



GROUND RULES

- ~ Have Fun! This is a fund-raising event!
- ~ The Wiffle Ball Cup will follow the rules set forth by the New Jersey Wiffle Ball Association (NJWA).
- ~ Singles, Doubles, and Homeruns ONLY.
Since there is no outfield fence, there shall not be any triples awarded.
- ~ Tagging Up is NOT allowed.
- ~ Homeruns MAY be caught for an out.
- ~ Bats and Balls will be provided.
- ~ Outside bats must conform to NJWA Rules.
- ~ Teams may roster as many players as they wish and all players present at any game may bat.
Regardless of the roster size, only one (1) pitcher and three (3) fielders are allowed in the field at one time. A 5th player may play catcher and may catch FOUL BALLS only.
- ~ If no catcher is provided, the batting team will provide a catcher, in which case, catching a foul ball does NOT constitute an out.
- ~ Team Jerseys are encouraged. Five (5) Event Jerseys are provided with each team entry.

DISPUTES

- ~ All disputes shall be resolved via a single sudden death game of ROCK-PAPER-SCISSORS between the current team pitchers.
If the dispute cannot be resolved, find a volunteer whose ruling shall be deemed final.

NJWA RULES (amended)

THE PLAYING FIELD

1.00: THE FIELD

The field should be level. The angle created from the tip of home plate will be between 70 and 75 degrees from foul line to foul line.

1.01: THE INFIELD

An infield line will be drawn from foul line to foul line, and will extend from a distance of 45 feet from home plate, down each foul line. Cones will be placed on the infield line and the foul line, completely in fair territory, and will serve as a marker for ground balls. A fair play line will be drawn and will run from foul line to foul line six feet from the tip of home plate.



1.02: THE OUTFIELD

The foul poles will be no less than 75 feet and no more than 85 feet from home plate in both left and right field. The center field wall Homerun Line will be no less than 90 feet and no more than 110 feet from home plate. The outfield walls will be no lower than four feet and must be free of sharp edges and protruding objects.

1.03: THE PITCHER'S MOUND

The pitcher will throw from a distance of 42 feet from the tip of home plate. A pitching rubber will be used and will be exactly 42 feet from the tip of home plate.

1.04: THE BATTER'S BOX

Batter's boxes are optional, but encouraged for appearance reasons. A batter's box will be no less than three feet wide and four feet long and no more than four feet wide and six feet long. Home plate will be the standard 17 inches in width.

1.05: THE BACKSTOP

The backstop plays a key role in stopping pitched balls, wild pitches and foul balls. A backstop helps speed up the game, puts less stress on pitchers and keeps their rhythm going. All fields are required to have some type of backstop. A backstop should be no less than four feet high and six feet wide.

1.06: OUT OF PLAY OR FOUL TERRITORY

The playing field area will be kept clear of all objects and players.

1.07: GROUND RULES

Ground Rules will be discussed to all teams prior to the start of each game or before the beginning of a tournament.

1.08: FIELD MARKING

Cones for markers and chalk or string for foul lines will be used. Distance on the left, right and center field walls Homerun Line will be marked clearly.

THE PLAYING EQUIPMENT

2.00: THE BALL

Only the white baseball size Wiffle®Ball, (eight slots on one side) will be used for play. The USWA will allow the ball to be scuffed with sandpaper, etc. prior to the start of the game and between innings only. Two to three balls should be brought to each game. If a ball is torn more than 1/4 inch it will be ruled illegal for play and will be removed from the game. A ball may be kept exclusively in the possession of a pitcher as long as it is ruled legal. No foreign matter can be added to the ball.

Note: Other associations suggest using a new ball at the start of each game; the USWA feels some pitchers prefer using their own ball.



2.01: THE BAT

Must be rounded on all sides, cannot exceed 38 inches in length, 2 1/2 inches in diameter, or have tape, etc. 18 inches from the handle end. Aluminum bats made ONLY by the Adeline Bat Company and the JTL Bat Company are permitted. Bats can be filled with any stationary non-metallic substance. A poorly constructed bat may be ruled illegal, if it is unsafe.

2.02: FOOTWEAR

Proper footwear should be worn. Spikes (metal or plastic) or turf shoes on grass or dirt. Sneakers or turf shoes on asphalt, cement and Astroturf. Teams will be informed on field surfaces ahead of time in order to bring the appropriate footwear.

2.03: GLOVES

Baseball gloves are not allowed. Batting gloves may be worn by the batter only when at bat.

UNIFORMS

3.00: UNIFORMS

Matching shirts are required for all teams. Names, numbers and pants are optional.

TEAMS

4.00: TEAMS

A team's roster may consist of a maximum of five players and a minimum of two players. All five players may change positions at any time defensively, but only three (3) four (4) will be on the field defensively at one time, a pitcher and two (2) three (3) fielders. A team of one (1) pitcher and one (1) fielder is legal. Players will appear on one (1) roster only. Roster changes may be made up to the midnight before the first day of play.

4.01: BATTING ORDER

A team may choose to bat a maximum of five players and a minimum of two players. The team must choose to do this at the start of the game and continue that way until its conclusion. If a player is injured during the game and cannot continue to bat, his turn at bat will be considered an out. A batting order will not be changed during the game and if a team bats out of order that batter is ruled out.

4.02: SUBSTITUTION

All five players may change positions at any time defensively, however once a player is batted for by a substitute, that player is out of the game and cannot re-enter. A pitcher must face one complete batter before changing positions defensively.



THE GAME

5.00: THE GAME

Six innings equal a normal game. A 10 run rule is in effect after four complete innings, a 20 run rule after two complete innings.

5.01: OUTS

Three outs per inning for each team.

5.02: THE COUNT

Four balls to a walk, three strikes is an out, fouls are unlimited. A foul tip hitting the target or going through the target (hole) will result in an out **WITH TWO STRIKES ONLY**.

5.03: THE STRIKE ZONE

A strike zone made out of any solid material with a hole in the center will be the choice of the USWA. A solid fixed target made out of almost any solid material is also acceptable. The hole (or target) will be no less than 20 inches wide and 30 inches high and no more than 24 inches wide and 34 inches high. Strike zones will start at no less than 12 inches above the ground and no more than 16 inches above the ground. These dimensions must be followed to have a consistent strike zone. A solid strike zone must be used for consistency. E.g. A net gives when a ball hits it and a pitch that would be a ball slips into a net for a strike. Solid backstops and targets are **VERY** important tools in making an accurate strike zone.

5.04: BASE RUNNERS

There is no base running or base stealing. All runners will be imaginary.

5.05: INFIELD FLY RULE

No infield fly rule will be called.

5.06: BUNTING

Bunting is illegal and will not be permitted.

5.07: EXTRA INNINGS

In extra innings, at the beginning of the seventh inning, runners start on first and second base. The eighth inning is started with bases loaded and the remainder of the game is played with bases loaded until a winner is determined.

5.08: PROTESTING A GAME

In a protested game, the decision of the Association President or Tournament Director is final. Judgment calls cannot be protested. A protest will only be recognized when the team



protesting notifies the Association President or Tournament Director before the next pitch is thrown. If a game is in protest, the following information shall be recorded; the score, the number of outs, the batter, the position of any runners, and the count. If a replay of the game is ordered, the game shall resume at the point of the protest. The Association President or Tournament Director will meet with their staff and make a decision within one hour of the protest. All decisions made by the President are FINAL.

GAME SITUATIONS

- 6.00: All batted balls must reach the fair play line to be playable; otherwise it is a foul ball.
- 6.01: A ground ball fielded before landing past the infield line is an out. Juggling or deflecting to the fielder in the air is an out, as long as the ball does not hit the ground. A player's position to the infield line does not matter, the ball is the key, it must land past the line to be ruled a hit. If the ball hits the line and is caught, it is still an out.
- 6.02: If a batted ball is dropped by a fielder and the ball falls on the ground, it will be ruled an error and one base will be awarded.
- 6.03: Any fair ball that goes past the infield line will be ruled single.
- 6.04: A ball hitting a cone is an automatic single, all runners advance one base.
- 6.05: Any ball that touches beyond the infield line in foul territory is a foul ball, even if it bounces back into fair territory.
- 6.06: A fly ball hitting the fielder then the wall ground is ruled a single.
- 6.07: A ground ball that comes to a complete stop in the infield is ruled an infield single.
- 6.08 ~~A fly ball hitting the wall first and then being caught by a fielder is ruled a single, but all base runners advance two bases.~~
- 6.09: Any ball that reaches the wall Homerun Line on the ground or by bouncing and is untouched will be ruled a double.
- 6.10: ~~A fly ball hitting the wall then the ground is ruled a triple.~~
- 6.11: A fly ball hitting a fielder, who is not within six feet of the wall Homerun Line, and continuing over the wall Homerun Line is ruled a double.



6.12: A fly ball clearing the wall Homerun Line is a home run. If a fielder touches a fly ball, and is within six feet of the wall Homerun Line, and the ball goes over the wall Homerun Line it will be ruled a home run.

~~6.13: A fly ball hitting the top of the wall and continuing over the wall will be a ruled home run.~~

~~6.14: A fly ball hitting the foul pole above the wall is a home run.~~

BASE RUNNERS

7.00: MOVEMENT

Base runners move as follows: One base on a single, two bases on a double and three bases on a triple. With two outs all runners advance one extra base on a clean (untouched) hit through the infield. An infield hit (stopped ball) does not get the two out extra base. A batted ball hitting a cone does not get the two out extra base.

7.01: GROUND OUTS

On ground outs, the lead runner is always forced out. All runners advance one base.

7.02: TAGGING UP

With a runner on third base and less than two outs a team may try and score the runner on third base on a fly ball. When the ball is in the air the offensive team can yell, "TAG" to activate the runner. The fielder must catch the ball and throw home attempting to hit the backstop (8 feet high by 8 feet wide) in the air, bounce or roll. If the throw hits the backstop the runner is out, if it misses, the runner scores. All other base runners stay where they are. The offensive team must yell, "TAG" as soon as the ball is hit, without delay. The fielder has three seconds and one step to make the throw after the catch.

7.03: DOUBLE PLAY RULE

If the offensive team hits a ground ball in the infield with less than two outs the defensive team may attempt a DOUBLE PLAY. In doing so, the fielder must field the ball cleanly (not juggle) and hit the strike zone (20 inch x 30 inch target). If the ball hits the target in the air the two lead runners are out, if the throw misses the target, than only the lead runner is out. The ball must hit the target in the air only, NOT on a bounce.

THE BATTER

8.00: SWITCH HITTING

395 Kings Highway • Moorestown, NJ 08057

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The batter may switch sides at any time in the count. The batter must notify the pitcher before doing so and may not switch sides during the delivery of a pitch, if so, the pitch will be ruled a strike.

8.01: LEGAL POSITIONING

A batter must have both feet completely in the batter's box. The "white lines" are part of the batter's box and if the batter has one or both feet on the white lines this is considered a legal stance. It is legal for a batter's feet to leave the batter's box during as long as the batter was legally positioned when the pitch was thrown. If a batter intentionally steps out of the batter's box during a pitch, the pitch is ruled legal and a ball or strike will be call accordingly.

8.02: BATTER'S INTERFERENCE

Once the batter is legally positioned within the batter's box, he is not required to move out of the path of the pitch. However, if the batter is ruled by the pitcher to have intentionally moved into the path of the pitch (leaning in) in an attempt to block the pitch from going through the strike zone, he shall be called for batter's interference, and the pitch will be called a strike. A warning must be given first, the warning remains with that particular batter for the remainder of the game.

8.03: HITTING THE BATTER

There is no hit batsman rule. A ball that hits the batter will be ruled a ball and no base will be awarded.

8.04: BATTER'S HANDS

The hands of the batter are considered part of the bat. A ball hitting the batter's hand(s) and landing in foul territory is **ONLY** a strike if the batter is in the act if swinging, if not the pitch is ruled a ball. If a ball hits a batter's hand(s) and lands into fair territory, the ball will be ruled a fair ball.

8.05: FOUL BALLS

The batter will not touch foul balls until they come to a complete stop. Foul balls have been known to spin back into fair play and are **NOT** too be touched until they stop spinning or moving in any way.

8.06 BATTING GLOVES

Batting gloves may be worn by the batter only when batting.

THE PITCHER

9.00: ENTERING THE GAME

A pitcher entering the game must face one complete batter before leaving the mound.

9.01: NO DISTRACTIONS

A pitcher may not wear any type of distractive jewelry or clothing, such as; white long sleeve shirt under his uniform top.

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9.02: WIND UP

A pitcher does not have to start his wind-up from the pitching rubber. The pitcher must have at least one foot touching the rubber when he releases the ball. If a ball is pitched in violation of this rule, the pitch will be ruled a ball.

9.03: BALKS

There are no balks.

9.04: WARM-UP

A pitcher will get ten warm-up pitches before the start of the game once he takes the mound and seven between innings. If a relief pitcher comes into the game due to a result of an injury to the active pitcher, a reasonable amount of time will be allowed for the relief pitcher to warm-up.

9.05: INHERITING THE COUNT / SITUATION

A pitcher must face one complete batter before being replaced by a relief pitcher. When a pitcher is replaced by a relief pitcher and the batter already has a count or base runners on base, e.g. three balls and one strike and / or base runners on first and second, the relief pitcher will inherit the 3-1 count and / or base runners.

THE FIELDER(S)

10.00: FIELDER

A fielder(s) will not line up in any manner that may, in any way, distract a batter.

OFFICIATING AND SCORE KEEPING

11.00: FAIR AND FOUL CALLS

Fair and foul calls are the responsibility of the batter because he is looking down both foul lines.

11.01: LINE CALLS (Single, Double and Triple)

Line calls are made by the fielder closest to the ball because he has the best view of the play.

11.02: CHECK SWINGS

Check swings is the responsibility of the batter.

11.03: FOUL OFF THE HANDS

Foul off the hands is the responsibility of the batter.

11.04: BATTER'S INTERFERENCE

Batter's interference is the responsibility of the pitcher.

11.05: TAG RULE

If the offensive team yells "TAG" too late it will be the responsibility of the defense to make



the decision.

11.06: OFFICIAL SCORE

Keeping score is the home team's responsibility.

TOURNAMENT PLAY

12.00: DOUBLE ELIMINATION

~~All tournaments will be double elimination throughout the entire schedule. An undefeated team must lose twice to be eliminated.~~

12.01: COIN TOSS

A coin toss in the beginning of each game will decide the Home team and the Visiting team.

The coin toss is worked out between the two teams at the start of each game.

12.02: REFUNDS

There is absolutely NO refund on tournament fees once a team is registered.

12.03: GAME TIMES

Once a schedule is made, there will be absolutely NO changes in game times.

12.04: WEATHER CONDITIONS:

Games will be played in all weather conditions unless the Association President or Tournament Director indicates otherwise.

12.05: FINAL DECISIONS

Association Presidents make ALL final decisions relevant to tournament play.

12.06: STARTING TIME

Games will begin no earlier than 8 am and no later than 10 pm.

12.07: PREVAILING RULES

Rules not stated herein, will follow the rules in accordance with **Major League Baseball**.