

Indoor

Wiffle Ball League



THE TEAM

A team can have a roster of 6 players, only 4 players will be on the field at a time. You will have a pitcher, catcher and 2 fielders. The fielders can be put anywhere within the foul lines. Your batting order will need to stay the same throughout the game and you can freely substitute players on the field if you have all 6 players at the game. Every team will be given a team color and a shirt will be provided, those shirts need to be worn for all games.

THE PLAYING FIELD

Games will be played at the JFK Community gymnasium. The field will be marked with foul lines. On those lines you will have a "single" "double" and "triple" marker. The single marker is placed approximately 24 feet from home plate on the foul line. The double markers are placed approximately 20 feet in back of the single markers on the foul line. The triple markers are placed on foul lines 20 feet back of the double markers. Any balls that are hit passed the triple line in the air are a homerun.

All balls hit within the foul lines are playable. Example: if a ball hits of one of the basketball hoops, this ball still can be caught for an out. You may catch a ball that deflects of a wall as long as it never touches the ground. If a ball gets stuck somewhere in the rafter or basketball hoop, the batter will be rewarded a single. (as long as the ball was hit in between the foul lines)

- A ball hit in the single area (i.e. the area between batters box and single markers and not caught, constitutes a single.
- A ball hit in the double area (between the single marker and the double marker) and not caught constitutes a double.
- Balls hit in the triple area (between the double markers and triple markers) and not caught, constitute a triple. Balls hit past the triple markers, and not caught, constitute a home run.

The pitchers mound will be approximately 40 feet from the back of home plate.

THE EQUIPMENT

Wiffle Brand 32" Bat and a wiffle ball brand ball. No gloves will be needed! ALL EQUIPEMENT IS SUPPLIED

THE GAME

The object of the game is to score more runs then the opposing team. Games will be 7 innings or 45 mins. Games will start at 6:15pm. A game will be considered a forfeit 10 minutes after game time. The second game will be forfeited 30 minutes after the first game time.

HITTING

Batters will start with a 0-0 count (unlimited foul balls)

A out is recorded if:

- ANY player catches a ball in the air (fair or foul) the batter is out.
- A batter gets 3 strikes called or swings to make 3 strikes
- A batter attempts to bunt or chop a ball
- The offense bats out of order
- The fielder fields the ball while the ball is still moving and successfully throws the ball into the **K-Zone**.

Walks are allowed.

Hitters must swing the bat with 2 hands

If a hitter blocks the **K-Zone** they will have one strike counted against them

PITCHING

There is no speed limit

Pitchers get 5 warm up pitches when entering the game for the first time, only one warm up pitch will be allowed between innings

Pitched balls can be thrown overhand, sidearm or underhand

All pitches are allowed

Pitchers must keep one foot on the rubber when throwing a pitch

Umpires will call balls and strikes based on the K-Zone behind the plate

Pitches hitting the mat of the square are strikes

Pitches hitting the legs or the outside of the mat will be called a ball

There are no hit by pitches, only balls and strike

If a pitch goes above or around the backstop behind the plate it will be called a wild pitch and the base runner way advance to the next base.

RUNNING

Their will not be any base running. (except to first base).

- You will need to run to first to avoid a force play at other bases.
- If no one is on base you will need to run to first when the ball is hit. (defense has to get you out by fielding the ball and throwing the ball to the K-ZONE before the runner reaches first base)
- If you have hit the ball into (double, triple territory) and defense is unsuccessful in getting you out, you are awarded your additional bases.

If you hit the ball into an area without a player fielding the ball. The batter will go directly to the base they earned.

'TAG RULE'

If there is less than 2 outs and base runners on, the offense can yell TAG on a fly ball hit beyond the single zone area.

The defense most catch the ball in the air and throw the ball (from the spot they caught the ball) into the K-ZONE in the air. An out will be recorded if this happens. If the throw doesn't hit the K-Zone in the air, the runner will be safe. No other runners will advance.

NO RUNNING THE BASES, the player will simply move to the next base, following baseball logic.

FIELDING

An out can be recorded in the following ways

- Caught ball in the air
- A ball is thrown into he K-Zone after fielding it ball (while ball is in motion).

This only qualifies for an out at first base OR

When the fielder calls TAG and throws the ball into the K-Zone after making the catch.

In the result of a force out situation, a fielder can touch 2nd, 3rd or home , before the batter reaches first.

Much like the 'Tag Rule', the fielding team can choose to get a runner at home out by throwing the ball off the K-Zone before the batter reaches first.

Fielders have free reign when it comes to defensive positioning

SCORING

A runner on 1st advances one base on a single, 2 bases on a double and scores on a triple

A runner on 2nd base scores on a single, double, or triple.

A runner on 3rd base scores on any hit.

A runner will advance 1 base on a wild pitch

A runner will only advance on a walk if they are forced to the next base.

OFFICIATING/SCOREKEEPING

The umpire has the final say on all calls. Players can ask for clarification on calls but if they do so in an inappropriate manner the umpire has the right to eject player without warning

Umpire will keep score on scoreboard

Questions about the league or suggestions for the future should be directed to Missy Wilkes at 314-921-4466

League Standings, will be updates on the Florissant webpage.