

2018 Official Rulebook of the Minnesota Wiffleball Association



Revised: 2/26/2018

Yellow = change

Intro

These rules were authored by Trent Steffes. Some parts were inspired by the rulebooks of Home Run League: Twin Cities and Wiffle in Southeast Michigan. Thank you. These rules must be approved by all MNWA managers and the MNWA commissioner in order to be enacted. Any rule highlighted in yellow is subject to change by the commissioner without approval of the MNWA managers. Any portion highlighted in green is an update from the previous year's rulebook. Any dispute over a rule that is not covered in this rulebook or needs better clarity shall refer to the 2015 version of the MLB Official Rulebook.

Table of Contents

1. Regulations/Rosters p. 3
 2. Pitching p. 5
 3. Batting p. 6
 4. Fielding p. 7
5. Base Running p. 9
6. Equipment/Field p. 10
7. Scheduling p. 11

1. Regulations/Rosters

- 1.1. The MNWA Commissioner is Trent Steffes
- 1.2. Every team must have at least matching shirts before the MNWA Final Tournament, in order to be eligible for the Final Tournament
- 1.3. There shall be five teams in the MNWA
 - 1.3.1. Each team is limited to six active roster spots
- 1.4. Each team has one non-active roster spot
 - 1.4.1. A non-active roster player may not play in the games
- 1.5. A team's official active roster must be set by the first pitch, and is locked until the last out is recorded of that game
- 1.6. A team may activate/deactivate players in the same day
- 1.7. A player must have played in **six** MNWA regular season games to be eligible for the 2018 MNWA Final Tournament
- 1.8. Each MNWA game is **5**-innings long
- 1.9. Extra innings may be added as needed
- ~~1.10. If a game gets to 7-innings, both teams shall begin the inning with the bases loaded~~
- ~~1.11. If a game gets to 8-innings, both team shall begin the inning with bases loaded and 1 out~~
- 1.12. There shall be a mercy rule used if:
 - 1.12.1. A team leads by at least 15 runs after the completion of the second inning
 - 1.12.2. A team leads by at least 10 runs after the completion of the third inning
- 1.13. There is no run-rule
- 1.14. All games will be self-umpired by the players.
 - 1.14.1. Any disputed close call may be deliberated by all players, managers and spectators, but the final decision must be agreed upon by the managers
- 1.15. MNWA will used a points-based standings system
 - 1.15.1. A team receives two points for a win
 - 1.15.2. A team receives one point for a tie
 - 1.15.2.1. A tie occurs only in the regular season, and is called after seven full innings have been played and the game is still tied.
 - 1.15.3. A team receives zero points for a loss
 - 1.15.4. The standings tie-breaker system will consider the following criteria, in order:
 - 1.15.4.1. Wins
 - 1.15.4.2. Head-to-head record

- 1.15.4.3. Total Run-differential
- 1.15.4.4. Winning percentage
- 1.15.4.5. Head-to-head Run-differential
- 1.15.4.6. Total runs scored
- 1.15.4.7. Win/Loss streak

2. Pitching

- 2.1. There is no limit on how often a pitcher can pitch
- 2.2. Once a pitcher has been taken out of a game, he may not re-enter
- 2.3. A strike is recorded by
 - 2.3.1. A batter swinging at a pitch and missing
 - 2.3.2. A pitch hitting the strike zone
 - 2.3.2.1. A ball hitting a player and ricocheting to the strike zone does not count
 - 2.3.3. A batter hitting a foul ball with less than two strikes
- 2.4. A strikeout is recorded by
 - 2.4.1. A batter getting three strikes
 - 2.4.2. A batter with two strikes fouling a ball that hits the strike zone
- 2.5. Balks are legal
- 2.6. Pick-offs are legal
 - 2.6.1. A pitcher may run down a base-runner back to their base
 - 2.6.2. Base-runners may not advance unless the pitcher attempts to peg the runner by throwing the ball
- 2.7. There is no pitch speed limit

3. Batting

- 3.1. Batting out of order will result in an out for that at-bat
- 3.2. Each team is allowed one pinch-hit per one 5-inning game
 - 3.2.1. The at-bat counts towards the pinch-hitter
- 3.3. If a game goes to extra innings, each team is given one more pinch-hit per each extra inning played
- 3.4. A batter may be given one warning if accused of leaning in to a pitch to stop it from hitting the zone. The second incident will result in a called strike. The third incident and every incident thereafter will result in an automatic strike-out
- 3.5. A live-ball hitting a foreign object on the field (such as a scattered dead ball or the ball bucket) will stop the play (dead ball) and all runner will be given one base and the batter credited with a single
 - 3.5.1. If a player is on a base and the ball hits a player, the ball is still considered live. Because a base is not considered a "foreign object" on the field, and if a player is touching a base, he shall be considered part of the base
- 3.6. A live ball touching the outfield fence gives the batter immunity from the pitcher's circle force out, but not from being pegged, or forced out specifically at first

4. Fielding

4.1. A team may not field more than 3 fielders at once

4.1.1. One pitcher, two outfielders

4.2. Fielders may be substituted freely

4.3. A fly-ball out occurs when

4.3.1. A ball is caught by a fielder in fair territory without it hitting the ground

4.3.2. A ball is caught by a fielder in foul territory without it hitting the ground

4.3.3. A ball in home-run territory that is caught by a fielder who has not stepped in the home-run territory or foul-territory.

Ex. A fielder with feet in fair territory jumps over the wall to catch a ball, and controls it before he hits the ground, the batter is out

Ex. A fielder with feet in fair territory jumps the wall, and hits the ground before he catches the ball, it is a home run

4.4. There is no infield-fly rule

4.5. A ground-out occurs when

4.5.1. A grounder is fielded and is thrown/ran to the pitcher's circle where it is completely controlled, or controlled with at least one foot in the circle

4.5.2. A ball thrown to the pitcher's circle may be bobbled by the receiving fielder, but as long as it is controlled in the circle before the runner reaches first-base, it is an out.

4.5.3. The "pitcher's circle" rule only applies to the play at first base. Runners going to second, third, or home are not subject to this rule

4.6. A tag-out occurs when

4.6.1. A live ball is thrown at a runner who is not safely at a base, and strikes them

4.6.1.1. This is considered a "peg." The ball is dead after a successful peg attempt.

4.6.2. A fielder touches a runner with the live ball

4.6.2.1. This is considered a "tag." The ball is still live after a tag occurs.

4.7. A force out occurs when

4.7.1. A fielder with the live ball tags a base with a force on it

4.7.2. A fielder catches a fly ball, and then is controlled in the pitcher's circle before the lead runner gets back to his base safely

4.8. The defense shall be held responsible for any scattered balls on the field

4.8.1. See rule 3.5

4.9. Should a play at home be made, the ball becomes dead if it hits the K-Zone or backstop or any

other object (bats, balls)

- 4.10. The ball will remain alive unless a situation noted in this rulebook contradicts
- 4.11. A play is dead if a ball is thrown out of play
- 4.12. The strike zone only acts as a force out on plays at the plate, when there is a force out at home. All other instances, the runner must be pegged
- 4.13. The strike zone may act as a force out at first.
 - 4.13.1. If an instance were to arise that the strike zone may act as a force out both at home and first (such as a bases-loaded bunt) the force out at home trumps a force at first, meaning that should a batter bunt with bases loaded, he is ineligible to be forced out via the strike zone

5. Base Running

5.1. No stealing is allowed

~~5.2.~~ Any deliberate runner's interference results in the runner being called out.

5.3. Runners may lead off

5.4. Pinch-running shall be used

5.4.1. freely by teams with 3 players or less in their lineup, or for any injury limiting a player's ability to run

5.4.2. In any instance for teams with 4 or more players, pinch running may only be allowed for players that are due up and are on base. The pinch runner may only be the player who recorded the last out.

5.5. Rearranging of base-runners is not allowed during a regulation game

5.5.1. Rearranging of base-runners is allowed during extra-innings

5.6. Tagging-up after a fly ball out is allowed

5.6.1.1. The runner must be safely back to his base before he tags, and may only go after the fly ball is caught

5.6.2. A force out is applied to any runner off his base after a fly out, who hasn't tagged up cleanly

6. Equipment/Field

- 6.1. Base-paths shall be 45' in length
 - 6.1.1. Second-base shall measure 63' 7" from the tip of home plate
- 6.2. The dead ball zone shall measure 15' in radius, from the tip of home plate
 - 6.2.1. Any ball that stops within this zone shall be declared dead and foul
- 6.3. Any ball touched by a fielder in fair territory that falls into the zone is still considered live
- 6.4. Foul lines must be indicated in some way
- 6.5. The pitching "rubber" shall be placed 45' from the back of home plate
- 6.6. The strike zone shall be 24" wide by 32" high, and positioned 12" off the ground
 - 6.6.1. The strike zone shall be placed 2 feet behind the tip of home plate
- 6.7. The pitcher's circle shall measure 8' in diameter
- 6.8. Only official Wiffleballs shall be used
 - 6.8.1. The loading of balls (such as filling with rocks, sand) is illegal
- 6.9. Only official Wiffleball bats are legal
 - 6.9.1. The altering of the bat's handle is legal, but may not extend past 1 inch above the molded handle
 - 6.9.2. Bats may not be stuffed or corked in any way
- 6.10. All bats and balls and subject to approval before each event
- 6.11. Fielding gloves are not allowed
- 6.12. Batting gloves are permitted for use during batting only
- 6.13. Metal cleats are not allowed
- 6.14. There shall be a "halfway line" exactly in the middle between every base. After a play dies, a runner is either award the next base, or sent back to the previous base in respect to his position to the "halfway line."
 - 6.14.1. If any part of the player is beyond the start of the halfway line (similar to the NFL end-zone rule.) They are awarded the next base.

7. Scheduling and the Final Tournament

7.1. Each team shall play 12 games

7.1.1. Games shall be scheduled as following:

7.1.1.1. Six games at a pre-determined league-wide event

7.1.1.2. Six games to be scheduled at the manager's discretion

7.2. The MNWA Final Tournament shall decide the MNWA Champion

7.3. The MNWA Final Tournament shall be a 5-team, double-elimination playoff bracket

7.3.1. The MNWA Final Tournament shall seed teams 1-5 based on regular-season record, with the best overall record being named the number 1 seed

7.3.2. The #1 seed will then choose who they play in the first round of the winner's bracket between the #3, 4, and 5 seeds. The teams not chosen shall play each other, the winner advancing to play the #2 seed.

7.4. The official end of the MNWA season shall be one week after the MNWA Final Tournament