

Wide World of Indoor Sports Wiffle®Ball League Rules

General rules: The league will run for 6 games including playoffs. The first team listed on the schedule will be considered the home team. No bunting, no cleats, no running the bases. This is a league for fun; we play on the honor system. The person involved in the play makes the call, if there is a disagreement the decision will be made by WWIS. If there are too many disagreements we will have to add an umpire and add it to the team fees. For playoffs there will be an official to watch over games.

Players/Roster: All rosters must be submitted by the first game. Rosters will be frozen at the beginning of the third game and no further changes can be made for the duration of the season. Teams consist of a minimum of 3 players, maximum of 5 players. Only 3 players in the field, batting order will remain the same throughout the game. If you use a player that is not on your roster, your team will forfeit the game.

Pitching: You cannot pitch more than 2 consecutive innings in an individual game and must sit out the entire half of an inning before pitching again.

The Ball: Only official baseball size wiffle balls (8 slots on one side) will be used. Only balls supplied by World Wide of Indoor Sports will be used.

The Bat: Only official yellow wiffle bats will be used. Tape not to exceed 8" from the bottom of the bat.

Balls & Strikes: Will be determined by the hole in the back stop. If a pitch goes through the hole without being swung at is an out. If the ball doesn't go through the hole and is not swung at it is a ball. If a batter catches or attempts to catch and makes contact with the pitch, that pitch will be considered a strike. A pitch that hits the batter is a ball, as long as the batter does not lean into the pitch. If a batter intentionally moves into the path of the pitch in an attempt to block the pitch from going through the strike zone, the pitch will be ruled a strike. The official count will be 4 balls and 3 strikes. All game balls must be left on the field at the end of the game for the next two teams to use.

Regulation Game: 3 outs per inning. Games will be 6 innings with a 10-run mercy run after 5th inning. 5 run maximum per inning, except the last inning which is unlimited runs.

Extra Innings: There are no extra innings. If the game is tied at the completion of the 6th inning, the game will be ruled a tie.

Hits: The ball must past the single bags in fair territory to be a single. If the ball is fielded cleanly it is an out. The ball can be fielded for an out even if it lands after the single bag. If a single is hit and goes outside the yellow foul lines it can't be fielded, it is considered a single. If it rolls back in the foul line then it can be fielded for an out. This rarely happens but is possible. If a ball is hit past the single line and it rolls backwards beyond the single line it is a foul ball. If it is fielded before it rolls back beyond the single line it is an out, if it rolls beyond the line it can't be fielded. Past the double's line on the fly is a double, it can't be played for an out. Off the wall is a triple and over the Wall/Yellow rope is a home run. **ALL RUNS MUST BE FORCED IN...**

Dropped fly balls: Same as above. (Example) a fly ball that is touched and hits the wall will be a triple. A ground ball that rolls past the fair play line (15 ft. from the plate) must be fielded by a fielder to be considered an out. If the ball is not caught or rolls dead before it is picked up it will count as a single.

Double plays: Only can happen with runner(s) on 1st, 1st & 2nd, 1st & 3rd or bases loaded. The player fielding the ball must call double play and then has 3 seconds and one step to throw the ball from the spot it is fielded through the strike zone to complete a double play. If successful, the lead runner is out as well as the runner going to first.

Sac fly: Only pertains to a runner on 3rd. The batter and only the batter has option of tagging. The batter must say "sac fly or tag up" while the ball is in the air. The fielder who catches the ball has 3 seconds and one step to hit anywhere on the backstop or through the strike zone on the fly from where they caught it. You can tag up on a foul ball.

Playoffs: Players must play a minimum of three games to be eligible for playoffs. There will be an additional rule sheet for playoffs.

Playoff Seeding: The playoffs seeding will be determined as follows.

1. Total points: 3points for a win, 1 point for a tie.
2. Head to Head (if only 2 teams are tied, if 3 or more teams are tied skip to 3rd tiebreaker.)
3. Shut-out(does not include forfeits)
4. Runs against
5. Run differential.

Inclement Weather: During inclement weather all teams will be expected to report to the Wide World of Indoor Sports. Cancellation information will be made available on the website.

All rules are subject to change.