

## WIFFLEBALL GAME RULES

### I. OFFICIAL ONLINE TEAM ROSTER

- A. Each team must have a minimum of 9 players and maximum of 12

### II. GAME EQUIPMENT

- A. PCS will provide all bases, a bat and a playable ball for each game.
- B. Athletic shoes are required. Metal cleats are not allowed.
- C. Players may wear protective equipment providing it does not offer the wearer an unfair performance advantage.
- D. It is strongly advised that players do not wear jewelry of any kind.

### III. FIELDING A TEAM

- A. Maximum # of 7 players (at least 3 women) on the field at one time. Women must make up at least 1 infield/1 outfield player. Minimum number of players in the field/your starting line up is 5 (3 men/2 women). There is no maximum # of women allowed on the field/in your line-up. No more than 4 men are allowed on the field at one time. If a player arrives late, they will be inserted into the bottom of the order. You are allowed to place that player in the field, if your team is not batting.
- B. Field Players will be described as: 1-Pitcher, 2-Catcher, 3-Second baseman, 4-Shortstop, 5-Left-center fielder, 6- Right center fielder, 7-Short fielder. Fielders must not stand on the base path.
- C. Outfielders must play 5 yards past the "infield grass" line at all times. If the outfielder starts closer than 5 yards, (and makes a play) all runners will be safe.
- D. Each batter will start with a one ball and one strike count on them. The batter is out after a third strike, including a foul ball that is hit after two strikes. NOTE: If a fly ball is caught in playable foul territory, the ball remains live.
- E. A designated PCS umpire will call balls/strikes. Ball thrown by the pitcher must be at reasonable speed (no fastballs) when a man is at bat and hittable when a woman is at bat.
- F. The batted ball must travel 10 feet past home plate or it will be called a strike. NO bunting.

### I. G. NO SLIDING IS ALLOWED.

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- H. Runners must give themselves up and avoid contact at all cost. (Contact will result in that player ejected from that game or if considered unsportsmanlike, suspended for the next game)

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- II. I. Starting players may move freely from one field position to another at any time during the game. The batting order must stay the same despite any changes in field position.

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### IV. START OF THE GAME

- A. Home team is listed on the schedule first. They will take the field first and occupy the first base sideline. Both teams are responsible for keeping the score.
- B. Before the start of the game, both coaches will meet at home plate to discuss the ground rules with the umpire.

### V. FORFEITS

- A. The minimum number of players to start the game is 5 (2 of the players MUST be women.)
- B. Due to the large amount of games scheduled, all games must start on time. GAME TIME IS FORFEIT TIME.
- C. It is at the discretion of the PCS Site Supervisor to allow the first games of the night to start late due to extraordinary traffic events which affect the league as a whole.

### VI. GAME CLOCK

- A. All games will be 7 innings and have a 50-minute time limit.
- B. A game stopped early due to weather will be considered a complete game after 4 innings (3 1/2 if home team leads) have been played.
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- II. C. There is only one warm-up pitch between innings and have your team hustle on and off the field. After your game is completed, please clear all benches ASAP.

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### VIII. BATTING ORDER

- A. All players present may bat. But, you must keep a "2 men to 1 woman" batting ratio at all times throughout your line up. If a team has less than enough women to accommodate this, then the women will bat twice in the order to obtain the 2 to 1 ratio. Teams must designate which women will bat twice on their line-up card. Only those women will be allowed to bat twice or the batting out of order rule will be enforced. (See below).

B. All late arriving players may be inserted at any time. Late arrivals must be inserted into the bottom of the batting order.

- I. C. The fielding team may place late arriving players in the field as they arrive. Make the umpire and opposing team aware of these additions.

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#### **IX. BATTING OUT OF ORDER**

A. If the error is discovered while the incorrect batter is hitting, then the correct batter will assume the ball/strike count of the incorrect batter. If the incorrect batter reaches base safely and the error is discovered, the correct batter will be called out. All runners will return to their original bag and the incorrect batter will return to the bench.

B. The opposing team must make the umpire aware of "batting out of order" before a pitch is thrown to the next batter. If it is not, then the incorrect batter will stay on base.

#### **X. WALKED BATTERS**

A. Any walk to a male batter with a female batter next in the line-up behind him will result in a one base award, if there are runners on base. If the bases are empty, the male runner will proceed to 2nd base.

B. Any walk to a male batter with a female batter next in the line-up behind him with 2 outs, the female batter will have the option to hit or walk.

#### **XI. RUNNERS**

A. Runners must stay within the base line and fielders must stay out of the base line.

B. Fielders trying to make an out on the base may have their foot on base, but must lean out of the baseline to avoid contact with the runner.

- I. C. Runners hindered by any fielder within the base line shall be safe at the base to which they were running. Neither leading off base, nor stealing a base is allowed.

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D. A runner off of his/her base when the ball is hit will be called out.

E. No leading off or stealing- Runners can only leave the base when the ball is hit. No leading off or stealing- Runners can only leave the base when the ball is hit.

F. Fielders may throw the ball at a runner to get them out, but if the ball hits the runner in the head, they are NOT out, and the ball is live. Umpire may stop play if the runner incorrectly walks off the field assuming they are out and award the runner the base to which they were advancing.

#### **XII. INJURED RUNNER**

A. A pinch runner may be used if a player is injured while running the bases.

B. A player cannot bat and have another person run to first base for them. If a player is injured that severely, they will not be allowed to play.

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C. The pinch runner must be the last player (same gender) who made an out in the preceding inning.

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#### **XIII. DEAD BALL (FIELDING)**

A. The pitcher's mound will be considered "dead ball territory", providing the pitcher is on the mound.

B. The umpire will automatically call a "dead ball "when the ball reaches the pitcher inside the circle and all play will stop.

- I. C. All runners that are LESS than ½ way between bases will return to their previous base when a dead ball is called.

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D. All runners who are MORE than ½ way between bases will proceed to the next base.

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#### **XV. EJECTIONS/SUSPENSIONS**

A. Ejection-Removed from the current game.

1 Any unnecessary contact not deemed unsportsmanlike by the umpire.

2. Any defensive player initiating a fake tag (initiating a tag w/o the ball to stop or force a runner to slide.)

3. Any player arguing with PCS staff or opposing team for any reason. Only the coach may approach staff about a rule question, judgment calls will not be discussed.

4. Players throwing bats after hitting the ball will be warned once by the umpire or PCS staff. The batter will be called out for a second offense and will be ejected for a third offense.

1. 5. The umpire/PCS staff will have the right to sit any player(s) for an inning if necessary for any unsportsmanlike conduct. This will include arguing with the umpire, PCS staff, or unnecessary comments to the opposing team, etc. If this conduct persists, then players will be ejected.

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B. Suspension-Removed from current game and the following week's game. If that player is caught playing the following week, the team will forfeit.

1. If contact is considered unsportsmanlike, that player will be suspended. If the umpire considers a

- slide to be unsportsmanlike, that player will be suspended.
1. 2. Any player(s) or team(s) that is involved in a fight will be suspended from all PCS sports for life. Any teams that are involved in a fight will forfeit all remaining games that season.
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#### **XVI. EXTRA INNINGS**

A. If the game is tied after the completion of the last inning a tie breaker will be used.

B. The home team will take the field with the visiting team batting first.

INNING #8: The batting order will continue from the previous inning for both teams. The player, who made the last out in the previous inning, will be placed on 2nd base.

- Starting with 1 out in the top of the inning, each player will begin with a 2 balls/1 strike count.
- At the completion of the top half of the inning, the home team will start the bottom half with the same format.
- If the home team scores more points in the bottom of the inning, they will win the game. If not, round 2 will begin.

INNING # 9: The batting order will continue from the previous inning for both teams. The players who made the last 2 outs in the previous inning, will be placed on 2nd and 3rd base.

- Starting with 2 outs in the top of the inning, each player will begin with a 2 balls/2 strike count (a foul in this situation is still an out).
- At the completion of the top half of the inning, the home team will start the bottom half with the same format.
- If the home team scores more points in the bottom of the inning, they will win the game.

INNING #10 (and subsequent innings if needed): The batting order will continue from the previous inning for both teams. The players who made the last 3 outs in the previous inning will be placed on 1st, 2nd and 3rd base.

- Starting with 2 outs in the top of the inning, players will begin with a 3 balls/2 strike count (a foul in this situation is still an out).
- At the completion of the top half of the inning, the home team will start the bottom half with the same format.
- If the home team scores more points in the bottom of the inning, they will win the game.

#### **XVII. OFFICIALS**

A. Games must be officiated by at least one umpire. The umpire governs all game play and issues all final rulings. Other umpires may assist when available.

B. Umpires have jurisdiction over play and may call off a game due to darkness, rain or other cause at the umpire's discretion.

#### **XVIII. PLAYER ELIGIBILITY**

A. All participants must be 21 years or older by the first game.

B. All participants must have filled out the waiver & purchased an ID card from PCS.

I. C. All participants must be on the team's roster.

D. No roster changes allowed after the fourth week of the season.

#### **XIX. MISCELLANEOUS**

A. This is a PCS league on private grounds, therefore all Knights of Columbus rules and policies apply. **OUTSIDE ALCOHOL MAY NOT BE BROUGHT IN!**