints, pitchers must have at least 6 wiffle balls to begin the game. The pitcher's bucket should remain behind the pitcher just outside the pitcher's circle. The batting team must have one person situated near home plate to retrieve wiffle balls. In the event that a pitcher does not have 6 wiffle balls, the league will supply the remainder and the pitcher MUST use the balls in the bucket. Not doing so will result in a pitcher being warned for delaying the game. The second warning will result in the batter getting a double.

If a batted ball hits the pitcher's bucket before being touched by a fielder it is a dead ball and the runner is awarded first base. If there is any doubt as to whether or not a fielder touched the ball, the ball is dead and the runner is safe.

There is no innings pitched max. Once a pitcher is removed from the game, the pitcher may NOT re-enter the game as a pitcher.

Note** We realize that games could be tied or close when the timer is about to expire. If a pitcher is taking more time than normal (between pitches, getting back on the pitchers line etc.) to try and run time off the clock, their team will be penalized. The pitcher will receive a warning. After that, upon the

next warning, the opposing team's batter will receive a double; on the next warning, a triple; and every warning after that a home run. We want games to be fast paced so players can get a full game in.

Batting

Batters will be charged a strike when 1) a legally delivered pitch hits the strike zone/board without first touching any other object, including the ground, 2) a batter, intentionally or unintentionally, extends any part of his body outside of the batter's box and interferes with a pitched ball before it hits or passes the strike zone/board. If a batter is hit by the pitch they are awarded a ball, not first base.

When no one is on base:

- a) If the batter hits the ball on the ground, the defense may field the ball and record an out by forcing the batter at first or hitting the backstop on no more than one bounce (see recording an out below).
- b) SINGLE: A batted ball that lands beyond the imaginary singles line (the line that starts from the outer end of first base, the side farthest from home plate, to the outer corners of 2nd base and to the outer end of third base) and that does not roll to the wall before being fielded shall be deemed a SINGLE and the batter shall be awarded FIRST BASE. Any hard hit ball that hits in the air near the singles line will be ruled a hit, though it is advisable for the defense to field any ball in question and throw to the backstop if they are in doubt.
- c) DOUBLE: Any ball that rolls to the wall or beyond on the white outfield field line before it is fielded (even if it is touched by a player), shall be considered a double and the batter shall be awarded SECOND BASE.
- d) TRIPLE: Any ball that hits the netting in the air in any manner, except in which the outfielder has caught the ball, shall be considered a TRIPLE and the batter shall be awarded THIRD BASE.
- e) HOMERUN: Any ball that is hit over the netting or the white HR line is considered a homerun.
- f) Bunting is not allowed.

When a runner(s) is on base:

- a) If a batter hits the ball beyond the imaginary singles line, all runners may advance at their own risk.
- b) If the batter hits a ball that hits the field of play before the singles line, action will be determined by the result of the throw to the backstop, if there is one. An attempt to force a runner out or peg/tag a runner means the play is live and runners can advance at their own risk.

Walks and strikeouts

Four balls entitle a batter a base on balls/walk. Three (3) strikes constitute a strikeout. If a ball is foul tipped into the zone on strike 3 during an at bat, it is recorded as a strikeout. The ball cannot touch any other object, including the ground after the foul tip.

Recording an out with a batted ball

On any ground ball (any ball that hits the ground BEFORE the imaginary singles line), the defense can record an out by:

- a) Throwing and hitting a backstop of 9 x 7 on no more than one bounce or hitting the 24x28 K-zone in the air. (If a throw bounces into the K-Zone it is considered an errant throw. A ball that skips off the K-Zone and into the backstop is an out.)

Once a throw is made to the backstop and it hits or does not hit the backstop, the play is ruled dead. Runners advance by one base on any errant throw. IN ALL ATTEMPTS TO THROW TO THE BACKSTOP OR THE K-ZONE, THE FIELDER MAY NOT MAKE MORE THAN THE TYPICAL TWO STEPS AN AVERAGE FIELDER MAKES TO THROW A BALL IN BASEBALL AND ALL ATTEMPTS TO THE BACKSTOP MUST BE MADE IN ONE FLUID MOTION. THERE CAN BE NO STOP AND THEN A THROW.

If a fielder dives to make a stop, the fielder is allowed to jump up and make the throw.

- b) If a throw is made on a ball that hits over but close to the singles line, and it is then ruled a single, the batter is safe and the runners advance one base. If a throw is made on a ball that is clearly over the singles line, and the ball remains in the field of play, the play is considered live until the ball is in a fielder's hand and the defense has stopped the runner(s)'s advancement.
- c) Stepping on first base or pegging the batter attempting to get to first base safely.

On any batted ball, the defense may record an out by:

- d) **Tagging** a runner with the ball before they are safely on a base.
- e) Stepping on a base with the ball in your possession on a **force play**.
- f) **Pegging a runner** with the ball (whether the ball bounces or not does not matter). **A runner is pegged out** if they are hit by any ball in play whether on the ground, off a bounce, or if hit by a batted ball. If a base runner is pegged or tagged out, it is a dead ball at the moment of the peg or tag. In this situation, non-pegged runners shall take the base to which they were closest at the time of the peg throw, unless that is impossible (e.g., the non-pegged runner is closer to first and the non-pegged batter is safe at first). If a peg is missed and goes out of play (e.g., past the foul lines) the runners will be awarded the base they were running to, PLUS ONE. If it stays in the field of play, the ball is still live and playable.

If a peg attempt misses and then goes out of play (beyond either foul line), runners are awarded not ONLY the base they were attempting to take **but one additional base**.

Examples:

For instance, if a player is running from second to third and a peg attempt misses the runner and

then goes into foul territory, the play is ruled dead and the runner is awarded home. Any other runners will be awarded the base to which they were headed plus one when the peg attempt was made.

If the batter was running toward second when the peg was attempted, the batter shall be awarded third base.

If a peg is attempted on a runner who is attempting to score and it misses, and there is a runner attempting to go from second to third then that runner shall also score. If a runner does not move when a peg attempt is initially started, the runner shall advance only **ONE BASE**.

- g) **Catching a batted ball** in the air in fair or foul territory.

If an outfielder catches a ball with his feet behind the white HR line and in the FIELD OF PLAY, and if the catch then pulls them over the **white HR line**, it is still an out. A player may dive for a ball and catch the ball over the HR line, so long as their feet remain behind the HR line (a la an NFL wide receiver). If the feet of the outfielder go beyond the HR line **AFTER the catch** is made it is still an out. Conversely, if a defender's feet touch the HR line or go beyond the HR line in an attempt to make a catch, it is **STILL RULED A HOMERUN**. A ball that is errantly tipped by an outfielder over the HR line is a HR. A ball errantly tipped into the netting is a triple. A caught ball where the outfielder falls into the netting is an out but players may tag up and advance one base, unless the fielder, in consistent fluid motion can throw the ball and hit the backstop with the ball from where they caught the ball.

- h) **Double play**: A double play may be recorded by fielding a ground ball as defined and hitting the strike zone metal plate, which includes the plate's PVC/metal border in the air, so long as there is a runner on in a force situation.
- i) **Foul line**: A ball that is fielded or stops its momentum in front of the 19 foot line is considered a foul ball, unless it is on a third strike in which case it is an out.
- j) **Pop Ups**: Any ball hit in the traditional manner known as a pop up, that goes higher than the netting and is considered to be easily caught, and is in the infield, **MUST** be caught by a fielder. If a pitcher drops a pop-up with no one on base, the runner is awarded first base and it is scored an error. If there are runners on base, the runners advance **ONLY** if they are in a force situation but the batter is awarded first base. A dropped pop fly is considered a dead ball. Any other batted balls that land in the infield must be played against the backstop like a groundball.

Tagging

Tagging up bases on caught fly balls is allowed. For an outfielder to record an out on tag, the fielder must hit the backstop in the air, on a bounce, or if the ball rolls into the backstop. A runner that is deemed to have left the base early will be called out. Only the lead runner may advance on a tag.

Courtesy Runners/Pinch Runners

Courtesy runners are allowed for players playing with injuries or otherwise. A courtesy runner will always be the last batted out.

Live Ball

A play is considered live or in progress – and as such runners may still advance at their own risk -- so long as the ball is in the field of play and until the ball is secured in fielder's hand in the infield in an attempt to bring the ball to the pitcher or, if by the pitcher, to attempt to pitch to the next batter (this does NOT apply to a ball grounded to a pitcher, who must still throw to the backstop to record an out).

Under no circumstance may a fielder simply throw a ball out of the field of play in an attempt to stop the play. Any such attempt shall render the play in progress until the ball is secured by a fielder in the infield and the defense has stopped the advancement of the runners (as in MLB play).

Dead Ball

A ball is considered dead when:

- a) The ball leaves the field of play
- b) The ball is in the fielder's hand and they are bringing the ball to the pitcher's line to pitch to the next batter.
- c) The defense has the ball secured in the infield and have completely stopped the runners advancement.
- d) The ball is in the pitcher's hand within five feet of the pitching rubber. At this point NO RUNNER may advance until the next batted ball and thereupon dependent upon the aforementioned rules.
- e) Error on a pop up in the infield.
- f) Any umpire calls the play "Dead" or initiates a discussion with a manager or player with the assumption the play is dead.

THE UMPS ARE ALWAYS RIGHT

All calls by the umpire are final. In the event there is no umpire, calls should be made by team managers and players who should position themselves near first and third. In the event of a close call, the first call goes to the visiting team, the second to the home, and so on.

Any player or manager who argues a call either with an umpire or another team player will be WARNED. If the arguing continues, the player will be IMMEDIATELY ejected from the game, no exceptions. On the second offense the player will be suspended for two games. Third offense the player will be suspended for the season and NO REFUND will be issued. THIS RULE WILL BE FOLLOWED STRICTLY DUE TO TIME CONSTRAINTS ON EACH GAME.

MLB rule book

With the exception of the above mentioned rules, this league reverts to the MLB rule book for all other incidents.