



The City of Grove City Parks & Recreation Department

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Richard L. "Ike" Stage
Mayor

Wiffle[®] ball League Rules

I. Equipment

1. All equipment will be provided by Grove City Parks and Recreation.
2. Wiffleballs will have eight slots.
3. A ball will be declared illegal for use if it has a crack greater than 1/4" inch and will be removed from the game. Only one ball will be allowed on the field during a game. The ball may be scuffed, but no foreign matter can be added to the ball.
4. The bat must be rounded on all sides. The bat must measure 32" in length and 2 5/8" in diameter. Tape may be used on the handle, but cannot be over 18" from the handle end.
5. Strike zone target will be 23" wide by 27" high and will stand 13" off the ground. The target will be 3' behind the back point of home plate.
6. Baseball gloves/mitts are not allowed. Hats may not be used to catch or field a ball. Only batters may wear batting gloves.

II. Field (Windsor Park Field # 7)

1. Bases – 50'
2. Pitching rubber – 40'
3. Fence will be 100' from home plate

III. Game Time

1. 7 innings *or* a one-hour and 15 minute time limit
2. Mercy Rule – 15 runs after 5 innings and 10 runs after 6 innings
3. Sundays from 2 p.m.-6 p.m.

IV. Unsportsmanlike Conduct

Grove City Parks and Recreation is interested in ensuring that a high level of sportsmanship be maintained in this sports program.

1. Manager is responsible for taking charge of his/her team and spectators. Abusive language, litter and other irresponsible acts will not be tolerated.
2. If a violation occurs, a game suspension will result for the next two games. A suspended player may not be present at any game that is in progress during the suspension period. If this term is violated, the team will forfeit the remainder of the season.
3. If a player has a second violation, he will be suspended for the remaining season.
4. Please, police your team to make sure the wiffleball league is enjoyable for all to play in.
5. If behavior gets out of hand during the season, the league will disband.

IV. General Game Rules

1. There is no umpire; you make your own calls.
2. The minimum number of players to start a game is 2 and the maximum is 5. Teams may have more than 5 players on their roster, but may only play 5 per game.
3. Batting order will not change during the game. Batting out of order will result in an out.
4. Defensive player running into the fence will result in a homerun and no out.

5. Substitutions can be made freely with the exception of the pitcher.
6. No ghost runners.
7. No bunting.
8. No stealing or leading off.
9. Count starts at 0-0.
10. After strike two, a foul tip that travels through the strike zone will result in an out.
11. Each team receives 3 outs per inning.
12. Players hit by a pitch will not be awarded a base.
13. Fair and foul balls adhere to standard baseball rules unless otherwise stated.
14. Runners may advance 1 base on an overthrow that leaves the playing area.
15. Runners may slide at any base except first base.
16. Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the batted ball. If the base runner does not avoid the collision, play will be ruled dead, the base runner is called out, the batter is awarded first, and all runners return to their original bases unless forced to the next base.
17. Base runners may be pegged for an out. If a player is hit in the head, unless the player is attempting to slide or ducks, the runner is awarded 2 bases.
18. If there is a tie at a base, the runner gets the call.

V. Pitcher

1. Pitcher will get 8 warm-up pitches before the start of the game. Relief pitchers will be given a reasonable amount of time.
2. Pitcher must start their wind-up from the pitching rubber. Pitcher must have at least 1 foot touching the rubber when he releases the ball. If this rule is violated, it will be ruled a “no pitch.” Repeated violations may result in the pitcher being removed from the pitcher’s position for the remainder of the game.
3. Pitcher must pitch to at least one batter before they can be substituted out.
4. There are no balks.
5. There are no restrictions with pitching speeds. A pitcher can prefer to throw fast or slow.

VI. Batter

1. Fair and foul calls will be the responsibility of the batter.
2. Check swings will be the responsibility of the pitcher.
3. If a batter catches the pitch, it’s a called strike.
4. The hands of the batter are considered part of the bat *only* if the batter is swinging.
5. The batter must keep two hands on the bat prior to contacting the ball. One-handed swings that hit the ball into fair or foul territory will result in the batter being called out.
6. The offensive team is responsible for retrieving pitched balls that are not hit.
7. Infield Fly Rule – If there are runners on first and second or first, second and third with less than two outs, a batter may wish to yell ‘Infield Fly’ when hitting a fly ball. This immediately declares the batter out and the runners may hold on their current base. If the batter doesn’t yell ‘Infield Fly’ before the ball touches the defensive player’s hand the ball is live and the batter is not out.