

Equipment

1. Official "Wiffle Ball" (holes at the top) & "Wiffle Bat" (yellow, skinny bat) only.
2. Bats & Balls will be supplied. Players cannot use their own equipment.
3. Strike Zone will be 2' wide x 3' tall and will stand 12" off the ground and 30" behind home plate.
4. The distance from the pitching rubber to the front of the plate will be 41'.
5. Players may use batting gloves, but not fielding gloves.

Playing rules

1. 4 balls & 3 strikes per batter
2. 3 outs per team
3. 4 inning games
4. No base running
5. Ghost runners advance the same amount of bases as the batter's result, except on walks when they must be forced
6. Ghost runners advance one base on ground outs, but do not advance on fly outs
7. Players cannot play for more than one team
8. Each team consists of a pitcher, 2 fielders and an optional DH (maximum roster of 5)
9. A team cannot score more than 10 runs in an inning
10. Round robin games will be called after one hour, the team winning is declared the winner
11. Elimination games tied after 4 innings will move to extra innings.
12. A squib line will be drawn 15' from the plate; any ball that fails to reach the squib line is a foul ball strike

Pitching

1. A pitched ball that goes in the strike zone (without hitting the ground) or is swung at is a strike
2. A ball that isn't swung at or does not go into the strike zone is a ball
3. Foul balls are strikes, unless caught in the air for an out
4. A fouled ball that goes in the strike zone (without hitting the ground) with 2 strikes is an out
5. Pitchers must pitch from designated pitching rubber
6. Balks will not be called

Fielding

1. A ball that is caught out of the air is an out
2. A ball that is fielded cleanly in front of the infield line is a ground out
3. Fielded cleanly is defined as possession after initial contact before hitting the ground
4. The fielder must start inside the infield line to record an out on ground balls
5. The infield line will be 50' down each line from home plate and squared to form a diamond
6. Errors made inside the infield area are considered singles (errors will not recorded)
7. Errors made beyond the infield area will be ruled doubles (errors will not recorded)
8. A ball which is touched in the infield area but not caught then lands past the infield line is a double

Hitting

1. A ground ball that gets past the infield line without being cleanly fielded is a single
2. A ground ball that comes to a complete stop in the infield area is a single
3. A ground ball that hits the wall is a double. A fly ball that crosses the infield line in the air is a double.
4. A ball that hits the wall in the air is a triple.
5. A ball that goes over the wall is a home run
6. Batters must stay in the batter's box, crowding the plate will be called against the batter

Charity

1. Extra outs can be bought for \$200 each
2. A team can use only one out per inning.
3. Extra outs cannot be used in elimination games

Miscellaneous

1. No cussing, fighting or arguing, we are here for charity
2. The batter is on the honor system for foul balls & check swings.
3. The fielder is on the honor system for "cleanly fielded" balls
4. Batters are not allowed to catch pitches, we have plenty let them go
5. Keep loose balls off the field, use the buckets