

SOUTH KINGSTOWN WBL OFFICIAL RULES 2019



Foreword

This code of rules governs the playing of Wiffle® ball games by teams of The South Kingstown WBL. Please refer to the rules of the MLB for any rules not covered in this Rulebook.

We recognize that many organizations play their games under WBL rules and we are happy to make our rules available as widely as possible. It is good to remember that specifications as to fields, equipment, etc., may be modified to meet the needs of each group.

South Kingstown WBL looks to establish its position as the number one recreation league in Rhode Island. The popularity of the game will grow only so long as its players, managers, coaches, umpires and administrative officers respect the discipline of its code of rules. ©2019 by the Commissioner of the South Kingstown WBL. All rights reserved. No part of the Official WBL Rules may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopy, recording or any information storage and retrieval system now known or to be invented, without permission from the Office of the Commissioner of The South Kingstown WBL.

Acknowledgement

A special thanks to Brett Bevelacqua of Palisades WBL should be noted. His willingness to spread the game to new parts of the country by discussing tips on starting a league from the ground up is to be commended.

**-Steve Gruenberg
Commissioner
South Kingstown WBL**

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1.00 Objectives of the Game.

1.01 WBL is a game between two teams of three (3) to five (5) players each, under direction of an owner/manager, played on an enclosed field in accordance with these rules.

1.02 The objective of each team is to win by scoring more runs than the opponent.

1.03 The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

2.00 Field and Equipment.

2.01 THE PLAYING FIELD. The field shall be laid out according to the instructions below, supplemented by Diagrams No. 1, No. 2 and No. 3 on pages 13 thru 16. The infield shall be a 45-foot square. The outfield shall be the area between two foul lines formed by extending two sides of the square, as in Diagram 2. The distance from home base to the nearest fence, stand or other obstruction on fair territory shall be no less than 85 feet. A distance of no less than 85 feet to no more than 100 feet along the foul lines, and no less than a 100 feet to no more than 130 feet to center field is preferable. The infield shall be graded so that the base lines, pitcher's plate and home plate are level. It is desirable that the line from home base through the pitchers plate to second base shall run East-Northeast. 1. It is desirable that a four (4) to eight (8) foot fence be used for the outfield fence. 2. Available space may not allow for the outfield fence to be placed at the recommended minimum distance from home plate, in this case an outfield fence of taller than four (4) feet should be used.

2.02 There is a "cheap line" that extends no greater than 19' from the back tip of home plate. Any ball that fails to pass the "cheap line" will be considered a foul ball. A ball that passes the "cheap line" and then rolls foul or back to the home plate side of the cheap line will be considered a foul ball.

2.03 to 2.09 Field and Equipment.

2.03 Cones will be placed down each line at no more than 50 feet from the back tip of home plate. A line may also be painted on the field, 50 feet from the back tip of home plate, parallel with both baselines.

2.04 The pitcher's plate shall be a painted line on carpet or turf no smaller than five (5) feet wide by eight (8) feet long. The painted line shall be 45 feet from the back tip of home plate. The painted line shall be as wide as the width of the carpet.

2.05 A 24 inch wide by 28 inch tall strike zone shall be placed three (3) feet behind the back tip of home plate. The strike zone shall be 13 inches off of the ground.

2.06 An eight (8) foot tall by eight (8) foot wide backstop shall be placed five (5) feet behind the back tip of home plate.

2.07 The bat shall be a smooth round object of not more than 2 7/8 inch in diameter at the thickest part and not more than 37 inches in length. The bat barrel shall be made of plastic, fiberglass, aluminum or carbon fiber. Bats may not have cork, foam, paper or any object inserted inside of them. Yellow Wiffle® bats are not allowed.

2.08 The ball shall be a Wiffle® ball produced by Wiffle Inc. The ball may be scuffed or knifed in any way a pitcher sees fit. Balls with a crack or split of greater than 1/4 inch will not be allowed for use in an official game. Balls that are out of round, lopsided or softened from being left in the sun are also not allowed. The batter may remove any ball he or his team deem unfit in accordance with this ruling from play at any time.

2.09 Uniforms consist of hats, shorts and shirts. All players on a team shall wear uniforms identical in color, trim and style and all players uniforms shall include the players number and name (if applicable) on their back. All teams must have their uniform approved by the Commissioner. Any name other than the last name of the player must be approved by the Commissioner.

3.00 Game Preliminaries

3.01 Before the game begins

- (a) Both teams shall be made aware of any rules that are specific to the park or field.**
- (b) Lineups and starting pitchers shall be recorded on the score sheet or reported to the official scorer if applicable.**
- (c) No game shall start without a minimum of 12 usable balls per pitcher. Balls shall not be returned to a pitcher during an At Bat.**
- (d) No person shall be allowed on the playing field during a game with the exception of players, designated League officials or the Commissioner. Failure to observe will result in immediate removal from the premises.**
- (e) No non-League member shall be allowed on the field at any time. Non-League members may not participate in fielding, pitching or batting at any time on an official WBL field. Any current player that participates with any non-League member on the field may be suspended for a period of one (1) game.**
- (f) The Commissioner shall be the sole judge as to whether a game should be delayed, suspended, or postponed due to weather or unfit field conditions. A period of no less than 30 minutes will be given before any game will be called.**
- (g) A team shall have the right to win by forfeit if the other team isn't available to play their game within 15 minutes of scheduled start time. A team that is over 30 minutes late will be forced to forfeit their game, unless other arrangements can be made. Any additional expense to reschedule a game due to anything other than weather or unfit field conditions will become the responsibility of the team that caused the forfeit.**

5.00 Official Games

5.01 A regulation game is five (5) innings, with three (3) outs per half inning.

5.02 In the event of a tie after five (5) innings of play a sixth inning will be played to determine a winner.

(a) In the event of a tie after six (6) innings the team with more total bases throughout the entire game will be awarded the win. A walk shall count as one (1) total base, a single as one (1) total base, a double as two (2) total bases, a triple as three (3) total bases and a home run as four (4) total bases.

(b) If at the conclusion of six (6) innings the game is tied on total bases the team with the most home runs will be declared the winner. If still tied the team with the most triples, if tied doubles, if tied singles. If still tied the last pitcher to pitch in the 6th inning from each team will throw five (5) balls at the zone, most strikes wins.

(c) In the event of a tie after five (5) innings in the playoffs the game will continue into extra innings until there is a winner. Total bases WILL NOT BE USED.

5.03 If the home team is winning by more than 10 runs after 1 1/2 innings the game will be stopped and the home team will be awarded the win by Mercy Rule.

5.04 If the visiting team is winning by more than 10 runs after two (2) innings the game will be stopped and the visiting team will be awarded the win by Mercy Rule.

5.05 No team shall lose by Mercy Rule without batting two (2) full innings.

5.06 If the total runs scored by both teams exceed 26 runs at any point in the first four (4) innings the game will end at the conclusion of the 4th inning. In the event of a tie please see 5.02 (a)

5.07 If after 3 1/2 innings the game is called due to weather and the home team is winning the home team will be given the win. 9

5.08 to 5.12 Official Games

5.08 If after four (4) innings the game is called due to weather and the visiting team is winning the visiting team will be given the win.

5.09 If a game is called and the score is tied or the minimum inning requirements to be an official game were not met the game will be replayed from the beginning and the stats will not count.

5.10 The starting pitcher must pitch at least three (3) innings to qualify for a win.

5.11 The starting pitcher must pitch at least five (5) innings to qualify for a shutout.

5.12 A relief pitcher must record one (1) out per run his team is ahead by to qualify for a save.

5.13 A pitcher may not throw more than eight (8) warm up pitches between innings.

6.00 The Line-Up

6.01 A team may have from three (3) to five (5) players in their line-up. The line-up at the start of the game may not change during the game unless,

1. Player is injured and cannot play for the rest of the day.
2. Player has to leave the field for personal reasons.
3. Player arrives late and there are four (4) or less batters in his team's line up. He must take the last spot in the lineup.

6.02 Aside from Rule 6.01(3) no player shall be substituted into a line-up.

6.03 A Player that leaves the field at anytime during his game in a process other than a legal substitution (see 9.02 & 9.03) may not return to the game, either in the field or in the line-up.

6.04 If a team bats two (2) players in their lineup there will be a player named "Out" as the third man in the lineup in any of the first four innings of the game that the team attempts to bat two batters. The result will be a groundout. Starting in the fifth inning, and until the end of the game, the team will return to three (3) out innings regardless of how many batters are in the lineup. The team may add a third player from its roster at any time during the game and the out will no longer be charged.

7.00 The Batter

7.01 Five (5) balls will be a walk. A ball is any pitch that is not swung at that does not hit the strike zone. (See 2.05)

7.02 Three (3) strikes will be an out. A strike is any pitch that is swung at and missed, batted into foul territory or any pitch that hits the strike zone.

7.03 A batter will have unlimited fouls, but will be called out if with two (2) strikes the batter foul tips the ball and it hits the strike zone.

7.04 Any batted ball that does not pass over the cheap line will be considered a foul ball.

7.05 A batter hit in the hands, arms or legs while crowding the plate or blocking the strike zone will be given a strike. If this occurs again in the same game, the player will be called out, and the pitcher will be given a strikeout.

7.06 A batter that is standing in front of the backstop and hit by a throw on a groundout play will be out. (see 10.02-5)

7.07 A batter that hits the strike zone on their swing will be given a strike.

8.00 Getting a Hit

8.01 Any batted ball that goes over the outfield fence between the foul poles will be a home run. If the ball hits the fence or a player and then goes over the fence it is a home run. Player must trot the bases to complete the home run play. A home run is the only play where a batter shall be allowed to run the bases. * Please note that there is no base running in the WBL. This Rule Book will use terms such as, "runners" & "runners on base" simply to explain the rules.

8.02 Any batted ball that hits the outfield fence without touching the ground will be a triple. If the ball hits a player then hits the outfield fence without touching the ground it is a triple.

8.03 to 8.07 Getting a Hit

8.03 Any batted ball in fair territory that rolls or bounces hitting the outfield fence or going past the outfield fence will be a double. All runners on base will advance two bases.

8.04 Any batted ball in fair territory that passes the cheap line, but does not reach the fence will be a single. All runners on base will advance one base. Any fielding error made that does not touch the outfield fence in fair territory will be a single.

8.05 A double with two (2) outs will clear the bases, all base runners will score.

8.06 No errors will be recorded on the official stats. Errors will be recorded as hits.

8.07 If the batter swings at a pitch and hits the ball with his hands or wrists it will be treated exactly as if the ball was hit by the bat.

9.00 Tagging Up

9.01 The team at bat may elect to try and tag up only if the following conditions are met. 1. There must be a runner on third base. 2. The team at bat must alert the team in the field that they are tagging prior to the first pitch of the at bat. The team in the field must acknowledge that the tag is in effect. 3. The fielder must catch the ball on the outfield side of the infield line and then throw the ball and release the ball without crossing the infield line. If the fielder crosses the infield line prior to releasing the throw the runner will stay on third.

9.02 Only the base runner on third may tag up. Base runners on first and second will not advance under any circumstance.

9.03 To record an out the fielder must hit the strike zone (see 2.05) or backstop. (see 2.06) The ball must hit the strike zone or backstop on a fly or one (1) bounce, hitting any part of the zone or backstop to record an out.

9.04 If the fielder fails to hit the strike zone or backstop on a fly or one (1) bounce, the runner on third will score.

10.00 Fielders

10.01 There shall be three (3) fielders in the AAA and Majors and four (4) fielders in the A and AA divisions.

1. A pitcher AND
2. Two (2) fielders or three (3) fielders (depending on division).

10.02 Pitcher substitutions are unlimited. The pitcher may be substituted at any time with any player that is in the line-up. Pitchers that were substituted for may return to the game at anytime.

1. Team Captain, Bench Coach or pitcher must inform the official scorer or score keeper at the time of any pitching change.

10.03 Fielder substitutions are unlimited. Fielders may be substituted at any time with any player that is in the line-up. Fielders that were substituted for may return to the game at anytime.

11.00 Groundouts

11.01 A ground ball is considered any batted ball that touches the ground in fair territory and stays inside of the infield.

11.02 A fielder can field a ground ball and then throw the ball hitting the strike zone or backstop to record a ground out, provided,

1. The ball is still moving when the fielder fields the ball. Any tie will go to the fielder. If a ground ball stops before a fielder fields the ball the runner shall be safe.
2. The fielder does not drop the ball after making contact with the ball. The ball can be bobbled.
3. The fielder does not touch the ground with the ball after lifting the ball off the ground.
4. The ball was fielded in the infield, designated by the infield line 2.03
5. The ball has not touched the ground on the outfield side of the infield line.
6. The ball bounces over the infield line and is fielded before it touches the ground on the outfield side of the line.

11.02 (7) to 11.03 Groundouts

7. The throw from the fielder either hits the strike zone (see 2.05) or backstop. (see 2.06) The ball must hit the strike zone or backstop on a fly or one (1) bounce, hitting any part of the zone or backstop to record an out.

8. The fielder shall field and throw the ball in a reasonable amount of time. Fielders may be warned by the other team to pick up the pace on throws. The team at bat may ask a League Official to officiate the speed of the play and if the official deems the play took too long the batter will be safe. *(Exception, see rule 12.01 for Groundouts by Pitcher)

11.03 With runners on base during a successful groundout play,

1. Where there is a force the lead runner is always out.
2. Unforced runners do not advance. (ex. runner ONLY on second, third, or second & third) will not be out, but will not advance any bases.

12.00 Groundouts by Pitcher

12.01 The Pitcher and only the pitcher may field a ball that has come to rest and throw it to the net to successfully to record an out provided the pitcher was making a baseball move towards the batted ball while it was still in motion.

1. The ball must come to rest between the cheap-line (see 2.02) and the front of the Pitcher's carpet (see 2.04) for the pitcher to field a ball that has come to rest. (Please refer to Diagram 2. The ball must come to rest between the Cheap Line and Front of Carpet line as shown in Diagram 2).
2. The pitcher must break to the ball while the ball is still in motion.
3. The pitcher may not field a ball that has come to rest if he turns his back to the batter. 18

13.00 Balk

13.01 Any pitched ball retrieved by any member of the team in the field during an at bat may be called a balk by the team at bat. A balk will result in all base runners moving forward one base. Balls in the field of play during an at bat may be returned to the pitcher by either team.

14.00 Double Plays

14.01 With a runner on first (first & second or first, second & third) a fielder may field a ground ball & then throw the ball to a second fielder covering second base and the second fielder can then throw the ball to the strike zone or backstop to record a double play, provided,

- 1.** The ball is still moving when the initial fielder fields the ball. Any tie will go to the fielder. If a ground ball stops before a fielder fields the ball the runner shall be safe.
- 2.** The fielder does not drop the ball after making contact with the ball. The ball can be bobbled.
- 3.** The fielder fields the ball on-line or in front of the cones.
- 4.** The second fielder is moving toward second base at the time the ball is fielded and the fielder does not have to wait to make the throw to second.
- 5.** The second fielder is within 3 feet in any direction of second base when receiving the throw.
- 6.** The second fielder does not drop the ball.
- 7.** The second fielder does not fall to the ground attempting to catch the throw. Falling will be constituted as both knees, a hand, an arm, the chest, head or back touching the ground.
- 8.** The throw from the second fielder either hits the strike zone (see 2.05) or backstop. (see 2.06) The ball must hit the strike zone or backstop on a fly or one (1) bounce, hitting any part of the zone or backstop to record an out.

14.02 to 14.07 Double Plays

14.02 If the second fielder successfully catches the throw, but falls to the ground or misses the strike zone or backstop the batter is out, all base runners are safe and do not advance.

14.03 If a fielder has successfully played a ground ball and no other fielder has made a move toward second base by that time, a double play can no longer be turned.

14.04 In the event that no second fielder has made a move toward second base when the initial fielder turns toward second, the initial fielder may turn back toward home and record an out in the traditional fashion.

14.05 The pitcher is eligible to initiate a double play by fielding a ground ball and throwing it to a second fielder at second base, as well as be the fielder to receive the throw at second base in an attempt to turn the double play.

14.06 The pitcher may attempt an unassisted double play with a runner on first (first & second or first, second & third) by fielding a ground ball that is in motion, or having made a move toward a ball that stops, (rule 12.01), without dropping it and then throwing the ball hitting the strike zone on a fly.

1. If the throw by the pitcher misses the strike zone, but hits the backstop the batter will be out and runners will not advance.

2. If the throw by the pitcher misses the strike zone and misses the backstop the batter will be given a single and all runners advance one base.

14.07 All successful double plays will result in the two lead runners being out except in the case of runners on first and third. In this case the batter and runner at first will be out and the runner at third will not advance.

14.08 In the event that there is a runner on third and the throw from second to complete the double play fails, the runner will score from third base.

15.00 Post Season

15.01 A player must play in a minimum of seven (7) regular season games to be available for the post-season roster.

15.02 In the event of a tie at the end of the regular season tie-breakers will be used in this order; head-to-head, runs allowed, runs scored, run differential, play game if two teams tie all criteria morning of round one.

15.03 In circumstances where three or more teams finish the season with the same record head-to-head will not be used unless one team has a head-to-head advantage against all teams with same record.

15.04 Once a postseason game goes past the tenth inning the team that wins the game will win the series. It doesn't matter if it's the first or second game of a three game series. Once a game goes into the 11th inning it is winner take all.

17.00 Fees

17.01 The registration fee for the 2019 season is \$150 per team.