



## Indoor Wiffleball Rules

**Please remember that all spectators and players will be expected to exhibit sportsmanlike behavior before, during, and after league games. Sportsmanship should be a #1 priority. Abusive behavior or profanity will not be tolerated at Park Board sports programs!**

### Team Requirements:

1. Team managers **MUST** have a team roster form completely filled out, waiver and release signed, and turned in by the first game. Players may only participate on one team throughout the duration of the session.
2. Teams must consist of three players.
3. In the event of an injury, play may continue with two players but each time the injured player's spot in the lineup comes up, it is an automatic out.

### Building Regulations:

1. **NO TOBACCO OR ALCOHOL** use of any type is permitted on facility property.
2. Any damage to Park Board property by a team member(s), coach/manager or team spectator; the player, coach or spectator of the team must pay to fix or replace damaged property prior to the team's next game.
3. No food or snacks may be brought into the center. Water is permitted and should be discarded into the trash containers.
4. All participants and spectators must follow the rules for the center they are participating concerning food and drinks.
5. Teams can enter Doling Family Center gym 30 minutes prior to scheduled game at no charge. Teams entering **BEFORE** 30 minutes **MUST** be Doling Family Center members or pay the \$4 daily fee.

### League Organization:

1. Each team will have a 6-game guarantee. The league champ will be decided by one of the following (to be determined by league official: a.) playoff games taking place during the final week of play; or b.) after the final week of play, there is a tie, the league champ will be decided by point differential system.
2. A league umpire and monitor will be present and shall have the authority to make decisions on any matters or questions not specifically covered in the rules.

### Pre-game:

1. All players or team manager must sign in at the court monitor's table 10 minutes prior to game time. This will include each player's name and appropriate signature(s).

### Game Rule:

1. All games will start on time according to the official game clock.

2. Game Time. A five-minute grace period will be allowed for the first game of the day. All other games are game time = forfeit time.
3. Game Length. Games will last 50 minutes in duration or 7 innings. The game official will keep track of the official time.
4. Three outs per inning. Four balls is a walk, three strikes is an out. Unlimited foul balls unless a foul ball hits the strike zone, which is a strikeout.
5. The pitcher and fielders must all bat. The batting order will not change during the game and must be filled out and a copy provided to the opposing team. (Forms will be provided by the game official.)
6. A 15-run rule is in effect after four innings and 10-run rule after five innings.
7. No infield fly rule.
8. If a fielder throws the ball at the runner and it hits the runner off of the base, the player is out. If it misses, it is a live ball and the runner can advance.
9. Ghost runners may be used only if the bases are loaded. Ghost runners advance the same number bases as the batter. Ghost runners cannot tag up on a fly ball.
10. To throw a batter out at first base, the pitcher circle must have possession of the ball before the runner gets to first base. The defensive team may also have possession of the ball at first base before the runner arrives.
11. To record an out, defenders may also strike a baserunner, on the torso, arms, or legs, with the ball or tag the opposing player out before he or she reaches base.
12. If a runner is hit in the head with a ball, the defender throwing the ball will receive a warning. Two warnings in one night will result in ejection from further league play that evening and will be noted in the official record. If a third warning is received (any time following) the player will be ejected from further league play during the remainder of the session, **NO EXCEPTIONS!!**
13. A pitcher will get 10 warm-up pitches before the start of the game and 5 between innings.
14. A fly ball hitting the ceiling is considered a foul ball.
15. In case of a tie, a maximum of 1 extra inning will be allowed. If the game is still tied, the game will be ruled a tie.
16. Substitution. There is no limit on substitutions during the game, although all substitutes must notify the umpire and can only occur between innings.

#### Playing Field

1. The base paths will be approximately 40 feet all the way around.
2. From home plate to the pitchers mound, it will be approximately 30 feet.
3. A home run will be recorded when a fair ball passes beyond the foul poles and onto the track.
4. If a hit ball sticks any part of the ceiling, it will result in a foul ball. If the ball passes through the rafters, not touching any part of the ceiling, the ball is fair.

#### Equipment:

1. Doling Family Center will provide the equipment. No outside equipment will be allowed (i.e. bats or wiffleballs). No tape may be wrapped on the bats, without DFC management approval.
2. Batting gloves are permitted for batting, but no gloves of any kind for defense.
3. Uniforms are requested, although style may vary.
4. ONLY Rubber sole tennis shoes are permitted in the gym.