

Whiffleball Rules

1. Pitching: Pitchers are to throw at no more than a moderate speed up until a batter has 2 strikes. After 2 Strikes there is no restriction on the speed of pitches. It is the batter's responsibility to notify the pitcher of illegal (fast) pitches. If a pitch is ruled illegal it will be a no-pitch and must be redone.
2. Pitch Count: Normal 4-ball and 3-strike pitch count is in effect. (Batters may only walk on a full count.) With 2 strikes, any foul tip going through the strike zone will result in an out. The strike zone will be a stationary backstop. If the ball goes through the cut out hole in the backstop it is a strike.
3. Run Limit: There will be a 7-run limit per inning, except the last inning.
4. The Game: 3 innings equal a game, or 30 minutes. After 30 minutes you will be allowed to complete the inning you're playing. At the end of that inning, whoever has the most runs wins.
5. There is no base running, base stealing, hit batman, or infield flies. Batters may not lean into any pitch or interfere with the ball on its way to the strike zone.
6. Hits are rules as follows:
 - Singles: Any ball hitting the ground past the infield line.
 - Doubles: Any ball that rolls to the fence on at least 1 bounce.
 - Triples: Any fly ball that hits the FENCE ONLY.
 - Home Runs: Any fly ball that lands over the fence.
7. Base runners move as follows: 1 base on a single or error, 2 bases on a double, etc.
8. A ground ball fielded before passing the infield line is an out. A player's position to the infield line does not matter, as long as the ball has not crossed the infield line it is an out. A line will extend 5 feet from home plate, any ball that comes to a stop after this line will be ruled a base hit. If the ball does not cross the line it will be ruled a foul ball.
9. If a batted ball is dropped to the ground by a fielder, it will be ruled an error, and 1 base will be awarded. Other base runners advance 1 base as well.
10. Double Play Rule: With less than 2 outs, and a runner or runners in a force position, a defensive team may try for a double play. To attempt a double play a fielder must field a grounder before the infield line and then throw the ball THROUGH the strike zone to complete the double play. The lead runners are always out (i.e., if the bases are loaded, the runners going home and to third are out). This must be in one fluid motion.
11. Tagging Up Rule: With a runner on third base and less than 2 outs, a team may try to score him on a fly ball. When the ball is in the air, the offensive team can yell, "TAG" to send the runner home. The fielder must catch the ball and throw and hit any part of the backstop in the air or on a bounce. If the throw hits the backstop the runner is out, if the throw misses the runner scores. (Only the runner on third base moves on a TAG, all other runners remain on their base)

Go to www.wallnj.com (Wall Recreation Site) for more information.

Please email wallwhiffleball@aol.com with any questions that you may have. After June 13th, all game times and updates regarding the tournament will be posted on the Wall Recreation Site. Please be sure to provide at least one email address per team so we can email game times to you.