

Wiffle Fest Rules, Notes, and Guidelines –

GENERAL

1. Sportsmanship above all else – we are at Wiffle Fest to have a good-spirited, enjoyable time for everyone.
2. Have Fun.
3. Be Safe.
4. Be Respectful.
5. Play Hard.

PITCHING

6. **Select a pitching speed before the game starts. Speed choices are fast, medium, or slow. The speed will be decided by 1) both teams agreeing on a pitch speed upon first request, or 2) the lower speed being selected.** Eg: if The Mindless Ones want to pitch medium and The Beaneaters want to pitch fast, then the speed will be medium.
7. Players are encouraged to throw a demonstration pitch so all players will see what the speed pitch looks like.
8. If a team selects a slower pitch and the pitchers start to pitch faster after the game starts, please remind the pitchers about the speed selected for that game.
9. Pitchers pitch with one foot on the rubber (pitcher's plate), from a position bisecting the pitcher's line.

LENGTH OF THE GAME

10. 1 game = 3 full innings or 25 minutes, whichever comes first.
11. If time runs out, then the score reverts back to the last full inning played.
12. Players are expected to play at the regular cadence of the game. Meaning, players may not intentionally slow a game down to “run out the clock” in order to have a score revert to the inning before. This has not been an issue in the dozen years of Wiffle Fest, but since we are writing down the rules here you go.
13. 1 full inning occurs when both teams have batted and gotten out during their half of the inning.
14. When the home team is ahead after 2 ½ innings are completed, the home team does not bat in the bottom of the third; the game is over.

RUNS

15. **10 run max per inning**
16. The losing team, if down by more than 10, is not limited to the 10-run limit, but may only tie the game, then switch to the field. Eg: The “Giant Pumpkins” are playing “Peaches” and the Giant Pumpkins score 10 runs per inning, so they are up 30-0 going into the bottom of the 3rd. If the Peaches pull out the Rally Monkey and start scoring, they are not limited to 10 runs. They could score up to 30 runs, but then would have to stop hitting and go into extra innings, by taking the field in the top of the fourth with the score now 30-30. This is the most extreme possibility – other scenarios will be less drastic.

OUTS, WALKS, & HITS

17. 2 outs per inning
18. 3 strikes = out
19. Our umpires are lawn chairs
20. The lawn chairs are not uniform in size from field to field
21. A pitched ball that is swung at and missed = strike
22. A pitched ball that is swung at and fouled off = a strike (on the first two strikes)
23. **A pitched ball that is swung at, fouled off, and stays seated in the chair = a caught strike, so if it is the third strike, the batter is out.**
24. A pitched ball that is not swung at, but hits the back of the chair, the seat of the chair, or the arms of the chair at seat height or above = a called strike.
25. 4 balls = walk
26. A pitched ball that is not swung at and misses the chair or hits the chair below the seat of the chair = a ball
27. When a batter gets 4 balls and walks, the next batter in the rotation must bat (the same batter cannot stay in and bat, as if he/she was a new batter).
28. A hit ball caught in the air = out
29. A ball hit in the air and lands before the pitcher's line = a foul ball
30. A ball hit on the ground that stops rolling before the pitcher's line without being touched = foul ball
31. A ball hit in the air that lands after the pitcher's line = a single, double, or triple, depending on which marker the ball passes before it lands.
32. Each field has different double and triple lines.
33. Each field's homerun fences are unique. Most of the parks are made to reflect the general proportional qualities of its major league counterpart.
34. A ball hit in the air that lands over the fence = homerun

FIELDING

35. A groundball fielded cleanly by a defensive player at or in front of the pitcher's line is an out.
36. A bobbled ball is when a player touches a ball multiple times before the ball either lands on the ground or is caught/fielded.
37. If a player bobbles a ground ball at or in front of the pitcher's line, but hangs onto it = out
38. **A defensive team may choose to position two players at the pitcher's line – either player (pitcher or infielder) can make an out by cleanly fielding a groundball at or in front of the pitcher's line**
39. If a player bobbles a ground ball at or in front of the pitcher's line, and the ball touches the ground again = hit (on base with an error)
40. If a player bobbles a fly ball, but does not let it touch the ground = out
41. If a grounder gets by the pitcher's line and keeps rolling past other lines (double line, triple line, or even to the wall) it is still a single, no matter how far it rolls.
42. Either a fair or foul ball caught in the air = out

43. A defensive player may catch a foul ball for an out anywhere, as long as she/he does not interfere with another game.
44. A ball that hits an object (tree, flag, tent, bird, kite) is a dead ball, unless the ball hits that object after going over a homerun fence, which makes that hit a homerun.
45. **Although he/she is discouraged to do so (due to rule #2), a fielder may fall into a homerun fence while trying to catch a ball. If the player catches the ball and stays in the park, it is an out. If the player catches the ball, but crashes through the fence, rolls over the fence, jumps and lands beyond the fence, or is not able to stay in the park, and the ball would have gone over the fence on its own, the hit ball is a homerun.**
46. **If a player crashes into a fence, the defensive team must fix the fence before the game can resume.**
47. Please do not hurt yourself crashing into/through fences – the fences are held up by heavy, wooden stakes – ouch!
48. If there is a question about a ball being fair/foul, caught /dropped, the player closest the play makes the ruling.
49. If a ruling is unsettling and both teams agree, then the teams will play a “do-over.”
50. A do-over is a replay of the at bat, as if the first time never happened.
51. If the two teams cannot figure out what to do, call the commish. This rarely happens.
52. Fielding positions. Once an inning starts, the two players on the field may change positions whenever they want.

BASE RUNNERS & BATTING ORDER

53. Base runners (also referred to as ghost runners) advance the same number of bases as the batter. Eg: If a batter hits a single with runners on 2nd and 3rd, the offensive team scores a run and has runners on the corners, 1st and 3rd for the next hitter.
54. Batting order. Batters rotate in the order set at the beginning of the game. So, if the “Brothers of Another Mother” Team has two players and Kelly makes the last out in the second inning, then Leo leads off by batting first in the third inning.
55. See guideline #59 for batting order variation.

ROSTERS

56. Teams are traditionally comprised of two players; however, teams may have more than two players on their roster.
57. Teams that have an “extended roster” (more than two players) still have only two players on the field at one time. Players that start an inning in the field must finish the inning, unless they are injured. This means that if Long Beach Dirtbags start an inning with Matt and Ryan on the field, they may not pull Bob in from the bench to and field or pitch during the middle of an inning. Bob, Matt, and Ryan are free to have a different duo play each inning.
58. Teams that have an “extended roster” may select one of two ways to bat. A) they may rotate all the players through the order every inning, or B) they may have the players who field in a particular inning bat that inning that they played. Eg: Staying with the Scumbags to illustrate: A) Matt, Bob, and Ryan bat around a 3-person batting order, so every inning they bat Matt, then Bob, then Ryan, then Matt, then Bob, etc. B) Matt and Bob bat just the two of them (Matt, then Bob, then Matt, then, Bob, etc.) in the top of the first because Matt and Bob are playing the field in the bottom of the first. In the top of the second Matt and Ryan bat just the two of them (Matt, then Ryan, then Matt, then Ryan, etc.) since Matt and Ryan are playing in the bottom of the second.
59. Teams may trade players.
60. All trades must be complete and communicated to the commish before the end of the All Star break.
61. Teams may not sign a free agent without releasing a player.

SCHEDULE – regular season

62. All teams have a regular season schedule.
63. Your total points (win = 2 points, tie = 1 point) determine your place in your division. Your place in your division and your point total determine your post-season seed.

SCHEDULE – post season

64. After the All Star Break, also known as lunch, we will play the post season.
65. Everyone is assured to play 2 games after lunch. The first round determines who plays in the Majors playoffs and who plays in the Minors playoffs. Everyone who wins in the first round moves onto the Majors playoffs and everyone who loses in the first round moves on to the Minors playoffs.
66. The second round and beyond is single elimination. We keep playing games until we have one Majors champion and one Minors (AAA) champion.
67. All the regular season rules apply, except for the run limit. Speed choice is honored all the way through the World Series.

EQUIPMENT

68. All game balls are new balls. New balls means the balls were not used until game day. Regular season games use balls that have been used on Wiffle Fest Day. World Series games use out-of-the-box new balls.
69. Bats used are regulation, yellow Official Wiffle Bats.
70. Players may tape handles of Official Wiffle Bats that they bring as far up as the plastic dotted handle mark.
71. Bats may not be doctored or weighted.
72. Any equipment in question will be run by the commish.

CLEAN-UP

73. *After the World Series we all work together to put the Festival away until next year. It is amazing how quickly it goes with lots of help.*

GENERAL – the sequel

74. *Wiffle Fest is a scholarship fundraiser for Rock Point School, which has shared a lot of supplies and allowed us to have Wiffle fest on this property for many years.*
75. *Wiffle Fest: leave nothing but foul lines, take nothing but great memories.*