



The Zone Sportsplex Official Wiffleball Rules

I. The Field

- a. The infield will be a forty-five (45) foot square. Home plate and three (3) bases will be placed in normal baseball fashion. A 'fair' play line will be drawn in front of home plate; the line will intersect each foul line at fifteen (15) feet creating a "fair ball triangle"
- b. The pitching distance is thirty-five (35) feet from the rubber to home plate (back point) and thirty eight feet (38) feet to the strike zone target.

II. Equipment

- a. The strike zone target will be a ATEC pitchers target standing twenty-three (23) inches wide by twenty-seven (27) inches high and will stand thirteen (13) inches off the ground to the bottom of 'the zone'. The target will be three (3) feet behind the back point of home plate.
- b. Proper footwear is required. Metal spikes/cleats are prohibited. Turf shoes are allowed.
- c. Baseball gloves/mitts are not allowed. Only batters may wear batting gloves.
- d. The ball and bat will be provided by The Zone, no exceptions.

III. Teams & Rosters

- a. Teams consist of between four (4) and eight (8) players. Four players will play defense at all times (pitcher plus 3 defenders). If playing Coed, it is required to be split evenly. If a team cannot field the minimum requirement, the game will end in a forfeit.
- b. 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 available from The Zone). All present rostered players must bat. Batting out of order will result in an out.
- c. All players may change positions at any time defensively (excluding pitcher), however, defensive substitutions can only be made between innings unless injury is the reason.

IV. The Game

- a. Six (6) innings equal a normal game. A ten (10) run “mercy rule” is in effect after 4 complete innings. A six (6) run rule per inning will be enforced.
- b. Each team receives three (3) outs per inning.
- c. Four (4) balls equal a walk. Three (3) strikes equal an out. Fouls are unlimited unless a foul tip with two (2) strikes hits the strike zone target or is caught in the air once past the fair ball line (15 feet). The result will be an out. Strikes result from a swing and a miss, foul ball, or a pitching hitting the strike zone target.
- d. There are no restrictions with pitching speeds. A pitcher can throw as fast or slow as he/she likes. Pitchers can throw a maximum of 2 innings per game. In case of extra innings, this rule does not apply and a pitcher may re-enter that position. Coed games must have female throw a minimum of 2 innings per game, regardless of how many innings the game lasts. If not, the game can be protested.
- e. There is no stealing of bases.
- f. There is no leadoff and runners are not allowed to leave the base prior to the pitch being hit.
- g. Fair and foul balls adhere to standard baseball rules unless otherwise stated.
- h. All ground balls must reach the fair play line. If a batted ball does not cross the fair play line it will be ruled a foul ball. Infielders may NOT record ground ball outs until the ball passes the fair play line.
- i. If a batted ball (in the air) has passed the fair play line and is dropped by the pitcher, and the ball falls on the ground, it will be ruled a hit. This rule does not apply to other defenders.
- j. A fly ball hitting the ceiling is considered a foul ball. A second ball hitting the ceiling in the same at bat is considered an automatic out.
- k. A fly ball hitting the outfield wall first and then caught is considered by a fielder before hitting the ground is considered a live ball and an out... 'tag up if you dare'. ☺
- l. In case of a tie, a maximum of one (1) extra inning will be allowed. If the game is still tied, the game will be ruled a tie.
- m. No carry-in food/beverage in baseball area unless purchased at The Zone. A single water is allowed on the field. Anyone caught breaking this rule will be subject to team disqualification.

V. The Pitcher

- a. A pitcher will get ten (10) warm-up pitches before the start of the game and five (5) between innings. A relief pitcher will receive seven (7) warm-up pitches.
- b. A pitcher must start his wind-up from the pitching rubber. The pitcher must have at least one (1) 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 “no pitch”. Repeated violations may result in the pitcher being removed from pitching for the remainder of the game.
- c. A pitcher entering the game must face one complete batter before being replaced.

VI. The Batter

- a. The batter may NOT intentionally move into the path of a pitch. If he/she does, they will be called for batter's interference, and the pitch will be called a strike (including strike three (3)).
- b. There is no 'hit by pitch' rule. If a batter is hit by a pitch, the pitch will be considered a ball.
- c. A batter/runner must move out of the way of a fielder's throw attempt to the strike zone (home plate). If the batter/runner is considered interfering with the play to the plate, a successful out will be recorded.
- d. Bunting is not allowed and will result in a strike (foul ball).

VII. Recording Outs

- a. Pitchers hand outs for 1st base only
- b. Fly balls (including foul ball fly outs)
- c. Double plays
- d. Plays at home (hit strike zone)
- e. Force outs
- f. Strike outs

VIII. Who Makes The Call

- a. All calls will be made by the umpire and will stand. Any disagreements must be voiced by the captains...but in the end, the umpires ruling stands.

IX. General Rules

- a. All teams and players will respect and adhere to the rules of The Zone Sportsplex. All players will conduct themselves in a sportsmanlike fashion. Taunting, berating or other types of disrespectful conduct towards opponents and/or league officials will not be tolerated. Any violations may result in an ejection from the game.
- b. The Zone Sportsplex reserves the right to refuse entry of any player or team. Any appeals must be voiced to management.