



2019 Spring Leagues - RULES

Part of what makes Wiffle so unique is its rules. Every backyard has its own custom book of quirks, wrinkles, and the wacky. At KC Wiffle, our rules and fields are no different. They have been developed through decades of backyard battles, tested by KC WIFFLE, and capture the spirit of sheer Wiffle whimsy.¹

Above all, we ask you to practice Wiffraderie. What is Wiffraderie, you ask?

The 7 Ways To WIFFRADERIE:

1. Be a good human being.
2. Respect this great and historic game.
3. Cheer every home run trot, especially if you dished it up.
4. If you lose your cool, say “My Bad!” and pinkie promise never to do it again.
5. Hang out with opposing players after the game.
6. Laugh at yourself, not at others.
7. Remember that this is Wiffle and not slow-pitch softball or any other inferior sport.

Standard Rules

When in doubt, real Major League Baseball rules apply. That said, we’ve thought up a buttload of additional rules. Because that’s what makes this game great.

- **New “Provisional” Rule²:** any hit ball not exceeding the 10 ft arch in front of home plate will be considered a foul ball (unless it’s on a meatball pitch, then it’s an out). A ball that touches or rests on the arch line is in play. A ball that lands “in play” but then spins or rolls back inside the arc is a foul ball, unless first being touched by a player. This rule is partly to discourage bunting because bunting in Wiffle is lame. Swinging hard and only hitting it as far as a bunt is also lame.
- **Self umpiring:** the team that’s batting will send out an “ump” behind the mound. He cannot pitch a meatball and ump simultaneously. He is “in play” but cannot make a play. And, if he’s not sure, he shall give the benefit to the opposing team.

¹ Check out KC WIFFLE @ <https://www.facebook.com/KCWiffleBall/>

² “Provisional” means that THE BOARD could not agree and after an ugly, long-fought battle— with political subterfuge, pork-barrelling, and stall tactics, we agreed to try it for the Spring Leagues and then create a sub-committee to evaluate its effectiveness.

- If a call is disputed, we encourage you to work it out the Wiffle Way: Farkle (i.e. rock, scissors, paper – just one shot).
- **Game Length:** Each game will last 9 innings or 50 minutes, whichever comes first.
 - If the home team is trailing and time expires, they must finish the full inning.
 - If there's a tie at the end of the allotted innings or time, then we have a "Home Run Derby". See the rules below. (#theresnotieinwiffle)
- **Roster and Player Requirements:** You're allowed no less than 7 players and no more than 9 on any field (and the 9th person has to field the catcher position). All the players that are present must bat in the lineup. If you show up with less than 7 players, you are assigned one out per # of guys you're missing every time you go through the lineup. (E.g. If you only have 6 guys then 1 out is applied every time you go through the lineup. If you play with 4, then there's 3 extra outs every time through your lineup.) In the spirit of wiffleraderie, teams may share players if they choose but there is no obligation to do so. #noforfeits
- **Count:** Every batter begins with a 1 and 1 count. There is no foul ball limit.
- **Strike zone:** the metal, upright KC WIFFLE SIGN– anything that "pings" above the legs, including the PVC pipe.
- **Pitching distance** from pitching rubber to front of metal strike zone: 45 feet – for every league. Here's the exact breakdown:
 - 41 feet from rubber to front of plate
 - 38 inches from back tip of plate to the strike zone's metal
 - (Note: The Hollow Division is a set mound and so the strike zone metal should be placed three feet from the back of home plate).
- **The Meatball Rule** - there will be no walks. If a pitcher "walks" a batter, the batter gets to choose a teammate to throw ONE pitch to him. Anything less than a hit is an out. All pitches must be thrown overhand and from the actual rubber.
- **Pitchers:** Every team must use a minimum of 4 pitchers. More pitchers can pitch than that, but at least 4 pitchers must make at least one out. Each pitcher will not be allowed to make more than 6 outs, but they do not need to occur consecutively. The pitcher's 6 outs may occur at any time throughout the game (e.g. a pitcher can get 3 outs in the first inning and then get three outs in the sixth inning, or one out every inning, etc).
- **Baserunning:** we run the bases. No leads, steals, or advances. You can leave the bag when the ball crosses the plate. Of course, you can tag up on a fly ball.

- We will have a safety base at first base to protect your achilles.
- All cleats must be rubber soled. Turf shoes are fine. Metal spikes are not.
- **Beaning:** in addition to a force play, you may tag or "bean" the runner on any part of their body at any time, in any way (even if it bounces and hits the runner, etc). Put another way, if a live ball touches a runner at any time and in any way, he's out. Also, if a player is beaned with other runners on base and with less than two outs, it's a LIVE ball.
- **"THE NFL RULE"** - If there's not an actual fence but the outfield wall is instead marked by paint, utility flags, etc, then a defensive player may catch the ball with two feet inside and not touching the line. If he catches it inside the line and his body carries past, it's a catch. If he jumps in the air, catches it, then lands over/on the line, it's a home run. If he keeps both feet inside the line and bats the ball back into play, it's a live ball. If it's batted back into play and another defensive player catches it, it's an out.
- **There is NO infield fly rule.** In Wiffle, nothing is a sure out. However, if a player intentionally drops an infield fly to get an easy double-play we hereby declare that uncool.
- **In Play and Live Balls:** The ball bucket is IN play. So are "stray balls". So is the umpire from the other team.
- **"The Catcher is a Player Too" rule:** the catcher may catch anything for an out – no matter the height or whether it's a foul tip or nic. If it's caught, it's an out.
- **Rain-Out Rule:** the game will be official if...
 - 5 innings are completed or 4.5 with the home team leading, or
 - 25 minutes of game time has been completed, or
 - Any number of innings or minutes have been completed and one team leads by 10 or more runs as long as it is not after the 1st half inning with the home team yet to bat.
 - If none of these conditions exist, then the game will be considered a rain out and re-scheduled if necessary, desired, or per the approval of the KC Wiffle Board.
- **Weather:**
 - Weather updates will be posted through WHATSAPP and also on our Facebook page. Cancellations could be league(s) wide or on a division-by-division basis.
 - If under windy conditions, the division commissioner or as mutually agreed upon by team captains may – at any top of an inning - decide to apply a strip of white duct tape to the balls to assist with pitching accuracy. The division commissioner or as mutually agreed upon by team captains may

also choose to adjust the location of the pitcher's mound, also at the top of an inning.

- **How to make the Play-off:** this will depend on the # of teams within each league (The Advanced and Recreation Leagues) but the divisional winner will advance and also a to-be-determined amount of wild card teams.
- In division play, the first three week doubleheaders are a round robin. The fourth and final week will be a "divisional playoff" and based on (a) overall win/loss record then, if necessary, (b) head to head record and, finally, (c) run differential ratio. After week three, the four teams in your division will be paired to play against one another according to their seed ranking: Teams #1 and #2 will square off and teams #3 and #4 will play respectively. Teams #1 and #3 are the home teams for all games in Week 4.
 - Now for the fun stuff: the relative record of the first and second place team to one another will dictate the game format in Week 4 as follows:
 - *Scenario #1:* If the first and second seeded teams have an identical overall record entering week 4, irrespective of head to head record, there will be a single untimed 9 inning game played. If there's a tie after 9 innings, they will go into extra innings and slug it out until there's a winner. For extra innings, every pitcher gets three more eligible outs.
 - *Scenario #2:* If the first and second seeded teams have a one game differential between first and second place entering week 4, there will be TWO 50-minute (or 9 complete inning, whichever occurs first) games played under the same rules as Weeks 1-3. The team with the better overall record at the end of the two games is the division winner.
 - *Scenario #3:* If the first and second seeded teams have a two game differential between them entering week 4, there will be scheduled TWO 50-minute (or 9 complete inning, whichever occurs first) games played under the same rules as Weeks 1-3. If Team #1 wins, they are the divisional winner. If they lose, they will play the second game. The team with the better overall record at the end of the two games is the division winner. If they have identical overall records after the second game, then head to head and, if necessary, run differential will be factored in to determine the divisional winner.
 - *Scenario #4:* If the first and second seeded teams have a three game differential between them entering week 4, just have fun. The

#1 team has the division locked up so bring up your September call-ups and give your starters a rest.

- Non-division winners will be eligible for wild card entry into the playoffs based first on record and then run differential. The number of wild card entries is to be determined once the division brackets are finalized.
- **Playoff Player Eligibility:** You may continue to add players right up to your last scheduled game, but ALL your players must be registered and paid. Your playoff and world series roster must include all registered and paid players and each player must have at least one at bat in a regular 2019 spring season game.
- If a Recreation team wins 3 tourneys/leagues in a row, they are automatically placed into the advanced league for the very next tourney/season. If an advanced team consistently loses within the advanced league, they will be publicly shamed by the COMMISSIONER.
- This is a co-ed adult(ish) league, with the recommended age being 12 years or above. There is no age maximum yet, in case you're wondering Mitch Wheeler.
- **Standardization of Equipment** - all fields will use the trademarked, official and vintage Wiffle Ball and either the Wiffle yellow bat, the blue Blitz bat, or the plastic Easton or Louisville Slugger black bat. Any other bat must be of similar plastic and size and— if contested— is contingent upon umpire/league approval.
- Crying is not allowed unless you lose by one run. If you lose by one run, crying is encouraged to show that you care.

Field Specific Rules

Each field may also have its own unique set of rules, which will be explained at game time.

Extra Innings “Home Run Derby” Format

- Total batters will be the number of players on the smallest team (i.e. if one team has 5 and one has 8, then five batters will hit for each team in the Derby)
- Each batter gets only one pitch (aka: “Meatball”) from their own teammate, who must throw overhand and from the rubber.
- Both teams will alternate hitters until all have hit through their selected lineup.
- The team with the total # of bombs wins.
- If it's still tied after all hitters have gone through the lineup, then Round 2 ensues in a sudden death format – keeping the SAME lineup. If the first batter for the first team hits a home run, the first batter from the second team must also go yard. If he does not, they lose. If he does, it goes on to the second batters.
- If there's a Round 3, it remains a sudden death format AND the pitchers get to move halfway between the mound and the plate. They still must throw overhand.
- If a Round 4, all the rules of Round 3 apply BUT, if it's still tied at the end of the round,

each team sends out their BEST hitter and the team with the longest ball (on the fly, where it first hits the ground) wins. So be sure to mark your longest ball in Round 4.