

WBWS RULES 2017

Section 1: Divisions/Teams/ Players

A. Minors Division (12 and under)

- Players- 3 or 4 players per team
- 3 or 4 players will play the field
- 3 or 4 players will bat
- An adult will pitch

(see RULES 1-G for more details)

B. Majors Division (16 and under)

- Players- 3 or 4 players per team (teams with four (4) players must play all four (4) players in every game—see RULES section 1-H for details)
- 3 players will play the field (1 pitcher/ 2 fielders) see Rule 5-A2
- Pitching Rotation- (all players rostered, every game, every inning) see Rule 5-D2

C. Championship Division (open)

- Players- 3 per team
- 3 players will play the field (1 Pitcher/ 2 fielders)
- Pitching Rotation- (every inning) (example: player A pitches innings 1 and 4, player B pitches innings 2 and 5, player C pitches innings 3 and 6)

D. Players can only play in ONE division. (The only exception to this rule is if a player is selected by the WBWS committee to play on a team in a in a higher division for the convenience of scheduling/rostering purposes.)

E. Limited Number of Teams: Due to time constraints with scheduling, there will be a limited number of teams in each division. Twelve (12) teams for each division is the maximum. If a division is to receive more than twelve (12) registrations, the WBWS Committee reserves the right to determine which twelve (12) teams will be chosen to play based on factors including, but not limited to, returning team/player seniority (e.g. the number of years players have participated in WBWS) date completed team registration is submitted scheduling availability of players.

*****Please note that once a division fills, late registrations will NOT be accepted.*****

F. Ages: Ages are used as a guideline--teams can also be flighted up or down a division based on level of ability, which will be determined by the WBWS committee.

G. Adding a 4th player to a MINOR team: MINOR division teams can add a 4th player to their team. (This is an attempt not break up families/siblings of young children that would like to play together, as well as to give the MINORS teams their opportunities for subs.)
Some

conditions that must be met in order to sign up a 4th player on a MINOR team:

All four (4) players must be rostered on the initial registration form. (A 4th player cannot be added after the team has registered.)

All four (4) players must play in at least one Round-Robin (qualifying) game in order to play in the playoffs (semi-finals and final game). If a player does not play in a Round- Robin

(qualifying) game Friday or Saturday they are not eligible to play in the playoff games.

H. Adding a 4th player to a MAJOR team: MAJOR division teams can add a 4th player to their team. (This is an attempt not break up families/siblings of young children that would like to play together, as well as to give the MAJORS teams their opportunities for subs.)

Some

conditions that must be met in order to sign up a 4th player on a MINOR team:

All four (4) players must be rostered on the initial registration form. (A 4th player cannot be added after the team has registered.)

All four (4) players must play in all games in order to play in the playoffs (semi-finals and final game). If a rostered player does not play in a scheduled (qualifying) game Friday or Saturday they are not eligible to play in the playoff games.

I. Subs

- In the event a team needs a sub, the team needing the sub must choose a player from a team in a lower division.
- In the event a player is not available from a lower division, both teams must agree upon the sub, AND the WBWS Committee MUST approve of the sub.
- The WBWS Committee (Jeff Blum, Scott Edie, Scott Gossman, Zach Sargis, Dan Soloman) MUST approve of all subs.

Section 2: Equipment and Field Regulations

- A. The Ball:** Only official wiffleballs, which are provided, are allowed.
- B. The Bat:** Only yellow regulated wiffleball bats, which are provided, are allowed. They can't be weighted or modified. Teams/players cannot bring their own bats.
- C. Bases:** No base running. The bases and base paths will be used to determine hits.
- D. Strike Zone:** There will be a strike zone placed behind home plate. The ball must hit the netting or orange to be a strike.
- E. Umpires:** There will be a designated umpire for each game. The umpire has final say on all calls. Remember this a game and supposed to be fun. No arguing with umpires will be tolerated.
- F. Uniforms: Matching Uniforms are required with #'s on the back. A professional baseball team name must be used (can be a minor league team).** See Rule 6—C for details.

Section 3: The Game

A. Length: The game will be five (5) innings in length. If the score is tied at the end of five (5) innings, two (2) extra innings will be played for a max of seven (7) innings to determine a winner. For Round-Robin play only, if the game is still tied after seven (7) innings the game will count as a tie.

Play-offs will be played until a winner emerges. Three (3) innings of play determines a winner.

Time Limit: minimum 45 minutes. Games are scheduled 45 minutes apart a final time limit will be determined prior to the start of the tourney depending on entries. But it will be at least 45 minutes.

B. Mercy Rule: If a team is up seven (7) or more runs following the 3rd inning, the game is over.

C. Mercy Inning: Only nine (9) runs are allowed to be scored per inning. If a team hits a home run before reaching the nine (9) runs, all runs count. For Example: With the bases

loaded and eight (8) runs already scored, if a team hits a grand slam, all runs score. This would result in 12 runs scored. If a team is trailing they will be allowed to score until they have a nine (9) run lead and then the mercy inning will come into play.

D. Format—Minors, Majors, Championship Division:

- Cross-Division 3 game Round Robin
- Inter-division play-offs all 3 team make play-off round
- 4 Game Guarantee

Tie-breakers

1. Run Differential
2. Runs Against
3. Runs Scored
4. If still tied, we will blind draw from one of the three teams that Team A and Team B played against. We will start with Inning 1 and use their runs scored. (For Example we draw team C. If team A scored 5 runs in the 1st inning and Team B scored 4 runs in the 1st inning Team A would win the tie-breaker. If still tied, we will go to next inning. If still tied, we will draw a new team.)

Section 4: Offense/Batting

A. Hitting: There is no base running. Ghost runners must be pushed. For example: if PLAYER A hits a double that player is on 2nd base. If PLAYER B hits a single PLAYER A advances to 3rd base and runners are at 1st and 3rd. If PLAYER B is walked runners would be at 1st and 2nd.

1. **Walk** – Four (4) balls equal a walk. If a batter is hit by a pitch it's just a ball. (The MINORS Division has no walks.)
2. **Single**- A single is
 - a. any ball hit past the back corners of 1st and 3rd base,
 - b. past the dirt base paths on Wiffle Ball Park Field that isn't fielded cleanly, or
 - c. comes to a stop or a clean play isn't made to the pitcher. (The player must field the ball cleanly and throw in clean motion to the pitcher. The pitcher must have one foot on the rubber. **The UMPIRE will have final say on the call.** (In the MINORS Division if the pitcher doesn't make the catch but it was a good throw the batter will be out.))
 - d. any ball not hit past the baselines that the pitcher tries to field, and bobbles in any way during the play.

ALSO...

- e. If the pitcher is outside the baselines and fields the ball, he must make a throw to someone covering the mound. If he does not the play will result in a single.
 - f. **Blooper ball**—any ball that is blooper into the outfield that is allowed to hit the ground and is not caught will result in a **single**. Umpire will call "blooper ball."
 - g. If a hard ground ball is hit and the pitcher touches the ball but the ball is field by another fielder the play will still result in a **single**.
 - h. Any ball that hits in front of the plate is a fair ball, if the ball hits the plate or behind the plate first it will be a foul ball. **The UMPIRE will have final say.**
3. **Double**- any ball hit to the wall or bounces over the wall.
 4. **Triple**- Any ball that hits the wall in the air even if it's touched by a fielder. Tree Rule (explained below).
 5. **Homerun**- any ball landing over the fence. A player cannot hop over the wall or stand on the wall to make a catch.

6. **Foul Strike Out:** This rule only applies when there are two strikes on the batter. If the batter foul tips the ball, and the ball hits the netting of the strike zone, the batter is out. It must hit the netting.
7. **The Count:** Four (4) balls equal a walk. Three (3) strikes equal a strike out.
8. **Big Elbows:** No part of your body, including your arms, may extend over or in front of the strike zone. A warning will be issued to the team by the ump. The next time it happens it will be called a strike.
9. **Tree Rule:** If a ball is hit over the fence and hits a tree and comes back into play the ball will be considered live. If it's caught it will be an out, if it hits the ground it will be a triple. This only applies to the trees and no other structures or spectators.
10. **Batting Rotation:** MAJORS and CHAMPIONSHIP—All rostered players must bat every game in a batting rotation order (same concept as the pitching rotation order). MINORS—all players playing that game must bat in a batting rotation (same concept as the pitching rotation order).

Section 5: Defense/Pitching

A. Fielders

1. **Minors Division:** Three (3) or four (4) fielders (depending on how many the team has registered). An adult will pitch.
2. **Majors Division:** Three (3) fielders (1 pitcher/ 2 fielders) If there are four (4) players rostered, all four (4) must play the outfield at some point in every game.
3. **Championship Division:** Three (3) fielders (1 pitcher/ 2 fielders)

B. Fielding: A hit ball must be fielded cleanly and a throw in a clean motion without hesitation to the pitcher for an out to be made. (Pitcher must have foot on rubber.) Any delay or hesitation will result in a hit. The Umpire will have the final say. (see hitting section)

C. Pitching Bucket: The pitcher can place the ball bucket within 5 feet of the mound inside the infield. If the ball hits the bucket it will be considered a ground out.

D. Pitching Rotation: The pitcher that starts an inning must finish the inning.

1. **Minors Division-** Adult will pitch
2. **Majors Division-** Same rules as CHAMPIONSHIP (See 5-D3 below.) If four (4) players are rostered, all four (4) players must pitch every game, following a pitching rotation. (Example: Player A pitches innings 1 and 5, Player B pitches innings 2 and 6, Player C pitches inning 3, and Player D pitches inning 4.)
3. **Championship Division-** rotate every inning. (example: the pitcher that pitches the 1st inning will pitch the 4th, etc.

E. Pitching Rules/Restrictions (for MAJORS and CHAMPIONSHIP teams):

1. There are no speed restrictions for pitching.
2. The only style restriction for pitching is that windmills are not allowed.

F. Walk: Four (4) balls. A hitter hit by a pitch will count as a ball. (No walks in the MINORS Division)

G. Strikeout: Three (3) Strikes. Unlimited foul balls. Third (3rd) strike foul that hits the netting of the strike zone will count as a strike out.

H. Three (3) Outs per Inning

I. Double Play Rule: A double play can be attempted with any runners in a force-out position. The fielder must field the ball cleanly and make a throw to the pitcher, the pitcher must catch the ball on the rubber and make a throw to the strike zone. If the pitcher hits the strike zone a double play will be awarded. There can be no hesitation from the pitcher on the turn. The

UMPIRE will determine the cleanliness of the play.

- *If the batter is in the batter's box or blocks the strike zone in any way and is hit by the pitchers attempt a double play will be awarded.*

Section 6: Misc.

- A. Game Time:** The scheduled game times will be used as a guideline and are subject to change. Games can start up to 30 minutes prior to scheduled game time.
- B. Scorekeeping (Score Board):** A schedule will be provided to help with scorekeeping. (score board)
- C. Team Names:**
1. A professional baseball team (MLB or MiLB) name must be used. For ideas, see
http://www.sportslogos.net/leagues/list_by_category/22/Minor_League_Baseball/ogos
or
http://www.sportslogos.net/leagues/list_by_category/23/Independent_Baseball/ogos
 2. If two or more teams in the same division choose the same team name, preference is based first on PRIORITY FOR RETURNING TEAM, than on ORDER REQUESTED.
 - i. PRIORITY FOR RETURNING TEAM: The team that used a team name the prior year (2016) is granted priority if they would like to use it again in 2017.
 - ii. ORDER REQUESTED: If neither team has priority based on use the prior year, the team that first requested the name will be granted the team name.
- D. Liability Release Forms:** All players must sign a liability release form before playing. (Those under 18 must have a parent's signature.) Players who do not have a signed release form will not be allowed to play.