

1 **Mequon Wiffleball League**  
2 **Official 2016 Rules (4 Teams)**

3 July 7, 2016

4 The official rules of Major League Baseball will govern all league circumstances, with  
5 the following exceptions.

6  
7 **League Rules**

8 LEAGUE FORMAT: Teams will play each team in their division four times  
9 throughout the season. Two of these games will be at home, and the other two away.  
10 Teams will play every team in the other division twice, one home game, and one away  
11 game.

12 All teams will make the playoffs based on the following seeding: Head-to-Head play,  
13 Head-to-Head run differential, and total run differential.

14 ROSTERS: Managers must officially submit rosters to Commissioner Mike Boyles no  
15 later than the assigned deadline (JULY 17th 2014 by 11:59PM). Roster must be no  
16 more than 7 players including one on the Disabled List.

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18 **Playing Equipment**

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20 1.00: BALL: Only baseball sized Wiffle ball brand balls will be used. (8 holes on one  
21 side).

22  
23 1.01: BAT: Only unaltered "Classic Yellow" Wiffle bats are to be used. Bats may be  
24 taped on the molded grip area.

25  
26 1.02: BASES AND PITCHERS PLATE: All bases will be 45 feet apart, the front edge  
27 of the Pitcher's Plate will be 45 feet from the back point of home plate, 47.5 feet from  
28 the base of the strike board.

29

30 1.03: STRIKE BOARD: The strike zone will consist of a board that measures roughly  
31 20” wide by 30” tall. The strike zone will be 12” off the ground, and located 2.5 feet  
32 behind the back point of home plate. (47.5 feet from the pitching rubber)

33

34 1.04 GLOVES: Baseball gloves are NOT allowed.

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36 1.05 FOOTWEAR: No metal spikes are allowed. Plastic cleats or turf cleats are  
37 permitted. For your safety, we advise you to wear some sort of footwear, and avoid  
38 bare feet.

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#### 40 **Team and Game Regulations**

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42 2.00: TEAM PLAYER REQUIREMENTS: Minimum of 3 players per team to play a  
43 regulation game. 7 players maximum. All eligible players on the roster may be in the  
44 lineup in a game. Teams may rotate players in and out of the field as they please.

45

46 2.01: DEFENSIVE SUBSTITUTIONS: Teams may freely rotate defensive players  
47 with substitutes on the bench (extra hitters).

48

49 2.02: PITCHER DEFENSIVE SUBSTITUTIONS: Once a player has been in the  
50 pitchers position, and has been removed from that position, the player may not return  
51 as the pitcher in the same game.

52

53 2.03: FIELDING: Teams are required to have 3 fielders; two fielders and one pitcher.

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55 2.04: GAME LENGTH: A regulation game is 5 innings, 3 outs per half inning. We  
56 will not begin another inning 50 minutes after first pitch of that game. REGULAR  
57 SEASON ONLY: If the game is tied after 5 innings, or the time limit is reached, the  
58 following inning will be played normally. If no winner after the first extra inning, then  
59 a home run derby will take place between two chosen players by the respective teams.  
60 Three outs per round, and whoever has the most home runs after one round will be  
61 declared the winner. If the round is tied, then a second player from each team will be

62 chosen to compete in another round. This will continue until all players are utilized,  
63 and then repeat from the beginning of the cycle.

64

65 2.05: MERCY RULE: Games shall be over if either team leads by 10 runs after 4  
66 innings, or after 3.5 innings if the home team is ahead. OR 20 runs after 3 innings, 2.5  
67 innings if the home team is ahead.

68

69 2.06: RAIN OUTS: Games become official after 4 innings, or after 3.5 innings if the  
70 home team is ahead.

71

72 2.07: TEAM TARTYNESS: If a team does not have enough players to field a team 15  
73 minutes past the scheduled start time of the game, the present team can forfeit the  
74 game(s) to themselves at scores of 3-0 each. It is up to the present team's discretion if  
75 they want to reschedule the game against the tarty team for a later time.

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79 2.08: INJURED OR LEAVING PLAYERS: If a player starts a game, they do not have  
80 to finish the game ONLY IF they are injured. If a player is benched, or has to leave  
81 due to prior commitments, or other reasons, the batter remains in the lineup, and counts  
82 as an out each time his slot comes up in the order (UNLESS OTHERWISE  
83 PREVIOUSLY AGREED UPON BETWEEN BOTH TEAMS). Any player who is  
84 substantially injured may be placed on the Disabled List. Managers must set a day  
85 limit on his time on the DL, and during that time, they can substitute a player in for  
86 him as long as their roster does not exceed 8 players. This injured player will be a part  
87 of the 7 man roster, but once his time on the DL is over, the team must have a roster of  
88 6 eligible players.

89

90 2.09: UNIFORMS: Teams must have at least matching colors on their tops.

91 2.10: TRADES: Teams may trade players to other teams inside, or outside of their  
92 division, as long as they do not go past the maximum roster size of 7 players. Trades  
93 must be done before the trade deadline (JULY 13th 2016 11:59 PM).

94

95 2.11: FREE AGENTS: Anyone who has not agreed to play on a team can be picked up  
96 prior to the trade deadline. (JULY 13th 2016 11:59 PM))

97

98 2.12: PLAYOFF ELIGIBILITY: Players are eligible for the playoffs as long as they  
99 play 1 game with the playoff team they wish to play for before after the Trade  
100 Deadline, but before Week 7.

101

## 102 **Pitching**

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104 3.00: SPEED LIMITS: Pitching for our league is slow to medium pitch.

105

106 3.01: GRIPS AND THROW: Any type of throw, overhand or underhand is allowed.  
107 Any type of grip is allowed, but no deforming or altering the ball in it's current state.  
108 No "loading" the ball with rocks, dirt, or debris.

109

110 3.02: BALKS: There are no balks in the Mequon Wiffleball League.

111

## 112 **Batting**

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114 4.00 BUNTING: Bunting is not allowed.

115

116 4.01: STRIKES: Batters will be charged with a called strike when:

117 1) A legally delivered pitch hits the strike board without first touching any other  
118 object, including the ground.

119 2) A batter, intentionally or unintentionally, extends any part of his body outside  
120 of the batter's box and interferes with a pitched ball before it has passed the  
121 strike board.

122 3) A batter swings and misses at a legally pitched ball.

123 4) A batter swings, and hits the ball into foul territory without it being caught.

124

125 4.02: HIT BY PITCH: Batters that are hit with a pitch and do not swing will be awarded  
126 a ball, but will not be awarded first base for the reason of being hit with a pitch.

127

128 4.03: FOUL BALL LINES: A line will be drawn 20 feet from home plate. This line will  
129 be treated as a foul line in the exact same manner as the other foul lines between home  
130 and first or third base.

131

132 4.04 DROPPED THIRD STRIKE: Batters may not advance to first base on a dropped  
133 third strike.

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### 135 **Walks and Strike Outs**

136 5.00: BASE ON BALLS: Five balls shall entitle a batter to a base on ball, a walk.

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138 5.01: FOUL TIP: A ball which is fouled off the bat and then hits the strike board  
139 without first touching any other object, including the ground is a foul tip. A foul tip is  
140 dead the moment it touches the strike board, and counts as an out if it is the third strike  
141 of the at bat.

142 5.02: COUNT: Batters will immediately be receiving balls and strikes. Batters will no  
143 longer require two strikes in the count to have balls start accumulating.

144

### 145 **Base Running**

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147 6.00 LEADING OFF BASE OR STEALING: There shall be no leading off or stealing.  
148 A runner must remain in contact with the base until the batter makes contact with the  
149 ball.

150 COMMENT: A base runner that leaves base before the batter makes contact with  
151 the ball can be called out by the fielding team.

152

153 6.01: COURTESY RUNNERS/GHOST RUNNERS: In the event that a batter is due up to  
154 bat in the batting order and is still on base, another player from the player's team may run  
155 in their place without being counted as a substitution. If no player is available as a

156 courtesy runner, the team may use a “ghost runner”. The ghost runner must be the trailing  
157 runner on base. All ghost runners must be forced to advance to the next base by the batter-  
158 runner, and a force out at a base for the ghost runner can be made if the fielder completes  
159 the force play before the batter-runner that is forcing the ghost runner reaches first base.

160

161 6.02: MISSED PEGGING ATTEMPTS: Runners may advance at will, as long as the  
162 overthrown ball stays inside the fair field of play. If the ball continues into foul territory,  
163 the lead runner is awarded the base they were headed to plus one base.

164

165 6.03 PEGGING: Fielders may throw the ball runners. Runners struck will be out. Runners  
166 struck with a thrown ball which first hits any player, a base, or the ground first, will be out.  
167 The ball will remain live if a thrown ball strikes a runner. A batted ball which strikes a  
168 runner is immediately dead.

169

## 170 **Fielding and Outs**

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172 7.00 PITCHERS CIRCLE FORCE OUT: In addition to any other method of putting out  
173 runners, any force out may be made if a player obtains control of the live, batted or thrown  
174 ball before the runner reaches a base. Should there be more than one force out in play,  
175 only one force out shall be made on a single play. The lead force shall be the first one  
176 affected, but should it not have been in time, subsequent forces will be enforced in  
177 continuing lead order.

178 COMMENT: Runners on first and second. Batter grounds a ball to the fielder, who  
179 throws it to the pitcher. The runner going from second to third is the lead force, but he gets  
180 to base before the pitcher has the ball in the circle, so he is safe. The runner going from  
181 first to second is the next lead force, and he doesn't get to second before the pitcher gets  
182 the ball, so he is out. The batter-runner is safe at first on a fielder's choice. This will be  
183 difficult to judge, so judgment calls like always refer to spectators first, then players.

184

185 7.01 PITCHERS CIRCLE DEAD BALL: Once a player has obtained control of the ball in  
186 the circle, the play shall be immediately dead and any runners between bases shall return or  
187 advance to the base they are closest to at the time of the dead ball. Runners will be out if a  
188 caught fly ball is thrown to the pitcher, or another player inside the circle before the runner  
189 returns to his base if and only if the ball is caught outside of the circle, and a second  
190 teammate enters the circle to gain control of the ball.

191

192 7.02: INFIELD FLY: There shall be no infield fly rule.

193

194 7.03: BALL BUCKET: A bucket filled with balls will be allowed in the pitcher's circle (10  
195 ft. Diameter) but not in front of the pitcher's plate. Any batted ball that hits the bucket, or  
196 any balls that have fallen out of the bucket, shall result in an immediate dead ball, all  
197 runners including the batter-runner shall advance one base. A thrown ball that hits the  
198 bucket, or any balls that have fallen out of the bucket, shall be live and in play. A thrown  
199 ball that stays inside the bucket shall result in an immediate dead ball and runner's advance  
200 to or return based on the pitcher's hand rule.

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