

# *NCRP Wiffleball Rules 2024*

## PLAYING FIELD

- Bases are 45' apart
- Pitching rubber to strike zone is 45' away
- Right/left fields will be approximately 100' from home plate.
- Homerun line in the outfield on Field 1 is the second line on the divider. Players judge ball as a homerun using their best judgement.
- An imaginary line extends from current lines on the turf for foul lines. Players judge ball fair or foul
- using their best judgement

## EQUIPMENT

- Official wiffle balls will be used and provided by Park Staff.
- No modifications to the ball will be allowed.
- Official wiffle ball bats will be used and provided by Park Staff.
  - Players may have their own but must be an official wiffle ball bat.
  - If hole on the bottom, it must be kept open.
  - Tape is allowed only on the handle.
- Closed toed footwear must be worn, molded cleats are allowed on the turf. Metal cleats are NOT allowed on the turf.
- Gloves in the field are not allowed. Hats are not allowed to catch a ball.
- You may use batting gloves when batting.

## UNIFORMS

- Uniforms are not provided or mandatory. Same colored team shirts are encouraged but not required

## TEAMS

- Teams may have up to 10 people on their roster. A team may comprise of men and at least 1 woman.
  - Players must sign the roster prior to playing.
- Teams can play a minimum of 3 and maximum of 6 in the field: a pitcher and 5 fielders.
- Free and unlimited substituting during the game is allowed.
- Batting lineup must consist of everyone on your team who is present and cannot be altered.
  - If a player shows up late, they can be placed at the bottom of the batting order if you have not gone through it once.

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## GAMEPLAY

- Game will be 6 innings or 50 minutes, whichever comes first.
  - At 50 minutes game will finish by completing the inning,
  - Delay of game or stalling game will result in the following:
- Ball Coordinator will give warning to the stalling team
- After stall warning, Ball Coordinator will issue the following depending on offense or defense
  - Offense: loss of out or defense: loss of run depending on the situation.
- Home team will be determined by paper, rock, scissors each game.
- Outs: 3 outs per team per inning.
  - Play at 1<sup>st</sup> base the fielder must get the ball to the pitcher before the runner reaches the base to deem the runner out. (only applies to play at first base.) (Pitcher's Poison)
- Count: 4 balls is a walk, 3 strikes is an out. A foul ball hit when you have 2 strikes is out.
- Strike Zone: A strike zone will be used that is approximately 31" high and 24" wide. The bottom of the strike zone will be approximately at the knees.
  - Any pitch that hits the strike zone without hitting the ground is a strike.
  - Any pitch that hits the batter is a ball.
  - There are no balks.
  - Pitcher's foot must be on the rubber when pitch is released.
- Base running: batters must run the bases to be safe after contact.
  - To get lead runners out, fielder must throw the ball to teammate at the advancing base.
  - Runners can get hit by the wiffle ball to be called out. If it hits the ground and then hits the runner, they are out.
  - No leading off, no stealing.
  - No ghost men. If a player is on base when due to be up again, a different player may pinch run.
  - Runner going home on force play the defense can throw ball at net to make an out. If no force play, the runner needs to be **halfway** for the defense to make play at home.
- Tagging up is legal.
- Bunting: No bunting allowed
- Ball in Play: Any ball hit in "Fair Play" is in Play
- Ball caught in the air is an out.

## BATTERS

- Switch-hitting: Batter may switch sides at any time in the count, but must notify the pitcher, and cannot
- do it during the delivery. Doing so, will result in a strike.
- Batter's interference: A legally positioned batter does not have to move out of the path of the pitch, but

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- if batter leans into the pitch to interfere with a strike, then strike will be called anyway.
- Hit by pitch: A legal hit by pitch is a ball.
- Batter's hands: Hands are part of the bat, if swinging bat and ball hits hand, ball is either foul if foul, or in play in fair.
- Foul balls: Offensive team should not touch foul ball unless completely stopped.
- Batting gloves: May be worn during batting only not on defense.
- Batter may ask pitcher to slow down pitches if they feel pitches are not at "medium" speed.

## **PITCHERS**

- This is a "pitch to hit," (slow-medium speed) league. If the batter feels the pitcher is throwing too hard, he or she may ask for them to slow it down.
- A pitcher may not wear white long sleeves under jersey.
- A pitcher does not have to start his wind-up from the pitching rubber but must have at least one foot touching it when he releases the ball (violation is a ball).
- No balks.
- Warm ups: Pitcher will get 6 warm ups before the 1<sup>st</sup> inning and 4 between innings or upon relief

## **OFFICIATING AND SCORE KEEPING**

- Referee: The players will umpire their own games. Both teams will do their best to keep the integrity of the game by making honest calls.
  - Fair/foul calls (batter/defense)
  - Base running calls (defense)
  - Check swings (batter)
  - Batter's interference (pitcher)
  - If there is a disagreement in the play the Captains will Do ( Rock, Paper, and Scissors)
- Scorekeeping: Players will announce score after each run scored and agree on score after each half inning.
- Final score will be home team's responsibility to report the final score to the ball coordinator onsite.

## **PINCH RUNNING**

- Pinch running is allowed if runner comes back up to bat.
- If runner comes up to bat and no teammates can pinch run, offense loses that base runner to allow runner to go up to bat.
- Teams can use two pinch runners per game to upgrade the runner

## **FORFEIT**

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- 3 forfeits in 1 season are grounds for removal from the league.

**\*\*\*Please note: Recreation Specialist or Ball Coordinator may alter or change rules during the season at any time.**