

# **2017 WINTER WIFFLEBALL LEAGUE RULES**

**(Last changes were made on 11/23/16)**

## **MANAGERS' DUTIES**

1. Make sure you have a full team (5) and at least one reserve for every game (minimum of 2 defensive players on the field at a time or maximum of 5 defensive players/and up to 12 batters per team). The roster limit is 12.
2. The manager must handle all disputes. Do not let your players face suspension by allowing them to argue a call.
3. You are responsible for taking charge of your team's and your spectator's conduct. Abusive language, litter and other irresponsible acts will not be tolerated.
4. Any schedule information, changes, make-ups or other league information will be sent to you via e-mail. Please make sure that we have your current address (and/or e-mail address) for the season and for next year. It is your responsibility to pass the information provided to you on to your players.
5. **Know the rules. Tell your players the rules.** This will help the game run smoothly and help your team concentrate on playing.
6. Report any protests and/or unsportsmanlike conduct from your team or another team to the league director by 4:30 p.m. the day following your scheduled game. (Call 952-953-2316)

## **SPORTSMANSHIP**

Apple Valley Parks & Recreation (AVPR) is interested in ensuring that a high level of sportsmanship be maintained in this sports program. Therefore, the following policy for dealing with cases of unsportsmanlike conduct will be instituted.

1. For any player, coach or manager reported and investigated for an unsportsmanlike act (profanity, verbal abuse, tantrum behavior or other unsportsmanlike conduct), action will be taken depending upon the severity:
  - A. Game(s) suspension will result for profanity, tantrum behavior, verbal abuse, etc., for that game plus at least the next game.
  - B. A suspended player may not be present at any games that are in progress.
2. Any player, coach or manager reported and investigated for a second time during the year for unsportsmanlike conduct shall be prohibited from participating in the remaining games of the season.

## **ELIGIBILITY**

1. Players must live or work full time in Apple Valley to be eligible as RESIDENTS. **A \$10 per team Non-Resident Fees will be charged this season to teams with less than 51% residents on their team roster....**
2. Minimum age for players is 18 years of age or older.
3. Rosters should include a minimum of 6 players and a maximum of 12 players.

## **LATE ARRIVALS & FORFEITS**

1. A team must have two (2) players minimum to start and play. By the 5<sup>th</sup> inning the will need to have a third player in order to satisfy the 6-out pitching rule.
2. A team not ready to play at game time will be given a five (5) minute grace period.

3. At five (5) minutes, the game is forfeited. A “scrimmage” may be played if both teams agree to do so, during the allotted time.
4. Forfeits are frowned upon, but if it is an emergency and your team cannot field enough players to participate, the team manager is responsible for contacting the team you are scheduled to play and the league director as soon as possible.

### **INCLEMENT WEATHER**

1. **Managers** should call the Apple Valley Parks and Recreation HOTLINE Number, **952-953-2399-Option #1-Weatherline, then Option #1-Adult Athletics,** after 2:30 p.m. on Sunday to learn whether or not games will be played that evening, if the weather is questionable. Managers should then contact their team, if games have been cancelled. **Please do not have your players call the office prior to 2:30 p.m. NOTE: Games will only be cancelled if the A.V.C.C. is closed, due to inclement weather...**
2. **If the weather worsens after 4:00 p.m., the decision as to whether or not to cancel is left up to the A.V.C.C. Front Desk Staff. (Front Desk=952-953-2300)**

### **THE FIELD**

*See the separate diagram of the field supplied in each equipment bag.*

A measuring rope is provided to help set up the field.

The field will be marked in the gym according to the following:

1. The STRIKE ZONE shall be 23 inches wide and 27 inches high, 13 inches from the ground. We have strike zone panels on stands to help determine strikes, and these should be set up as close to the backstop wall as possible (i.e., touching).
2. Home Plate – 3 feet from the face of the STRIKE ZONE panel
3. Single, double and Triple LINES and AREAS:  
These LINES correspond with the RED Volleyball Court lines already marked on the floor – use the supplied colored tape to extend and/or fill in gaps in these lines.
  - a. The Singles LINE will be marked at 24 feet in from home plate. The area between home plate and the Singles line is called the “INFIELD”. The “SINGLES AREA” is behind this line up to the doubles line.
  - b. The Doubles LINE will be marked at 44 feet from home plate. The “DOUBLES AREA” is behind this line up to the triples line.
  - c. The Triples LINE will be marked at 64 feet from home plate. The “TRIPLES AREA” is behind this line up to the “home run” wall.
4. The Home Run Area/Wall is the opposite wall to the wall behind home plate.
5. Pitcher’s rubber - Tape or hold the “measuring rope” to the back point of home plate, and extend the rope 38 feet out (see marked distance on the measuring rope) taping the pitcher’s rubber to the floor.
6. Batter’s Box will be a line 9 inches on either side of home plate which the batter needs to stand behind. His feet may touch the line, but not cross over it.
7. Foul lines are marked by placing the cones in a straight line from the back of home plate to the midpoint of each side wall (under the clock), and extend straight up the wall at that midpoint as *imaginary* lines (used to determine whether non-caught fly balls are fair or foul).

## EQUIPMENT

1. The official ball will be the white, softball size ball, with holes on only 1 side... A ball will be declared illegal for use if it has a crack greater than one-quarter (1/4) inch and will be removed from the game. Only one (1) ball will be allowed on the field during a game. The ball may be scuffed but no foreign matter can be added to the ball. A new ball will be provided in the equipment bag for each week. Thereafter, these balls will be kept in the bag and used for warm-up.
2. The bat must be rounded on all sides, will measure
  - a. thirty-eight (38) inches in length
  - b. two and one-half (2 ½) inches in diameter
  - c. may have tape, etc. eighteen (18) inches from the handle end.
3. The Black “bigger bat” has been added as a legal bat.
4. AVPR will provide bats and balls for this league. NOTE – some teams have purchased the Easton Pro Stix 1000 which can also be used, provided this bat is also made available to your opponents for use during the game.
5. Proper footwear is required, tennis shoes with **no black soles**.
6. Baseball gloves are not allowed.
7. Uniforms are encouraged but not required. If no uniforms, try to wear the same color t-shirts.

## TEAMS

1. Teams will consist of between six (6) and (12) players on the Team Roster. A maximum of 5 can play on the field at a time, with a minimum of 2 players. A Batting Order will be submitted at the start of the game, to the opposing team manager; all players present will be included on the batting order, whether or not they are currently defensive players. The batting order will remain the same throughout the game, even if players switch positions during the game, or are on the bench. Late arriving players will be added to the bottom of the batting order, as they arrive.
2. All players may change positions at any time defensively. There will be no limit as to the number of times players can re-enter the game defensively (free substitution).
3. Players may play on only one (1) team, unless they are listed on the Draft List and are only subbing for teams in the league, but are not on any of the Team rosters.

## THE GAME

1. Six (6) innings equal a normal game. A ten (10) run “mercy rule” is in effect after 4 ½ completed innings.
2. Each team receives three (3) outs per inning.
3. TIME LIMITS (assuming games are scheduled to begin at 15 minutes past the hour):
  - a. Extra inning(s) can be played to break a tie, but no new inning can be started after 15 minutes past the hour for a game in progress.
  - b. Games must be stopped at 20 minutes past the hour if other games follow and 25 minutes past the hour if it’s the last game on that court. If the game is

stopped due to time, the score reverts to the prior inning's score to determine the winner.

4. **An OUT** for the batter can be made 4 ways:
  - A. The batter can strike out if he swings at a pitched ball and does not foul tip the 2nd strike.
  - B. A foul tip with 1 strike that hits the Strike Zone.
  - C. A fly ball caught in fair or foul territory, regardless of whether it bounced off of a wall, ceiling or object attached to these during flight.
  - D. A Ground ball fielded in front of the singles line in fair territory is an out.
5. **Scoring/Base Running:** Base runners are determined as follows:
  - A. A Batter earns 1 imaginary base on a single, 2 on a double, 3 on a triple.
  - B. A runner on base advances the same number of bases that the batter earned by the hit.
  - C. If a batter is walked, runners on base advance one base only if they are forced to advance due to the batter taking a base.
6. **Determining Hits:**

The number of bases awarded for a ground ball is equal to the area that the **ball** ends up being fielded in and not where the fielder is standing.

  - A. For example, if the player is standing in the infield but reaches into the singles area to stop a grounder, it's a single.
  - B. Alternatively, if a player reaches into the doubles area while most of his body (e.g. feet) is in the triples area w/o letting the ball cross the triples line, it's a double.
  - C. If a ground ball is misplayed and dropped, the base awarded will be equal to the furthest area that the ball progressed into.
  - D. Any ground ball that hits the back wall before being fielded is a triple.
7. **Bases Awarded on Bobbled & Dropped balls:**
  - A. **There are no "errors" except for one exception:** If a ground ball is "bobbled" in the infield **and is dropped** and hits the floor, it will be ruled a single. If it is bobbled and held onto (by the player who initially touched the ball), then the batter is out. (Patterned after baseball, the player would likely still have "made the play" when knocked down and caught quickly, but not when the ball is dropped to the ground.) In all other cases, the number of bases awarded is equal to the area in which it is fielded in regardless of whether it was bobbled or not.
  - B. If a fielder intentionally or unintentionally touches the ball in one area and causes the ball to move into an area that would award the batter fewer bases where it is ultimately fielded, the number of bases awarded is the larger number (where it was originally touched).
8. Three (3) balls equal a walk. Two (2) strikes equal an out. Fouls are unlimited unless a foul tip with one (1) strike hits the strike zone target, which is an out.
9. There are no restrictions with pitching speeds. A pitcher can throw as fast or as slow as he likes.
10. There is no physical base running. All runners will be imaginary/ghost. There is no stealing of bases.

11. Fair and foul balls adhere to standard baseball rules unless otherwise stated.
  12. A fly ball hitting the side wall first then hitting the back wall before hitting the ground or being caught is a homerun.
  13. A fly ball hitting a fielder and continuing to hit the homerun wall without hitting the ground is a home run.
  14. If a ball gets hung-up on a court object (e.g. light or fan fixture), it will be a “do-over”; play will continue as if it was a “no pitch” with a replacement ball.
  15. In the event of a tie after six innings and there is time to continue playing (see “The Game, Time Limits” above), a maximum of three (3) extra innings will be allowed. If the game is still tied, the team with the most total bases will be declared the winner. (Team Managers must do this since they have the info in their scorebooks – and include the tie-breaker results on the score sheet) If the total bases are tied at the end of the 9<sup>th</sup> inning, the game will continue until one (1) team is ahead by runs or total bases after a complete inning. If still tied, the game will be recorded as a TIE.
16. During the course of the game each team will keep track of their total bases. Total bases are determined by the outcome of the batter’s plate appearance. Homerun = 4 bases; Triple = 3 bases; Double = 2 bases; Single and Walk = 1 base.

### **THE PITCHER**

1. A pitcher will get **seven (7)** warm-up pitches before the start of the game once he takes the mound and **five (5)** between innings. A relief pitcher will receive **seven (7)** warm-up pitches unless he has previously pitched during the game. If a relief pitcher comes into the game due to a result of an injury to the active pitcher, **he will be allowed seven (7) warm-up pitches.**
2. A pitcher must start his wind-up from the pitching rubber. The pitcher must have at least one (1) 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 “no pitch”. The 3<sup>rd</sup> violation will result in the pitcher being removed from the pitcher’s position for the remainder of the game.
3. A pitcher entering the game must face one complete batter before being replaced.
4. There is no wild pitch rule.
5. There are no balks
6. The wiffleball can be thrown as fast or as slow as the pitcher chooses to throw.
7. **Each Pitcher can pitch a maximum of 6 outs per game.**
8. **If a team runs out of available pitchers (which includes all active players), they may restart their pitching rotation. Each player will be allowed to pitch one additional inning. A manager who needs to take advantage of this rule is required to alert the opposing manager. This must be done prior to the start of the inning they wish to use this rule. The opposing team is then allowed to add one more inning of availability to each of their pitchers.**

### **THE BATTER**

1. The batter may NOT intentionally move into the path of a pitch. If he does, he will be called for batter’s interference, and the pitch will be called a strike.

2. A batter who is hit in the head by a pitch will advance to 1<sup>st</sup> base. If hit anywhere else on his body, it will called be a ball.
3. The hands of the batter are considered part of the bat ONLY if the batter is swinging.
4. Bunting is NOT allowed.

### **BASE RUNNERS & FIELDERS**

1. Base runners move as follows: One base on a single, two bases on a double and three bases on a triple.
2. All fielders must start each pitch in fair territory.
3. A fielder may not line up in any manner that might distract a batter.

### **WHO MAKES THE CALL**

1. Fair and foul calls will be the responsibility of the batter.
2. Singles, doubles and triples will be made by the fielder closest to the ball.
3. Check swings will be the responsibility of the pitcher.
4. Foul balls off the batter's hands will be the responsibility of the batter.
5. Batter's interference will be the responsibility of the pitcher.
6. Legal pitch determination will be the offensive team's responsibility.
7. Consult your Director for calls not mentioned herein.

### **HOME TEAM RESPONSIBILITIES:**

1. The HOME Team of the 4:15pm (South court) 5:15pm (North court) game is responsible for picking up the bag of equipment/cones at the Front Desk (if they are not in the gyms) and setting up the field.
2. The HOME Team of the 2<sup>nd</sup> game of the evening is responsible for collecting the equipment and cones, and returning the bag of equipment to the Front Desk leave Strike Zones in gyms.
3. Keep the official game score.

The **WINNING team reports the final score** on the score sheet at the front desk

### **PLAYOFFS**

1. A Single Elimination Playoff will be held at the end of the regular season games. More info on this will be provided to the Team Managers closer to the date.
2. The higher seeded team will be the Home Team in all playoff games.
3. Any rules not stated in our League Rules will follow Adult Softball Rules.