

Official All American Wiffle Ball Rules

THE PLAYING EQUIPMENT

THE BAT: The only bat permitted is a yellow Banana Wiffle Ball Bat. If your team does not have one then one will be provided. All bats are subject to inspection by the Tournament Director.

FOOTWEAR: Proper footwear should be worn. Sneakers or turf shoes ONLY!!!

GLOVES: Fielding gloves are not allowed. Batting gloves may be worn by the batter only when at bat.

UNIFORMS

UNIFORMS: Matching shirts are required for all teams. Shorts are permitted. Names and numbers are optional. All players and base coaches must wear Hats.

TEAMS

TEAMS: A team's roster may consist of a maximum of seven players and a minimum of five players. All seven players may change positions at any time defensively. Players may appear on one roster only. Roster changes may be made up to the midnight before the first day of play.

BATTING ORDER: A team may choose to bat a maximum of seven players and a minimum of 5 players. The team must choose to do this at the start of the game and continue that way until its conclusion. If a player is injured during the game and cannot continue to bat, his turn at bat will be considered an out. A batting order will not be changed during the game and if a team bats out of order, that batter is ruled out.

SUBSTITUTION: All Seven players may change positions at any time defensively. However, once a player is batted for by a substitute, that player is out of the game and cannot re-enter. A pitcher must face one complete batter before changing positions defensively.

THE GAME

THE GAME: Six innings equal a normal game. A 10 run rule is in effect after four complete innings, a 20 run rule after two complete innings. There is an hour and forty five minute time limit.

OUTS: Three outs per inning for each team.

THE COUNT: Four balls to a walk, three strikes is an out, fouls are unlimited. A foul tip hitting the strike-zone target will result in an out WITH TWO STRIKES ONLY.

THE STRIKE ZONE: A strike zone made out of a square net.

INFIELD FLY RULE: Infield fly rule will be called.

BUNTING: Only sacrifice bunting.

EXTRA INNINGS: There will be extra innings. If game is not completed by the time-limit, then game will end in tie.

PROTESTING A GAME: No Protest will be allowed.

Between Innings: You get 30 seconds to get off and on the field. If not on the field in your position ready to play, then you lose that player for that inning and you get skipped in the batting order. Hustle on and off.

GAME SITUATIONS

All batted balls that hit the roof that do not pass the infield area will be considered an out unless the ball hits the roof in foul territory. The umpire's judgments will be final in this instance.

Any ball that reaches the wall above the white line or above the fence will be ruled a homerun. Any ball that hits the white line will also be ruled a homerun.

A fly ball hitting the foul pole above the wall is a home run.

BASE RUNNERS

There is no stealing or leading and base runners need to avoid contact at all bases and home plate.

THE BATTER

SWITCH HITTING: The batter may switch sides with less than 2 strikes. The batter must notify the pitcher before doing so and may not switch sides during the delivery of a pitch, if so, the pitch will be ruled a strike.

LEGAL POSITIONING: A batter must have both feet completely in the batter's box. The "white lines" are part of the batter's box and if the batter has one or both feet on the white lines this is considered a legal stance. If a batter intentionally steps out of the batter's box during a pitch, the pitch is ruled legal and a ball or strike will be call accordingly.

HITTING THE BATTER: There is no hit-batsman rule. A ball that hits the batter will be ruled a ball and no base will be awarded.

BATTER'S HANDS: The hands of the batter are considered part of the bat. A ball hitting the batter's hand(s) and landing in foul territory is ONLY a strike if the batter is in the act of swinging, if not the pitch is ruled a ball. If a ball hits a batter's hand(s) and lands into fair territory, the ball will be ruled a fair ball.

FOUL BALLS: The batter will not touch foul balls until they come to a complete stop. Foul balls have been known to spin back into fair play and are NOT too be touched until they stop spinning or moving in any way.

THE PITCHER

A pitcher entering the game must face one complete batter before leaving the mound.

A pitcher may not wear any type of distractive clothing, such as a white long sleeve shirt.

A pitcher does not have to start his wind-up from the pitching rubber. The pitcher must have at least one 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 ball.

WARM-UPS: A pitcher will get ten warm-up pitches before the start of the game once he takes the mound and five between innings. If a relief pitcher comes into the game due to a result of an injury to the active pitcher, a reasonable amount of time will be allowed for the relief pitcher to warm-up.

INHERITING THE COUNT / SITUATION: A pitcher must face one complete batter before being replaced by a relief pitcher. When a pitcher is replaced by a relief pitcher and the batter already has a count or base

runners on base, e.g. three balls and one strike and/or base runners on first and second, the relief pitcher will inherit the 3-1 count and/or base runners. Only the re-entry for the starting pitcher will be allowed.

THE FIELDERS

There will be a Pitcher, Catcher, full infield and one outfielder (placed wherever team desires)

If your team has the minimum number of players (5) then you may put fielders in any positions.

OFFICIATING AND SCORE-KEEPING

Umpires: There will be one umpire for each game. Improper arguments will result in ejection.

Scorekeeper: The home team is responsible for keeping score & lineups and needs to report to tournament director for all scores. No Report = Forfeit