

Rules

Written by Administrator

Friday, 16 April 2010 19:51 - Last Updated Tuesday, 19 August 2014 19:13

1. Title:

KWL Rules and Regulations

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2. Objective:

To establish easy to follow rules to increase the consistency and fun of Kalamazoo Wiffleball League gameplay.

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3. Details of Procedures:

3.1. Season Regulations

3.1.1. GAME TOTAL: Each team will play 28 total games. They may not play more than this total, with the exception of a tie breaker.

3.1.2. ROSTERS: A maximum roster of 7 players is allowed per team. Rosters must be set before the start of the regular season. A player must play in 2 games before the start of the 8th week to be eligible to play in the Playoffs. Exceptions can be made by the League Committee and will be addressed individually. You must contact the League Committee in order to discuss an exception.

3.1.3. LEAGUE DUES: The team fee for 2013 is \$300. The team fee is due on April 15th. If paid after April 15th

a late fee may be required.

3.1.3.1. Dues break down to \$1.79 per player per game for a 6 player team.

3.1.3.2. Dues break down to \$2.14 per player per game for a 5 player team.

3.1.4. SPRING TRAINING: Two weeks of Spring Training will be available starting in April. Indoor spring training may also be available throughout the entire month of March. This has an additional cost, contact the League Commissioner for more information.

3.1.5. PLAYOFFS: The four division leaders, and then one wild card team from each league, and the two remaining teams with the best records advance to play in the KWL Playoffs. The

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final two playoff teams can come from any division. For seeding and playoff tiebreakers see **PLAYOFF APPENDIX**

3.1.6. TSFC: With the exception of the last two placed teams, the remaining teams not playoff eligible will play in a loser's Tournament. This Tournament is played in conjunction with the playoffs.

3.2. Playing Equipment

3.2.1. BALL: Only baseball sized Wiffle ball brand balls will be used (8 slots on one side).

3.2.2. BASES: All Bases will be approximately 45' apart.

3.2.3. STRIKE BOARD: The strike zone will consist of a board that measures 20" wide by 30" tall. The strike zone will be 12" off the ground, and located 45' from the pitching rubber.

3.2.4. BAT: Only "classic Yellow" Wiffle bats are to be used. Bats cannot be taped at the barrel, but can be taped on the handle for grips. No filling bats with foam; they must be standard hollow plastic.

3.2.4.1. Bats cannot be taped any higher than the molded grip on the Wiffle bat.

3.2.4.2. The bottom hole of the bat must be unobstructed and remain uncovered. No exceptions.

3.2.4.3. KWL ladies will be allowed to use a different bat, supplied and approved by the league.

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3.2.4.4. Starting on week 4, only ladies with a slugging percentage under .400 (SLG %) can continue to use the bat. (using current up to date regular season stats) Captains will be required to monitor this.

3.2.5. GLOVES: Baseball gloves are NOT allowed, but batting gloves may be used while batting only. If you choose to wear batting gloves you will be ridiculed.

3.2.6. FOOTWEAR: No metal spikes are allowed. Plastic cleats or turf cleats are permitted. No bare feet allowed. Vibram 5-fingers can be worn, but you may also be ridiculed

3.2.7. UNIFORMS: Matching team uniforms are required. The minimum required consistency for uniforms is shirts of matching color.

3.3. Team and Game Regulations

3.3.1. TEAM PLAYER REQUIREMENTS: Minimum of 3 players per team to play a regulation game. 7 player's maximum per team roster.

3.3.2. AGE REQUIREMENT: All players MUST be at least 18 years of age.

3.3.3. FIELDING: Teams are required to have 3 fielders; two fielders and one pitcher.

3.3.4. Ladies' FIELDING: Teams consisting of all women are permitted to have 3 outfielders and 1 pitcher

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3.3.5. **GAME LENGTH:** Games are 6 Innings, using extra innings if necessary, 3 outs per team.

3.3.5.1. **Mercy Rule Adjustment.** 10 runs after 4 complete innings. If home team is up by 10, they would not bat their bottom half of their inning (including the 4th). The innings must be completed, but the losing team will not get any additional at bats beyond a normal complete inning. (i.e. if a home team scores 10 runs in the bottom of the 5th, the visiting team would not get another at bat. If the visiting team scored 10 in the top of the 5th, the home team would get their at bats).

3.3.5.2. **Excessive scoring/Stat padding.** If excessive scoring (example 24-3) the stat keepers can use desecration on validity and excesses will be demoted to your regular season averages in order to keep league stats balanced. (Example, don't hit 5 HR's a game vs. the worst team in the league).

3.3.6. **RAIN OUTS:** Games become official after the 4th inning. Any rained out game will be rescheduled by the League but may be made up prior to that date at the discretion of the two affected teams. If a team cannot play on the rescheduled date that game will be considered a forfeit.

3.3.7. **DARKNESS:** Any games called for darkness after the 4th inning will be posted official. Any game not played due to darkness will be rescheduled by the League Office but may be made up prior to the scheduled date at the discretion of the two affected teams. If a team cannot play on the rescheduled date that game will be considered a forfeit. Make up games can be rescheduled for future dates.

3.3.8. **STATISTICS:** Game Sheets will be used to record all stats, including the batting order for that game. If a team bats out of order, an out would be received for every batter that batted out of order. It is the team's responsibility to keep track of the order, not the stat keeper or opposing team. Stats must be entered within one week of the date played.

3.3.9. **TEAM TARTYNESS:** All regular season games will start at 6:15. If a team does not

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have enough players to field a team 15 minutes past the scheduled start time of the game, the team that is waiting gets to choose field advantage for both games.

3.3.9.1. If a team does not have enough players to field a team by 25 minutes past the scheduled start time, the waiting team can call for a forfeit of the game, at a score of 9-0. If the waiting team allows, the shorthanded team can find a fill in substitute for the game and not forfeit their games.

3.3.9.2. If both teams do not have a Team to field within 30 minutes of the start of the first game the game will be rescheduled by the League Office, both teams need to try to figure another time to reschedule the game.

3.3.9.3. If one team needs to reschedule a game, and the game does not get played before the end of the season. Then the team that requested the reschedule will have to take a forfeit for those games.

3.3.9.4. If a player shows up to a game late, it is the opposing team's decision to allow them to join in the current game or make them wait until the next game.

3.3.10. INJURED OR LEAVING PLAYERS: If a player starts the game, they must finish the game, or they are considered an automatic out when they are due up. If the Team has a substitute, they can sub him into the game in place of the leaving or hurt player.

3.4. Pitching

3.4.1. SPEED LIMITS: Pitching for the league is Medium-Fast.

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3.4.2. GRIPS AND THROW: Any type of throw, overhand or underhand is allowed. Any type of grip is allowed, but no deforming or altering the ball. No "loading" the ball with rocks, dirt or other debris.

3.4.3. BALKS: Balks are legal. Pitchers must have their foot in contact with the pitching rubber before they release the ball.

3.4.4. Lady's PITCHING: KWL Ladies must pitch from the carpeted pitching mound but they do not have to pitch from the rubber.

3.4.5. ROTATION: A minimum of 3 pitcher rotation is required. A pitcher may only pitch 6 innings per 3 games (18 consecutive innings). There must be two games in between each pitchers starts.

3.4.5.1. A Starting pitcher may pitch the entire game he or she has started, including all extra innings.

3.4.5.2. A Starting Pitcher must pitch the first 4 innings of the game to earn the "win" for their personal stat totals.

3.4.5.3. Pitchers may only pitch a total of 6 innings per 3 games (18 consecutive innings), with the exception of the rule to follow. If a pitcher is pitching while a game goes into Extra Innings, he or she may stay in the game for the entire extra inning period. These innings will not count towards the pitchers total for 6 innings in 3 games. Only regulation innings would count. If a new pitcher is brought in during extra innings, these innings would count against their total.

3.4.5.4. If a game goes into extra innings, the current pitcher may continue to pitch the extra innings regardless of the pitchers personal inning total. Pitchers that have already pitched there inning allowance may not pitch regardless of the extra innings.

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3.4.5.5. Once a pitcher has been switched, they may not be switched back in during that game.

3.4.5.6. MAKE UP GAME ROTATION: If makeup games are necessary the pitching rotation must either follow the original rotation (i.e. what the rotation would have been if the game had been played on the original date). Or the rotation must follow from the previous game played (i.e. the next pitcher in chronological order).

3.4.6. SEASON INNING LIMIT: Pitchers may only pitch 56 innings per regular season. This will include all innings of a regulation game (i.e. regular and extra innings).

3.4.7. PITCHER BALL IN HAND: Pitchers may have ONE ball in hand, which is the one he/she is pitching. Offensive team may call this violation if the pitcher has more than one ball, and, if called, is an automatic ball. If the play results in favor of the offense (i.e., base hit or HR), the offensive team does not need to call the violation out. The pitcher or defensive team may NOT overrule a hit or other favorable offensive result by invoking the "ball in hand" rule. It's purely the offense's call. Balls in a pitcher's pocket or clothing do not count as "in-hand".

3.4.8. BALLS IN PLAY: It is the pitcher's (defense's) responsibility to make sure the field of play is clear of extra balls. A batted ball that hits any ball or ball bucket in the field of play (fair territory) results in an automatic single. It is a dead ball, and all runners advance one base.

3.5. Offense - General

3.5.1. Bunting is not allowed.

3.5.2. Any interference with fielders making plays is an automatic out.

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3.5.3. Stopping potential strikes by leaning into them intentionally or stopping them with the elbow or hand is prohibited. The pitcher is entitled to make the call. First offence is a warning; second offence would result in called strike. Any offence after that will be called automatic strikeout.

3.5.4. All forward moving hits in fair territory are playable. If there is a dead spot in the field (e.g. mud hole in front of the plate) the two captain's must agree on a dead ball call prior to the start of the game.

3.5.5. LINEUP: Teams maybe bat a minimum of 3 players, and a maximum of 6. If extra hitters are used, they will be xtra hitters and will not field.

3.5.6. SWITCH HITTING: All though not required, Switch hitting versus the lower winning percentage teams is encouraged!

3.5.7. FOUL BALLS: Foul balls are any balls that first hits ground in Foul territory. Any ball hit in the infield that bounces foul before a player can touch it would be foul. Any ball landing in fair territory and then bouncing foul after the 1st and 3rd base are fair balls. If a ball hits the base, it is a fair ball.

3.5.7.1. Any batted ball that hits a tree, backstop, or other foreign outside object is considered a "dead" foul ball. Meaning no play can be made on the ball.

3.5.7.2. If a batter hits a ball off his body arm/wrist on a swing, the ball would be playable if fair or a foul ball if in foul territory.

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3.6.□□□□ Offense – Homeruns

- 3.6.1. Any ball that goes over the designated fence in the air.
- 3.6.2. Any ball that hits the foul pole in the air above the fence line
- 3.6.3. Batter legs out all four bases without a defensive error.
- 3.6.4. Any ball that hits the top of the fence and bounces over.

3.7.□□□□ Offense – Triple

- 3.7.1. Any batter legs out three bases without a defensive error.

3.8.□□□□ Offense – Double

- 3.8.1. Any ball that bounces under or over the fence or is trapped in or around the fence.
- 3.8.2. Any batter legs out two bases without a defensive error.

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3.8.3. Any ball that hits the off the fence in the air. If the ball hits off a fielders body and hits the field in the air, it is still a double.

3.8.4. Any Fair ground ball that that rolls past the outfield fence line is a ground rule double.

3.9. Offense – Single

3.9.1. A fair hit ball that the batter beats out for one base. With or without a defensive error.

3.10. Balls and Strikes

3.10.1. It's a strike if...

3.10.1.1. It's swung at and missed.

3.10.1.2. It's fouled off.

3.10.1.3. It hits the strike board

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3.10.1.4. The batter messes with a good pitch with the hand or elbow. There is one first warning.

3.10.2. It's a ball if...

3.10.2.1. It hits a batter.

3.10.2.2. It misses the strike zone board

3.10.2.3. The pitcher messes with the ball.

3.10.3. Strikeout = 3 Strikes.

3.10.4. If a ball is fouled into the strike board with 2 strikes on the hitter will result in a strike out.

3.10.5. Five balls = Walk. Any player hit above the neck with the ball can take their base. A batter must walk after 5 balls, no exception.

3.10.6. The pitcher may intentionally walk a batter at any time. Pitches do not need to be thrown.

3.11. Base Running

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3.11.1. A base runner is out if...

3.11.1.1. The ball touches any base runner and he's not on a base.

3.11.1.2. He or She is forced out when a fielder tags the base he's headed for.

3.11.1.3. He or She is tagged out or hit with a thrown ball.

3.11.1.4. He or She is the lead runner on a pitchers hand force out

3.11.1.5. He or She makes contact with a fair batted ball with at least one foot in fair territory.

3.11.2. No leading off or stealing.

3.11.3. GHOST RUNNERS: If need, must be the lead runner. All ghost runners must be forced to advance to the next base by the trailing runner.

3.11.4. Runners must yield right of way to the fielders. A runner cannot intentionally interfere with any fielder making a play on a ball. If a fielder runs into an unsuspecting base runner, the play continues regardless of the interference. A runner DOES NOT have to move off of a base for a charging fielder. The runner may stand safely on the base, but may not interfere with the play in any way. This includes but is not limited to; waving of arms, stretching body out of the base while the foot is planted, and making intentional contact with the ball.

3.11.5. OVER THROWS: Runners may advance at will, as long as the overthrown ball stays inside the fair field of play. Any ball thrown into the bench area or in/around/beyond the backstop will be considered out of play. If the ball continues into foul territory, the lead runner is awarded the base they were headed plus one base (1.5 bases). Example: Running is heading

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to third; fielder makes a throwing attempt at the runner. The ball continues out of play, the lead runner would be awarded home. The trailing runners would ONLY be awarded the next base. Example: Over throw at a runner heading to third of a hit ball. The hitter would be awarded second base on the pass ball, but no further. The hit would be scored as a SINGLE.

3.11.6. **PLAYS AT THE PLATE:** If there is a play at the plate, the fielders can either tag the runner with the ball, or hit the strike board before the runner crosses home plate. If runner is out at home and the ball hit the strike board, the ball is dead and runners can no longer advance. If the ball travels beyond the backstop, the play becomes dead and runners only advance one base.

3.11.7. **CLOSE PLAYS AT BASES:** Tie goes to the runner on any close plays at any base.

3.11.8. **Pegging runners with the ball is legal.** All pegs must be below the neck. Any balls that hit runners above the neck are safe and are awarded the next base. Once a ball hits a player for an out, the play becomes dead and runners may not advance further.

3.11.9. **PINCH RUNNING:** Once a hitter reaches base safely, they must remain the base runner until forced to take their next scheduled at bat. When a base runner is scheduled up any player not on base can be designated as a pinch runner. Injured player exception: A player may pinch run for an injured player after the player has safely reached base. If a player is opting for a pinch runner, they may not field during the game.

3.11.10. **TAGGING UP:** There is no tagging up on foul balls. However, a base runner may tag up on any fair hit ball.

3.11.11. **BALL/RUNNER CONTACT:** If a batted ball hits a runner while he/she is safely standing on a base, the play would become dead. The batter would be awarded a single, runners would advance only if forced. A runner **MAY NOT** intentionally make contact with the ball from a base. If this happens, the hitter would be called out and scored as a normal ground out.

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3.11.12. **BASE COACHES:** Teams may opt to use a first or third base coach to aid the runners. The base coach may not make on field calls unless the fielding team asks. The coach must avoid the fielders.

3.12. Fielding

3.12.1. Fielding positions may be changed at the discretion of the defense. Extra Hitters may field as well. Teams consisting of all Ladies are allowed to field 3 outfielders and 1 pitcher.

3.12.2. The infield fly rule is not in affect.

3.13. Pitcher's Hand Out

3.13.1. Pitcher's hand is in affect when:

3.13.1.1. The ball remains in the infield and the pitcher has two feet or two knees or a combination of the two in the fair infield.

3.13.1.2. The ball leaves the infield and the pitcher has one hand or knee on the ground in the Pitcher's Circle.

3.13.2. The ball must be in the Pitcher's hand cleanly (no bobbling) before the batter reaches

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1st base is out.

3.13.3. FORCE OUTS: In a force situation, the lead runner would be out on pitchers hand. Pitchers hand must beat the batter reaching first.

3.14. Umpiring

3.14.1. Calls (safe/out) will be made by only players in the game. On close calls, players can ask people on the bench or people that are watching. If calls cannot be resolved, then a "do-over" will occur.

3.14.1.1. Players, Friends and Family outside of the game cannot make calls inside the game. The calls must be made by the players that are participating in the game. As respect to your opponent, please keep your friends and family from inserting un-needed comments and opinions! If they are not part of the game, they are not part of the calls!

3.14.1.2. League Committee members and Commissioner are also not part of the game. You may ask for rule clarification, but do not ask for them to make calls inside the game. They should be viewed the same as family, friends and other players of the KWL.

3.14.2. If there are any gaps in the rules above, major league baseball rules apply.

3.15. Protesting Games

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3.15.1. If a rule is violated during a game and it directly affects the outcome of the game, a team may protest the game by contacting the Commissioner before noon the next day.

3.15.2. The protest will be reviewed by the League Committee and a ruling will be made within 3 days.

4. Version Change History: