



# Town of Apple Valley Parks & Recreation Department Wiffleball Rules



## A) THE GAME

1. All games will be six innings or 45 minutes in length, whichever comes first. No new inning will begin after 40 minutes.
  - a. In case of a tie, extra innings will be played. First extra inning starts with a runner on 1<sup>st</sup> and 2<sup>nd</sup>. Any further extra inning will begin with bases loaded.
2. No baserunners will be used. All games will utilize ghost runners.
3. There will be no Mercy Rule in effect

## B) FIELD OF PLAY

1. The field dimensions shall be as follows:
  - a. Pitcher's mound will be 42 feet from home plate.
  - b. The right and left field foul poles will be 90 feet from home plate, and straight away centerfield will be 105 feet.
  - c. The Cheap Line will be 20 feet from home plate. Ball must reach this line to be considered fair.

## C) PITCHING

1. The Strike Zone will be 22" wide by 30" tall, situated 12" off the ground, and have a net in the middle.
2. A Strike will be called for any ball that goes into the net
3. A Ball will be called for any ball that hits the Strike Zone frame or misses the Zone entirely.
4. All at-bats will begin with a 1-1 count.
5. Teams must alternate pitchers each inning.

## D) FIELDING

1. Teams will have one pitcher and two fielders during defensive play.
2. Fielders may line up anywhere in fair territory, but not closer to home plate than the forward portion of the pitching rubber.
3. A cleanly-fielded ground ball always results in lead runner being out.
4. Any fly ball caught in the air is an out.
5. Fielders may try for a double play if there are less than 2 outs and a runner on first.
  - a. To do this, a fielder must pick up an infield grounder cleanly (no bobbles and before the singles line) and then complete a throw that hits the strike zone.

- b. A double play must be completed in a continuous motion. A delay in the throw will result in a single out.
- c. If the ball is thrown out of play when attempting a double play, any runners on base advance 1 base.

#### E) SCORING

1. Single: Any hit not reaching the wall.
2. Double: A ball reaching the wall after a bounce.
3. Triple: A ball reaching the wall in the air or deflecting off a player and into the wall before touching the ground.
4. Home Run: A ball landing over the wall.

#### F) EQUIPMENT

1. The Town of Apple Valley will provide all equipment. Only white baseball size Wiffle<sup>(R)</sup> balls, and 32" Wiffle bats will be used.
2. Baseball gloves are not permitted

#### G) ROSTERS

1. All teams must have 3 players
2. All players must be at least 16 years old by game-day
3. Lineups must be exchanged by Team Captains 5 minutes prior to game. Lineup cards will be provided.
4. Substitutions will only be permitted in the event of an injury.
5. Bating out of order is an automatic out.

#### H) GENERAL

1. Teams will self-officiate. On-site Rec Staff will have final word in event of dispute.
2. Violation of these rules or Athlete Code of Conduct will result in ejection
3. Rules not stated here will follow Major League Baseball
4. Absolutely no alcohol is allowed on any Town Field or Park. Teams found to be in violation will be disqualified.