



2024 Wiffle Ball Rules

Standard Baseball Rules with the following exceptions:

Field Size:

- Outfield Fence Dimensions: 85 - 120 feet
- Base Distances: 45 feet
- Pitching Distance: 35 feet - Umpire may adjust distance due to wind
- Home to 2nd: 63.5 feet

Players & Substitution:

- Up to six players on the field:
 - Mandatory: one pitcher and one catcher
 - Catcher must setup within arm's length of frame
 - Flexible: four additional defensive players (i.e. two infielders and two outfielders)
- Continuous Batting Order | Free Substitution
- Pinch Runners Allowed
- Roster size determined by Team Captain

Length of Game/ Time Limit:

- Six inning game OR 25 minute time limit
- New inning begins immediately when the 3rd out of the bottom half of inning is made.
- No new inning begins after time limit expires
- Pool Play games may end in a tie
- Semifinal Game will include time limit plus one extra inning
 - If still tied, Top Fundraiser will advance
- Championship Game allows for unlimited extra innings after time limit

Speed Up Rules:

- Strike zone Frame will be utilized
 - Any pitch thrown making contact with frame will be a strike regardless of angle
- Bucket of Wiffle Balls placed by mound
 - “Rapid Fire” pitches suggested - No Warm-Up Pitches
 - No return throws from catcher
 - Catcher places non-hit balls in bucket at home
- Every hitter begins with a 1-1 count (one ball & one strike)
- Once pitcher has ball inside pitcher's circle the runners may not advance

Outs & Walks:

- Three outs in an inning
 - Strike Outs are enforced | Caught Fly balls
Force Plays | Tag Plays | Pitcher's Hands
 - Defense may throw the wiffle ball at a runner
 - Runner hit by ball in anyway is out.
 - Pitcher's Hands - Pitcher must have control of ball inside pitcher's circle
- Walks / HBP / Bunting
 - Walks & intentional walks are allowed
 - No Hit By Pitch. If Batter is hit by pitch it counts as a ball
 - Chicken Wing Rule - Batter cannot lean into pitches path, will be called a strike
 - Pitches MUST have some “arc” in path to avoid unhittable fast balls
 - No bunting
 - Ball must go beyond white "arc" to be live

Equipment:

- WBA will provide all wiffle balls & wiffle ball bats
 - Teams provided one 32" wiffle ball bat

Fundraising Incentives:

- In each game, the team that raised the most funds prior to the start of the tournament is eligible for the following incentives:
 - Selection of home & visitors
 - Beginning the 1st offensive inning (only) with a person on first base (last hitter in order)
 - Tie Breaker Advantage - In Seeding for Semifinals
 - First batter of game uses Big Red Bat