

Warren County WIFFLE Ball Rulebook  
4<sup>th</sup> Edition

Last Update 3/5/24

## 1.00 Objectives of the Game

1.01 Warren County WIFFLE Ball (WCWB) is a gentleman's game in which to have fun, drink beer, eat, and win.

1.02 WCWB is a game played between two teams of five players each, played on a field in accordance with these rules.

1.03 The objective of each team is to win by scoring more runs than the opponent scores. The winner shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

1.04 THE PLAYING FIELD. The field shall be laid out according to the instructions below, supplemented by a Diagram.

The infield and outfield, including boundary lines, are fair territory and all other area is foul territory, unless otherwise specified by a specific field's ground rules. Ground rules take precedence over any rule (see section 3.11). When location of home base is determined, with Russ Cannavo's 100ft measuring tape measure \*\*\* in desired direction to establish second base. From home base, measure 50 feet \*\*\* toward first base; from second base measure 50 feet \*\*\* toward first base; the intersection of these lines establishes first base. From home base measure 50 feet \*\*\* toward third base; from second base, measure 50 feet \*\*\* towards third base; the intersection of these lines establishes third base. The distance between first and third base is \*\*\*. All measurements from home base shall be taken from the point where the first and third base lines intersect. The foul lines and all other playing lines indicated in these rules shall be marked with lime from Washington One Stop.

The outfield fence must stretch from foul line to foul line without entering the infield quasi-diamond.

1.05 Home base shall be marked by a five sided slab of whitened rubber. It shall be a 17 inch square with two of the corners removed so that one edge is 17 inches long, two adjacent sides are 8 1/2 inches and the remaining two sides are 12 inches and set at an angle to make a point. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17 inch edge facing the pitcher's plate, and the two 12 inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the base shall be fixed in the ground level with the ground surface.

1.06 First, second and third bases shall be marked by white canvas bags, securely attached to the ground as indicated in the Diagram. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on

second base. The bags shall be 15 inches square, not less than three nor more than five inches thick, and filled with soft material.

1.07 The pitcher's plate shall be a rectangular slab of whitened rubber, 24 inches by 6 inches. It shall be set in the ground as shown the Diagram, so that the distance between the pitcher's plate and home base (the rear point of home plate) shall be shall be 42 feet, 6 inches.

1.08 Hopefully benches are provided.

1.09 The ball shall be an official WIFFLE Ball baseball size.

1.10 The bat shall be an official Yellow WIFFLE Ball bat, with ABSOLUTELY NO MODIFICATIONS. Normal wear, such as dents, scratches, and dirt are acceptable. However, no weighting, taping, lubing, etc.... APPROVED RULING: Bats shall be shared.

#### 1.11 UNIFORM

(a) Team uniforms are optional. Players may not wear clothing that shall interfere with any of these rules.

(b) Cleated shoes, gloves of any type, protective gear, and pickup trucks are NOT permitted anywhere on the playing field at anytime. This includes but is not limited to before, after, and during games.

(c) The WCWB Commission (WCWBC) reserves the right to require pieces of a uniform to be added such as patches, hats, or wristbands.

(1) NEW RULE 25AWCWBT: For the 25AWCWBT, (including the Friday Night Playin Games and Saturdays Tournament) every player is required to wear the official 25AWCWBT patch on his left sleeve, centered, and one inch above the bottom of the sleeve. If a player has long sleeves, no sleeves, or a logo already on that area of the jersey than he can adjust the location of the patch accordingly e.g. right sleeve or center of back below the neck. Additionally, if a player comes to bat without the official 25AWCWBT patch on his jersey he is charged with one strike before the first pitch is thrown thus starting the count at 0-1. This must be called by the defensive team and acknowledged by the batter BEFORE the first pitch is thrown.

(d) The only mandatory requirement for a team uniform is beer (clothes are optional as seen during the 4AWCWBT). All players must have a beer within arms reach at ALL TIMES while playing.

EXCEPTION: Players batting, on deck, on base, or in the act of making a play (though these players may if they wish) may stray from their beer.

NOTE: The pitcher's beer must be within three feet of the pitcher's plate.

(e) Team sponsors are strongly encouraged.

2.00 Definitions of Terms. (All definitions in Rule 2.00 are listed alphabetically.)

An APPEAL is the act of a player in claiming violation of the rules by the opposing team. An APPEAL must be made to the WCWBC before the pitch is made directly following the play in question and they will have final ruling.

A BALK does not exist in WCWB.

A BALL is a pitch that does not hit the strike zone in flight and is not struck at by the batter. If the pitch touches the ground or plate and bounces and hits the strike zone it is a "ball." A pitch that hit the batter is a BALL. RULE CHANGE

The BALL BASKET is located within 3 feet of the pitcher's plate. This basket contains balls that the pitcher may use to PITCH and only to PITCH.

A BASE is one of four points which must be touched by a runner in order to score a run; more usually applied to the canvas bags and the rubber plate which mark the base points.

A BASE COACH does not exist in WCWB.

A BASE ON BALLS is an award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone.

A BATTER is an offensive player who takes his position in the batter's box. The BATTER'S BOX is the area within which the batter shall stand during his time at bat.

A BATTER RUNNER is a term that identifies the offensive player who has just finished his time at bat until he is put out or until the play on which he became a runner ends.

The BATTER'S BOX is the area within which the batter shall stand during his time at bat.

The BATTERY does not exist in WCWB because there is no catcher in WCWB.

BENCH OR DUGOUT is the seating facilities reserved for players, substitutes, and other team members when they are not actively engaged on the playing field.

A BUNT does not exist in WCWB.

A CALLED GAME is one in which, for any reason, the WCWBC terminates play.

A CATCH is the act of a fielder in getting secure possession in his person of a ball in flight and firmly holding it. It is not a catch, however, if simultaneously or immediately following his contact with the ball, he collides with a player, wall, keg, tree, etc, or if he falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a

fielder touches a fly ball that then hits a member of the offensive team. If the fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional. A catch is legal if the ball is finally held by any fielder, even though juggled, or held by another fielder before it touches the ground. Runners may leave their bases the instant the first fielder touches the ball. A fielder may reach over a fence, railing, rope, or other line of demarcation to make a catch. He may jump on top of a railing, or canvas that may be in foul ground. No interference should be allowed when a fielder reaches over a fence, railing, rope, or into a stand to catch a ball. He does so at his own risk. If a fielder, attempting a catch at the edge of the dugout, is "held up" and kept from an apparent fall by a player or players of either team and the catch is made, it shall be allowed.

The CATCHER does not exist in WCWB.

The CATCHER'S BOX does not exist in WCWB.

A COACH does not exist in WCWB.

A CAPTAIN must be designated by each team. The captain is responsible for all required off-field duties of a team as designated by these rules and annual tournament rules.

A DEAD BALL is a ball out of play because of a legally created temporary suspension of play.

The DEFENSE (or DEFENSIVE) is the team, or any player of the team, in the field.

A DOUBLE HEADER is two regularly scheduled or rescheduled games, played in immediate succession by the same two teams.

A DOUBLE PLAY is a play by the defense in which two offensive players are put out as a result of continuous action, providing there is no error between putouts.

(a) A force double play is one in which both putouts are force plays.

(b) A reverse force double play is one in which the first out is a force play and the second out is made on a runner for whom the force is removed by reason of the first out. Examples of reverse force plays: runner on first, one out; batter grounds to first baseman, who steps on first base (one out) and throws to second baseman or shortstop for the second out (a tag play). Another example: bases loaded, none out; batter grounds to third baseman, who steps on third base (one out); then throws to catcher for the second out (tag play).

A TRADITIONAL PRACTICE or CUSTOM occurs when two teams CANNOT AGREE if a runner or batter runner is safe or out and only then. Let that be repeated a TRADITIONAL PRACTICE or CUSTOM occurs when two teams CANNOT AGREE.

Both the accordance of this rule and the infrequent use of this rule is needed in this GENTLEMEN'S game. The two players involved in the play will engage in a TRADITIONAL PRACTICE or CUSTOM. TRADITIONAL PRACTICE or CUSTOM may be used in other ways as the WCWBC sees fit. Video replay is not permitted to settle such disagreements. Also see TEAM TRADITIONAL PRACTICE or CUSTOM.

DUGOUT (See definition of BENCH).

A FAIR BALL is a batted ball that settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory touches the person of a player, or that, while over fair territory, passes out of the playing field in flight, and has cleared THE FOUL TIP AREA. A fair fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time he touches the ball. If a fly ball lands in the infield between home and first base, or home and third base, and then bounces to foul territory without touching a player and before passing first or third base, it is a foul ball; or if the ball settles on foul territory or is touched by a player on foul territory, it is a foul ball. If a fly ball lands on or beyond first or third base and then bounces to foul territory, it is a fair hit. Fields often have trees as foul poles. Any ball that goes into a tree and does NOT fall down is a homerun. Otherwise, the ball is played where it lands. Whether that is fair, foul, a homerun, or all other possibilities.

FAIR TERRITORY is that part of the playing field within, and including the first base and third base lines, from home base to the bottom of the playing field fence and perpendicularly upwards. Excluding THE FOUL TIP AREA. All foul lines are in fair territory.

A FIELDER is any defensive player.

FIELDER'S CHOICE is the act of a fielder who handles a fair grounder and, instead of throwing to first base to put out the batter runner, throws to another base in an attempt to put out a preceding runner. The term is also used by scorers;

- (a) to account for the advance of the batter runner who takes one or more extra bases when the fielder who handles his safe hit attempts to put out a preceding runner;
- (b) to account for the advance of a runner while a fielder is attempting to put out another runner; and
- (c) to account for the advance of a runner made solely because of the defensive team's indifference.

A FLY BALL is a batted ball that goes high in the air in flight.

A FORCE PLAY is a play in which a runner legally loses his right to occupy a base by reason of the batter becoming a runner. Confusion regarding this play is removed by

remembering that frequently the "force" situation is removed during the play. Example:

Man on first, one out, ball hit sharply to first baseman who touches the bag and batter runner is out. The force is removed at that moment and runner advancing to second must be tagged. If there had been a runner on third or second, and either of these runners scored before the tag out at second, the run counts. Had the first baseman thrown to second and the ball then had been returned to first, the play at second was a force out, making two outs, and the return throw to first ahead of the runner would have made three outs. In that case, no run would score. Example: Not a force out. One out. Runner on first and third. Batter flies out. Two out. Runner on third tags up and scores. Runner on first tries to retouch before throw from fielder reaches first baseman, but does not get back in time and is out. Three outs. If the runner from third touched home before the ball was held at first base, the run counts.

A FORFEITED GAME is a game declared ended WCWBC in favor of the offended team by the score of 3 to 0, for violation of the rules.

A FOUL BALL is a batted ball that settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of a player, or any object foreign to the natural ground. A foul fly shall be judged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the infielder is on foul or fair territory at the time he touches the ball. A batted ball not touched by a fielder, which hits the pitcher's rubber and rebounds into foul territory, between home and first, or between home and third base is a foul ball.

FOUL TERRITORY is that part of the playing field outside the first and third base lines extended to the fence and perpendicularly upwards.

A FOUL TIP is a batted ball that goes sharp and direct from the bat and hits the strike zone or lands in the FOUL TIP AREA.

FOUL TIP AREA is the area designated in front of home plate as a foul tip. This area shall be a semi-circle extending from the third base foul line to first base foul line. Of a distance of seven feet. If a defensive player plays a ball in the area play shall continue. A foul tip must be declared then the ball picked up. Any ball in the area shall be ruled a foul tip. Thus resulting in a strike on any count.

A GROUNDBALL is a batted ball that rolls or bounces close to the ground.

GROUND RULE DOUBLE a ball that lands fair and bounces out of play.

HIT BY PITCH when a pitched ball hits the batter and then falls to the ground. A ball shall be charged.

The HOME TEAM is the team that takes the field in the Top of the First. The home team shall be designated by the WCWBC.

ILLEGAL (or ILLEGALLY) is contrary to these rules.

An ILLEGAL PITCH is (see 8.01);

- (a) a pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate;
- (b) a QUICK RETURN pitch.

An INFIELDER is a fielder who occupies a position in the infield. An INFIELDER may not be in front of the pitcher's plate until the pitch is being delivered  
If there is failure to comply A pitcher shall receive two warnings after this he may be charged with a ball.

An INFIELD FLY does not exist in WCWB.

IN FLIGHT describes a batted, thrown, or pitched ball that has not yet touched the ground or some object other than a fielder.

IN JEOPARDY is a term indicating that the ball is in play and an offensive player may be put out.

An INNING is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half inning.

INTERFERENCE as explained in rule 1.01 this is a gentleman's game and Interference shall be dealt with in such a manner. There are four types of interference;

- (a) Player Interference no player shall physically prevent a player from another team from game play. However, the WCWBL recognizes physical contact does exist in this game. If an offensive player impedes a defensive player, the offensive player is out. If a defensive player impedes an offensive, the offensive player shall receive an additional base.
- (b) If an offensive player touches the ball while in play, other than the PEG. The ball is ruled dead and the player is out.
- (c) If a spectator interferes both teams must come to a mutual agreement on two things;
  - (1) how to resolve the conflict in the game and
  - (2) how to kick the shit out of the interfering spectator despite age, race, and gender.
- (d) Acts of God refer to INTERFERENCE c1.

NOTE: Interference is a touchy subject and will often be hard to get a ruling on. Two suggestions:

- (1) Remember to Play
- (2) Remember to Play

## IMPORTANT NOTE: SEE RULE 3.05

THE LEAGUE is a group of clubs whose teams play each other in a pre arranged schedule under these rules for the league championship.

THE LEAGUE OF CAPTAINS (LofC) is the captain of each team. It is asked that the captains help in seeing that the WCWBT runs smoothly.

LEGAL (or LEGALLY) is in accordance with these rules.

LET DROP is what happens when a ball enters a tree. The ball is live and may be caught as it falls out of the tree for an out. Play is live and runners may advance at own risk. If the ball is not caught, it will be determined to be fair or foul based upon which tree it has entered. If the ball enters a fair tree it is fair, if it enters a foul tree it is foul. However, if it enters a foul pole tree, whether the ball is fair or foul will be determined upon where the ball lands. If a ball enters a fair tree or a foul pole tree and does not fall out of the tree it will be ruled a homerun. If a ball enters a foul tree and does not fall out it is a foul ball. If the ball is struck and hits an unnatural object (e.g. Abe Lincoln's Cabin, the Post holding up the strike zone, the ball bucket) the ball shall be ruled fair or foul depending where that object is located (i.e. if it hits Abe Lincoln's Cabin it is a foul ball; if it hits the Post holding up the strike sign it is a foul ball, if it hits the ball bucket fair ball). JOSH FINK APPROVED RULING: If the ball is struck and hits an unnatural object, then rolls into the foul tip area, it is a fair or foul ball depending upon which unnatural object it hit. It is not a foul tip.

A LIVE BALL is a ball which is in play.

A LINE DRIVE is a batted ball that goes sharp and direct from the bat to a fielder without touching the ground.

THE MANAGER does not exist in WCWB. See Rule 4.08.

OBSTRUCTION see Interference.

OFFENSE is the team, or any player of the team, at bat.

OFFICIAL SCORER. See Rule 10.00.

An OUT is one of the three required retirements of an offensive team during its time at bat.

An OUTFIELDER is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

OVERSLIDE (or OVERSLIDING) is the act of an offensive player when his slide to a base, other than when advancing from home to first base, is with such momentum that he

loses contact with the base.

A PEG is a thrown ball which strikes a runner or batter runner in jeopardy. The runner is declared out. See also TAG.

A PENALTY is the application of these rules following an illegal act.

The PERSON of a player is any part of his body or clothing including hats.

A PITCH is a ball delivered to the batter by the pitcher. All other deliveries of the ball by one player to another are thrown balls.

A PITCHER is the fielder designated to deliver the pitch to the batter.

The pitcher's PIVOT FOOT is that foot which is in contact with the pitcher's plate as he delivers the pitch.

"PLAY" is what you do not bitch, fight, fuck, etc....

A QUICK RETURN pitch is one made with obvious intent to catch a batter off balance. It is an ILLEGAL PITCH.

REGULATION GAME. See Rules 4.10 and 4.11.

A RETOUCH is the act of a runner in returning to a base as legally required.

A RUN is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases in that order.

A RUN DOWN is the act of the defense in an attempt to put out a runner between bases.

A RUNNER is an offensive player who is advancing toward, or touching, or returning to any base.

"SAFE" is a declaration that a runner is entitled to the base for which he was trying.

SET POSITION does not exist in WCWB.

SQUEEZE PLAY does not exist in WCWB.

A STRIKE is a legal pitch which;

- (a) Is obviously struck at by the batter and is missed;
- (b) Is not struck at, and hits the strike zone;
- (c) Is fouled by the batter when he has less than two strikes;
- (d) Touches the batter as he strikes at it;
- (e) Touches the batter in flight in the strike zone; or

(f) Becomes a foul tip.

A STRIKE OUT is 3 strikes.

The STRIKE ZONE is the sign behind home plate.

A SUSPENDED GAME is a called game that is to be completed at a later date.

A TAG is the action of a fielder in touching a base with his body while holding the ball securely and firmly in his hand; or touching a runner with the ball, or with his hand holding the ball, while holding the ball securely and firmly in his hand. When the word tag is used it throughout this rulebook it also incorporates the definition of PEG.

A TEAM TRADITIONAL PRACTICE or CUSTOM occurs when there is a scenario outlined in the tiebreaker rules designated by the WCWBC. Team TRADITIONAL PRACTICE or CUSTOM may be used in other ways as the WCWBC sees fit.

A THROW is the act of propelling the ball with the hand and arm to a given objective and is to be distinguished, always, from the pitch.

A TIE GAME is a regulation game that is called when each team has the same number of runs.

"TIME" does not exist in WCWB, except in case of injury and sunlight, remember to "PLAY". Rule change

TOUCH. To touch a player is to touch any part of his body, or his clothing.

A TRIPLE PLAY is a play by the defense in which three offensive players are put out as a result of continuous action, providing there is no error between putouts.

A WILD PITCH does not technically exist.

### 3.00 Game Preliminaries for Tournament Play

3.01 Before the game begins the WCWBC shall;

- (a) Require strict observance of all rules governing implements of play and equipment of players;
- (b) Be sure that all playing are marked with lime, chalk or other white material easily distinguishable from the ground or grass;
- (c) Receive from each team the tournament fees required to participate.

3.02 THE FIRST K. CARLSTROM RULE (for the second refer to 4.19).

No player shall intentionally throw balls, bats, bases, or any other part of the playing field into the river.

### 3.03 SUBSTITUTION

(a) Substitution rules are hard to write for such a gentlemanly, friendly, drunken tournament. So in brief keep substitution to a minimum if at all.

(b) Substitutions may only be made between innings and must be ANNOUNCED before the first pitch of an inning except pitching (see 3.03e).

(c) Any of the starting players may be withdrawn and re-entered once provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter.

(d) PITCHING

(1) A pitcher must complete throwing to a batter once he has begun.

(2) Only players on the field may substitute for a pitcher in the middle of an inning.

(e) Illegal substitutions – penalties:

(1) Illegal player on offense is out and ejected from game, a substitute, if available may replace him

(2) Illegal player on defense is ejected from game, a substitute, if available may replace him

(3) If illegal player involved in play, illegal substitution must be discovered on offense or defense before next pitch by either team

(i) On offense; invalidate actions from illegal player, outs stand

(ii) On defense; offense has option to take play or let batter bat again.

3.04 There are NO pinch runners or batters. There are NO courtesy runners except in cases of severe injury.

3.05 A team making a substitution must verbally make aware the opposing team in between innings, which is before the first pitch of an inning is thrown. While the

opposing team must verbally acknowledge the substitution. A player taking a defense position is considered in the game.

IMPORTANT NOTE: These rules, 3.03 – 3.05 (like many may not be followed by all teams) which is fine if BOTH teams agree, that is agree by acknowledging there disregard for this rule or by a mutual non-acknowledgement of this rule. All captains will receive a copy of this rulebook 24 hours prior to tournament play. Therefore all teams will be made aware and if called upon expected to follow ALL RULES within

3.04 If no announcement of a substitution is made, the opposing team MUST VERBALLY APPEAL BEFORE the next pitch is thrown following the illegal substitution. At which point an out or walk will be awarded accordingly and the team at fault will make right their mistake. If a violation of this rule or any other continues, the WCWBC may banish any team at any time from tournament play.

APPROVED RULING: If no verbal announcement is made a substitute has entered the game when the ball is live and a fielder reaches the position usually occupied by the fielder he has replaced or a batter takes his place in the batter's box

3.05 Players may address or mingle with spectators, or sit in the stands before, during, or after a game. As long as in accordance with these rules.

3.06 The WCWBC shall be the sole judge as to whether a game shall be started or cancelled because of unsuitable weather conditions or the unfit condition of the playing field.

3.07 The WCWBC shall present any ground rules necessary at the opening ceremony of the WCWBT (Warren County WIFFLE Ball Tournament) covering the overflow of spectators upon the playing field, batted or thrown balls into such overflow, or any other contingencies. These rules may conflict with the official playing rules.

3.10 Members of the offensive team shall carry their BEER off the field and to the dugout while their team is at bat. NO BEER SHALL EVER BE OUT OF ARMS REACH OF ANY PLAYER THAT IS NOT AT BAT OR RUNNING THE BASES OR WHEN FIELDING A BALL.

3.11 INTERFERENCE \*\*\*

3.12 The Scot Crutz Rule:

Any captain registering a team that does not participate in the tournament in which the captain registered the team for shall receive a one to three year suspension from the position of captain. NOTE: The suspended captain may enter the tournament during his suspension as a player but not as a captain.

### 3.13 The Ryan McCormick Rule:

You can only be on one team's roster. That is you can only play on one team.

a) Upon the finalization of rosters at the Captain's Dinner, a player may only be listed on one roster. The player's last submitted waiver will determine which roster he is to be placed.

b) If a player actually "plays" on two (or more) teams the player shall be suspended for one year, the two teams he played on shall forfeit their remaining games and the captains of the two teams shall be suspended from the position of captain for three years.

### 3.14 Zach Carlstrom Rule:

(a) All players must be 21 years of age and be wearing the appropriate wristband at all times. Spectators ages 5-21 will be required to wear a different non-alcoholic wristband. Spectators ages 21+ have the option, given their drinking preference.

(b) Potential Captains must be sponsored by a dues paying Member of WCWB.

(c) Professional players are prohibited from registering and/or participating on a WCWB team roster. Professional players are defined as:

(1) Players rostered on a top 10 team in the four previous United Wiffleball Tournaments (i.e., for the 2025 WCWB Tournament, the four prior United Wiffle Ball Tournaments are 2021, 2022, 2023, and 2024); and

(2) Players rostered on a top 3 team in a regional event in that calendar year where the tournament prize involves cash or other similar compensation.

(d) Subsection (c) does not apply to a "grandfathered" player. A "grandfathered player" is defined as any player that validly appeared on more than one WCWBT 1 – 25 roster.

### 3.15 Pay For Play

Players shall not receive any compensation to participate in the WCWBT. Compensation is defined as any financial benefit in either cash, trade, barter, or other tangible benefit. Reimbursement of registration fees, t-shirts, player and/or guest wristbands, or other benefit provided for sale by Warren County Wiffle Ball is specifically excluded from the defined term "compensation." Penalties for any violation are subject to Commission Review and include, but not limited to, team and/or captain suspension, relegation and/or banishment.

#### 4.00 Starting and Ending a Game in Tournament Play

4.01 All teams shall report to the tournament 15 minutes before scheduled first pitch. With 10 minutes remaining before first pitch, the WCWBC will meet with the LofC to cover ground rules and answer any immediate questions. Immediately following the ground rules the team designated to SING the national anthem will do so. The teams playing in the first game(s) will have 5 min to begin after the anthem is completed or 5 minutes after scheduled first pitch, whichever comes later.

Note: There are NEVER to be ANY WARMUP pitches taken before games or in between innings (this includes when a new pitcher enters the game). Teams may practice and warm-up in between their games with their own balls and bats away from the playing field(s), that is there will never be ANY PRACTICING on fields once play has begun. Tournament balls and bats and to be used for tournament games ONLY.

APPROVED RULING: TODD IRWIN RULE: The team designated to SING the national anthem must have a least one member on their team SING the National Anthem of the USA, *The Star Spangled Banner*. All team members on the current roster must be present. No one other than those team members on the current roster are to be main performers.

4.02 After the first game (and all subsequent games) is finished the teams who have completed play are to go to the scorer's table and report the score and winner of the game and IMMEDIATELY notify the next two teams which are to play.

(a) Unless the next game is irrelevant to final standings the game may be skipped at the discretion of the WCWBC.

4.03 After this notification is received, these two teams have 3 minutes to begin play. If one team fails to arrive at the field within these 3 minutes they have forfeited. The winning team must then follow rule 4.02.

4.04 Final rosters and waivers must be submitted no later than the Thursday before the WCWBT at 8:00 PM. Batting orders and rosters may be requested before each game starts by the opposing team and must be followed.

- (a) If an unrostered player bats or takes the field of play, that team is in violation.
- (b) 1st violation is 3 year suspension for the team's captain (as a captain only) and forfeiture of that game. If a team has 5 rostered players available they may play their next scheduled game. A team may play with 4 players per the Patrick Robinson Rule, however they must start the day with 5 rostered players.

- (c) 2nd violation is the team's removal from WCWB events going forward.
- (d) Substitutes must be announced and in accordance with these rules. See rules 3.03 – 3.06.

4.05 To begin “play” the home team shall take their defensive positions, the first batter of the visiting team shall take his position in the batter’s box, and the game will start.

4.06 When the ball is put in play at the start of, or during a game all fielders SHALL BE BEHIND THE PITCHER until the ball is pitched.

- (a) The pitcher, while in the act of delivering the ball to the batter, shall take his legal position; See Rule 8.01
- (b) Except the pitcher, any fielder may station himself anywhere in fair, foul, or dead territory as long as he is behind the pitcher until the ball is struck at.

4.07 The batting order shall be followed throughout the game unless a player is substituted for another.

4.08 The offensive team shall station NO base coaches anywhere. There are no coaches or managers only players and captains.

4.09 No player, substitute, trainer, batboy, or spectator shall at any time, whether from the bench or on the playing field, or elsewhere;

- (a) Destroy any part of the playing field in a malicious way
- (b) Attack the strike zone (this shall be known as the Eric Horten rule)
- (c) Act like an Asshole (the Shaun Storm rule)
- (d) Use the P.A.

4.10 When a player is ejected from a game he shall leave the field immediately and take no further part in that game.

4.11 When a player or spectator is ejected from the tournament they shall get in their car or arrange to get in a car and leave FTFD.

4.12 Violence shall be kept to a minimum, fighting is not allowed during games:

- (a) If two players fight during their game they are ejected from the game they are playing and warned. A second occurrence results in ejection from the tournament.
- (b) If a spectator and player fight during a game. The player follows rule 4.12(a) and the spectator is immediately ejected from tournament play. Unless he is on a team roster then he is suspended from his next scheduled game and warned. If he has no more scheduled games he is only warned.
- (c) If the WCWBC issues a warning to a player about fighting, than that player engages in a fight, he is ejected from the tournament.
- (d) If anyone fights in a manner which in anyway interrupts the flow of the

tournament they are subject to immediate ejection and suspension.

#### 4.13 HOW A TEAM SCORES \*\*\*

(a) One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three men are put out to end the inning.

EXCEPTION: A run is not scored if the runner advances to home base during a play in which the third out is made

- (1) by the batter runner before he touches first base;
- (2) by any runner being forced out; or
- (3) by a preceding runner who is declared out because he failed to touch one of the bases.

(b) When the winning run is scored in the last half inning of a regulation game, or in the last half of an extra inning, as the result of a base on balls, hit batter or any other play with the bases full which forces the runner on third to advance, the game shall not end until the runner forced to advance from third has touched home base and the batter runner has touched first base. An exception will be if fans rush onto the field and physically prevent the runner from touching home plate or the batter from touching first base. In such cases, runner shall be awarded the base because of the obstruction by the fans.

\*\*\*PENALTY: If the runner on third refuses to advance to and touch home base in a reasonable time, the run shall be disallowed, call out the offending player and order the game resumed. If, with two out, the batter runner refuses to advance to and touch first base, the run shall be disallowed, call out the offending player, and order the game resumed. If, before two are out, the batter runner refuses to advance to and touch first base, the run shall count, but the offending player shall be called out.

Approved Ruling: No run shall score during a play in which the third out is made by the batter runner before he touches first base.

Example: One out, Jones on second, Smith on first. The batter, Brown, hits safely. Jones scores. Smith is out on the throw to the plate. Two outs. But Brown missed first base. The ball is thrown to first, an appeal is made, and Brown is out. Three outs. Since Jones crossed the plate during a play in which the third out was made by the batter runner before he touched first base, Jones' run does not count.

Approved Ruling: Following runners are not affected by an act of a preceding runner unless two are out.

Example: One out, Jones on second, Smith on first, and batter, Brown, hits home run inside the park. Jones fails to touch third on his way to the plate. Smith and Brown score. The defense holds the ball on third, appeals, and Jones is out. Smith's and Brown's runs count. Approved Ruling: Two out, Jones on second, Smith on first and batter, Brown, hits home run inside the park. All three runs cross the plate. But Jones missed third base, and on appeal is declared out. Three outs. Smith's and Brown's runs are voided. No score on the play.

Approved Ruling: One out, Jones on third, Smith on second. Batter Brown flies out to center. Two out. Jones scores after catch and Smith scores on bad throw to plate. But Jones, on appeal, is adjudged to have left third before the catch and is out. Three outs. No runs.

Approved Ruling: Two out, bases full, batter hits home run over fence. Batter, on appeal, is declared out for missing first base.

Three outs. No run counts. Here is a general statement that covers: When a runner misses a base and a fielder holds the ball on a missed base, or on the base originally occupied by the runner if a fly ball is caught, and appeals, the runner is out when the appeal is sustained; all runners may score if possible, except that with two out the runner is out at the moment he misses the bag, if an appeal is sustained as applied to the following runners.

Approved Ruling: One out, Jones on third, Smith on first, and Brown flies out to right field. Two outs. Jones tags up and scores after the catch. Smith attempted to return to first but the right fielder's throw beat him to the base. three outs. But Jones scored before the throw to catch Smith reached first base, hence Jones' run counts. It was not a force play.

#### 4.14 Length of Game

- (a) A regulation game consists of the innings, unless extended because of a tie score, or shortened
  - (1) because the home team needs none of its half of the third inning or only a fraction of it, or
  - (2) because the WCWBC calls the game, or
  - (3) a team is winning by ten or more runs at the end of an inning or the home team is winning by ten or more runs at any time.
  - (4) tiebreaker games may be shortened as the WCWBC sees fit.
- (b) If the score is tied after three completed innings play shall continue until
  - (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or
  - (2) the home team scores the winning run in an uncompleted inning.
  - (3) the WCWBC calls the game.

4.15 The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

- (a) The game ends when the visiting team completes its half of the third inning if the home team is ahead.
- (b) The game ends when the third inning is completed, if the visiting team is ahead.
- (c) If the home team scores the winning run in its half of the third inning (or its half of an extra inning after a tie), the game ends immediately when the winning run is scored.

EXCEPTION: If the last batter in a game hits a home run out of the playing field, the batter runner and all runners on base are permitted to score, in accordance with the base running rules, and the game ends when the batter runner touches home plate.

APPROVED RULING: The batter hits a home run out of the playing field to win the game in the last half of the third

or an extra inning, but is called out for passing a preceding runner. The game ends immediately when the winning run is scored.

- 4.16 A game may be forfeited to the opposing team when a team;
- (a) Fails to appear upon the field, or being upon the field, refuses to start play within three minutes after being notified to "Play" at the appointed field for beginning the game, unless such delayed appearance is, in the WCWBC judgement, unavoidable;
  - (b) Employs tactics palpably designed to delay or shorten the game;
  - (c) Refuses to continue play during a game unless the game has been suspended or terminated by WCWBC;
  - (d) Fails to resume play, after a suspension, within one minute;
  - (e) After warning by the WCWBC, willfully and persistently violates any rules of the game;
  - (f) Fails to obey within a reasonable time the WCWBC order for removal of a player from the game;

NOTE: THESE RULES WILL BE ENFORCED

4.17 Patrick Robinson Rule: A game shall be forfeited to the opposing team when a team is unable to place four players on the field. The roster may have eight players and no more than five in the field or in the batting order at once.

APPROVED RULING: All teams must start the day with five players on the roster and playing. IF a team loses one or more players during the day due to extreme circumstance e.g. illness, bachelors parties, or injury, that team may play with 4 players.

- a) If the captain designates the player(s) out of the tournament, that team may continue with ONLY 4 players for the remainder of the WCWBT without penalty or forfeit.
- b) If the captain designates the player(s) eligible to return, that player(s) spot in the batting order will be recorded as an out until
  - i. The player(s) returns to the field/lineup
  - ii. The player(s) is designated out of the tournament

4.18 Protesting calls. If a team cannot come to a resolution within three minutes the WCWBC will make a ruling. Unless the play has continued then the play stands. WCWBC reserves final judgement.

- 4.19 K. Carlstrom Rule #2. The WCWBC sees three times when a player or spectator may leave the tournament;
- (a) in the middle or during tournament play
  - (b) after your team is eliminated
  - (c) after the tournament is over

When a player spectator leaves the tournament they must be in sound mind to drive. The WCWBT, WCWBL, WCWBC, LofC, and FTFD DO NOT condone drunk driving. Please arrange for a sober ride home at the end of the tournament players this is YOUR responsibility and CAPTAINS it is your job to ensure the safety of your players. The WCWBT, WCWBL, WCWBC, and LofC do not want to listen to mothers complain about their son's actions and more importantly, we feel drunk driving is horrible and would NEVER condone such an irresponsible act. After the tournament is over all players and spectators are to cleanup the playing field(s) and leave within 45 minutes of the ending of the championship game. NO EXCEPTIONS.

4.20 Extra Innings Error Rule. If a player or spectator is arrested in the time period between leaving the tournament site and arriving at their final Friday/Saturday destination, that player or spectator will receive an indefinite ban from the tournament.

a) The captain of the arrested player will receive a one-year ban from the League of Captains and his team will be placed in the Friday Night Round Robin.

4.21 Jason Cooper Rule. If a team is designated for cleanup duty by position of their previous tournament finish, they may not abdicate that duty through registering late and forfeiting their seed or other questionable activity, as defined by the WCWBC.

4.22 Meg Springmeyer Rule. No pets are permitted on premises on the day of the tournament.

## 5.00 Putting the Ball in Play. Live Ball

5.01 At the time set for beginning the game the teams shall “play”

5.02 After "Play" begins the ball is alive and in play and remains alive and in play until for legal cause, ball becomes dead. While the ball is dead no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was alive (such as, but not limited to a balk, an overthrow, interference, or a home run or other fair ball hit out of the playing field). Should a ball come partially apart in a game, it is in play until the play is completed. And remember to “play”.

5.03 The pitcher shall deliver the pitch to the batter who may elect to strike the ball, or who may not offer at it, as he chooses.

5.04 The offensive team's objective is to have its batter become a runner, and its runners advance.

5.05 The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.

5.06 When a batter becomes a runner and touches all bases legally he shall score one run for his team. A run legally scored cannot be nullified by subsequent action of the runner, such as but not limited to an effort to return to third base in the belief that he had left the base before a caught fly ball.

5.07 When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.

5.08 If a thrown ball accidentally touches something the ball is alive and in play. However, if that something interferes with a thrown ball, the runner is out.

5.09 The ball becomes dead and runners advance one base, or return to their bases, without liability to be put out, when;

(a) A ball is illegally batted; runners return;

(b) A foul ball is not caught; runners return. The players shall not put the ball in play until all runners have retouched their bases;

c)\*\*\*

5.10 Time may not be called unless there is an injury

5.11 After the ball is dead, play shall be resumed when the pitcher takes his place on the pitcher's plate with a new ball or the same ball in his possession.

5.12 Kyle Cybrowski Rule. No Player shall break another players bones.

## 6.00 The Batter

### 6.01 Batting Order

- (a) Each player of the offensive team shall bat in his team's batting order.
- (b) The first batter in each inning after the first inning shall be the player whose follows that of the last player who legally completed his time at bat in the preceding inning.

### 6.02 Taking of Batting Position

- (a) The batter shall take his position in the batter's box PROMPTLY when it is his time at bat.
- (b) The batter shall not leave his position in the batter's box after the pitcher comes to Set Position, or starts his windup. NO STEPPING OUT. Remember to "play."
- (c) If the batter refuses to take his position in the batter's box during his time at bat just pitch the ball anyway.

### 6.03 The batter's legal position shall be with both feet within the batter's box. DO NOT hang over the plate.

APPROVED RULING: The lines defining the box are NOT WITHIN the batter's box.

### 6.04 A batter has legally completed his time at bat when he is put out or becomes a runner.

### 6.05 A batter is out when;

- (a) His fair or foul fly ball or foul tip is legally caught by a fielder;
- (b) Three strikes;
- (c) He bunts foul on third strike (bunts are an automatic strike at anytime);
- (d) He attempts to hit a third strike and the ball touches him;
- (e) His fair ball touches him before touching a fielder;
- (f) After hitting a fair ball, his bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter runner drops his bat and the ball rolls against the bat in fair territory and there was no intention to interfere with the course of the ball, the ball is alive and in play; If a bat breaks and part of it is in fair territory and is hit by a batted ball or part of it hits a runner or fielder, play shall continue and no interference called. If batted ball hits part of broken bat in foul territory, it is a foul ball. If a whole bat is thrown into fair territory and interferes with a defensive player attempting to make a play, interference shall be called, whether intentional or not.
- (g) After hitting a foul ball, he intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;
- (h) After a third strike or after he hits a fair ball, he or first base is tagged before he touches first base;

6.06 A batter is out for illegal action when;

(a) He hits a ball with one or both feet on the ground entirely outside the batter's box. If a batter hits a ball fair or foul while out of the batter's box, he shall be called out. A batter cannot jump or step out of the batter's box and hit the ball.

(b) He steps from one batter's box to the other while the pitcher is in position ready to pitch;

(d) He uses or attempts to use a bat that has been altered or tampered with in such a way to improve the distance factor or cause an unusual reaction on the baseball. This includes, bats that are filled, flat surfaced, nailed, hollowed, grooved or covered with a substance such as paraffin, wax, etc. No advancement on the bases will be allowed and any out or outs made during a play shall stand. In addition to being called out, the player shall be ejected from the game and may be subject to additional penalties as determined by WCWBC.

6.07 BATTING OUT OF TURN. \*\*\*

(a) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place.

(1) The proper batter may take his place in the batter's box at any time before the improper batter becomes a runner or is put out, and any balls and strikes shall be counted in the proper batter's time at bat.

(b) When an improper batter becomes a runner or is put out, and the defensive team appeals before the first pitch to the next batter of either team, or before any play or attempted play,

(1) declare the proper batter out; and

(2) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, a hit batter or otherwise.

(c) When an improper batter becomes a runner or is put out, and a pitch is made to the next batter of either team before an appeal is made, the improper batter thereby becomes the proper batter, and the results of his time at bat become legal.

(d)

(1) When the proper batter is called out because he has failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter thus called out;

(2) When an improper batter becomes a proper batter because no appeal is made before the next pitch, the next batter shall be the batter whose name follows that of such legalized improper batter. The instant an improper batter's actions are legalized, the batting order picks up with the name following that of the legalized

improper There are two fundamentals to keep in mind: When a

player bats out of turn, the proper batter is the player called out. If an improper batter bats and reaches base or is out and no appeal is made before a pitch to the next batter, or before any play or attempted play, that improper batter is considered to have batted in proper turn and establishes the order that is to follow.

APPROVED RULING. To illustrate various situations arising from batting out of turn, assume a first inning batting order as follows: Abel Baker Charles Daniel Edward Frank George Hooker Irwin.

PLAY (1). Baker bats. With the count 2 balls and 1 strike,  
(a) the offensive team discovers the error or  
(b) the defensive team appeals.

RULING: In either case, Abel replaces Baker, with the count on him 2 balls and one strike.

PLAY (2). Baker bats and doubles. The defensive team appeals

(a) immediately or  
(b) after a pitch to Charles.

RULING:

(a) Abel is called out and Baker is the proper batter;  
(b) Baker stays on second and Charles is the proper batter.

PLAY (3). Abel walks. Baker walks. Charles forces Baker. Edward bats in Daniel's turn. While Edward is at bat, Abel scores and Charles goes to second on a wild pitch. Edward grounds out, sending Charles to third. The defensive team appeals

(a) immediately or  
(b) after a pitch to Daniel.

RULING:

(a) Abel's run counts and Charles is entitled to second base since these advances were not made because of the improper batter batting a ball or advancing to first base. Charles must return to second base because his advance to third resulted from the improper batter batting a ball. Daniel is called out, and Edward is the proper batter;  
(b) Abel's run counts and Charles stays on third. The proper batter is Frank.

PLAY (4). With the bases full and two out. Hooker bats in Frank's turn, and triples, scoring three runs. The defensive team appeals

- (a) immediately, or
- (b) after a pitch to George.

RULING:

- (a) Frank is called out and no runs score. George is the proper batter to lead off the second inning;
- (b) Hooker stays on third and three runs score. Irwin is the proper batter.

PLAY (5). Daniel walks and Abel comes to bat. Daniel was an improper batter, and if an appeal is made before the first pitch to Abel, Abel is out, Daniel is removed from base, and Baker is the proper batter. There is no appeal, and a pitch is made to Abel. Daniel's walk is now legalized, and Edward thereby becomes the proper batter. Edward can replace Abel at any time before Abel is put out or becomes a runner. He does not do so. Abel flies out, and Baker comes to bat. Abel was an improper batter, and if an appeal is made before the first pitch to Baker, Edward is out, and the proper batter is Frank. There is no appeal, and a pitch is made to Baker. Abel's out is now legalized, and the proper batter is Baker. Baker walks. Charles is the proper batter. Charles flies out. Now Daniel is the proper batter, but he is on second base. Who is the proper batter?

RULING: The proper batter is Edward. When the proper batter is on base, he is passed over, and the following batter becomes the proper batter.

6.08 The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when;

- (a) Four "balls" have been pitched; A batter who is entitled to first base because of a base on balls must go to first base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game. If, in advancing, the base runner thinks there is a play and he slides past the base before or after touching it he may be put out by the fielder tagging him. If he fails to touch the base to which he is entitled and attempts to advance beyond that base he may be put out by tagging him or the base he missed.
- (b) The any fielder interferes with him. If a play follows the interference, the captain of the offense may advise the captain of the defense that he elects to decline the interference penalty and accept the play. Such election shall be made immediately at the end of the play. However, if the batter reaches first base on a hit, an error, a base on balls, a hit batsman, or otherwise, and all other runners advance at least one base, the play proceeds without reference to the interference. If the batter runner missed

first base, or a runner misses his next base, he shall be considered as having reached the base.

6.09 The batter becomes a runner when;

- (a) He hits a fair ball;
- (b) A fair ball, after having passed a fielder other than the pitcher, or after having been touched by a fielder, including the pitcher, shall touch runner on fair territory;
- (c) A fair ball passes over a fence or into the stands. Such hit entitles the batter to a home run when he shall have touched all bases legally.
- (d) A fair ball, after touching the ground, bounds into the stands, or passes through, over or under a fence, or through or under a scoreboard, or through or under shrubbery, or vines on the fence, in which case the batter and the runners shall be entitled to advance two bases;
- (e) Any fair ball which, either before or after touching the ground, passes through or under a fence, or through or under a scoreboard, or through any opening in the fence or scoreboard, or through or under shrubbery, or vines on the fence, or which sticks in a fence or scoreboard, in which case the batter and the runners shall be entitled to two bases;
- (f) Any bounding fair ball is deflected by the fielder into the stands, or over or under a fence on fair or foul territory, in which case the batter and all runners shall be entitled to advance two bases;
- (g) Any fair fly ball is deflected by the fielder into the stands, or over the fence into foul territory, in which case the batter shall be entitled to advance to second base; but if deflected into the stands or over the fence in fair territory, the batter shall be entitled to a home run;
- (h) a players catches the ball and runs through the fence it is a homerun.

6.10 NO DH

## 7.00 The Runner

7.01 The Runner cannot leave the base until the ball crosses the plate.

7.02 A runner acquires the right to an unoccupied base when he touches it before he is out. He is then entitled to it until he is put out, or forced to vacate it for another runner legally entitled to that base. If a runner legally acquires title to a base, and the pitcher assumes his pitching position, the runner may not return to a previously occupied base.

7.03 In advancing, a runner shall touch first, second, third and home base in order. If forced to return, he shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule \*\*\*. In such cases, the runner may go directly to his original base.

7.04 Two runners may not occupy a base, but if, while the ball is alive, two runners are touching a base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

7.05 Each runner, other than the batter, may without liability to be put out, advance one base when:

(a)

(b) The batter's advance without liability to be put out forces the runner to vacate his base, or when the batter hits a fair ball that touches another runner before such ball has been touched by, or has passed a fielder, if the runner is forced to advance; A runner forced to advance without liability to be put out may advance past the base to which he is entitled only at his peril. If such a runner, forced to advance, is put out for the third out before a preceding runner, also forced to advance, touches home plate, the run shall score. Play. Two out, bases full, batter walks but runner from second is overzealous and runs past third base toward home and is tagged out on a throw by the catcher. Even though two are out, the run would score on the theory that the run was forced home by the base on balls and that all the runners needed to do was proceed and touch the next base.

(c) A fielder, after catching a fly ball, falls into a bench or stand, or falls across ropes into a crowd when spectators are on the field; A fielder may reach or step into, or go into the dugout with one or both feet to make a catch, and if he holds the ball, the catch shall be allowed. Ball is in play. If the fielder, after having made a legal catch, should fall into a stand or among spectators or into the dugout after making a legal catch, or fall while in the dugout after making a legal catch, the ball is

dead and runners advance one base without liability to be put out.

7.06 Each runner including the batter runner may, without liability to be put out, advance\_

(a) To home base, scoring a run, if a fair ball goes out of the playing field in flight and he touched all bases legally;

(f) Two bases, if a fair ball bounces or is deflected into the stands outside the first or third base foul lines; or if it goes through or under a field fence, or through or under a scoreboard, or through or under shrubbery or vines on the fence; or if it sticks in such fence, scoreboard, shrubbery or vines;

(g) Two bases when, with no spectators on the playing field, a thrown ball goes into the stands, or into a bench (whether or not the ball rebounds into the field), or over or under or through a field fence, or on a slanting part of the screen above the backstop, or remains in the meshes of a wire screen protecting spectators. The ball is dead. When such wild throw is the first play by an infielder,

in awarding such bases, shall be governed by the position of the runners at the time the ball was pitched;

APPROVED RULING: If all runners, including the batter runner, have advanced at least one base when an infielder makes a wild throw on the first play after the pitch, the award shall be governed by the position of the runners when the wild throw was made. In certain circumstances it is impossible to award a runner two bases. Example: Runner on first. Batter hits fly to short right. Runner holds up between first and second and batter comes around first and pulls up behind him. Ball falls safely. Outfielder, in throwing to first, throws ball into stand.

APPROVED RULING: Since no runner, when the ball is dead, may advance beyond the base to which he is entitled, the runner originally on first base goes to third base and the batter is held at second base. The term "when the wild throw was made" means when the throw actually left the player's hand and not when the thrown ball hit the ground, passes a receiving fielder or goes out of play into the stands. The position of the batter runner at the time the wild throw left the thrower's hand is the key in deciding the award of bases. If the batter runner has not reached first base, the award is two bases at the time the pitch was made for all runners. The decision as to whether the batter runner has reached first base before the throw is a judgment call. If an unusual play arises where a first throw by an infielder goes into stands or dugout but the batter did not become a runner award of two bases shall be from the position of the runners at the time of the throw.

PLAY. Runner on first base, batter hits a ball to the shortstop, who throws to second base too late to get runner at second, and

second baseman throws toward first base after batter has crossed first base. Ruling\_ Runner at second scores. (On this play, only if batter runner is past first base when throw is made is he awarded third base.)

- (i) One base, if the batter becomes a runner on Ball Four

7.07 Any runner is out when\_

(a) (1) He runs more than six feet away from a direct line between bases to avoid being tagged unless his action is to avoid interference with a fielder fielding a batted ball; or (2) after touching first base, he leaves the baseline, obviously abandoning his effort to touch the next base; Any runner after reaching first base who leaves the baseline heading for his dugout or his position believing that there is no further play, may be declared out if the act of the runner to be considered abandoning

his efforts to run the bases. Even though an out is called, the ball remains in play in regard to any other runner. This rule also covers the following and similar plays: Less than two out, score tied last of ninth inning, runner on first, batter hits a ball out of park for winning run, the runner on first passes second and thinking the home run automatically wins the game, cuts across diamond toward his bench as batter runner circles bases. In this case, the base runner would be called out "for abandoning his effort to touch the next base" and batter runner permitted to continue around bases to make his home run valid. If there are two out, home run would not count. This is not an appeal play. PLAY.

Runner believing he is called out on a tag at first or third base starts for the dugout and progresses a reasonable distance still indicating by his actions that he is out, shall be declared out for abandoning the bases. In the above two plays the runners are considered actually abandoning their base paths and are treated differently than the batter who struck out as described. APPROVED RULING OF 7.07 (a).

APPROVED RULING: When a batter becomes a runner on third strike not caught, and starts for his bench or position, he may advance to first base at any time before he enters the bench. To put him out, the defense must tag him or first base before he touches first base.

(c) He is tagged, when the ball is alive, while off his base.

EXCEPTION: A batter runner cannot be tagged out after overrunning or oversliding first base if he returns immediately to the base;

APPROVED RULING: (1) If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base if he had reached the base safely.

APPROVED RULING: (2) If a base is dislodged from its position

during a play, any following runner on the same play shall be considered as touching or occupying the base if, he touches or occupies the point marked by the dislodged bag.

(d) He fails to retouch his base after a fair or foul ball is legally caught before he, or his base, is tagged by a fielder. He shall not be called out for failure to retouch his base after the first following pitch, or any play or attempted play. This is an appeal play; Runners need not "tag up" on a foul tip.

Runners then return to their bases.

(e) He fails to reach the next base before a fielder tags him or the base, after he has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which he is forced to advance, and if he overslides or overruns the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base he had last occupied, the force play is reinstated, and he can again be put out if the defense tags the base to which he is forced;

Oversliding and overrunning situations arise at bases other than first base. For instance, before two are out, and runners on first and second, or first, second and third, the ball is hit to an infielder who tries for the double play. The runner on first beats the throw to second base but overslides the base. The relay is made to first base and the batter runner is out. The first baseman, seeing the runner at second base off the bag, makes the return throw to second and the runner is tagged off the base. Meanwhile runners have crossed the plate. The question is: Is this a force play? Was the force removed when the batter runner was out at first base? Do the runs that crossed the plate during this play and before the third out was made when the runner was tagged at second, count? Answer: The runs score. It is not a force play. It is a tag play.

(e) He is touched by a fair ball in fair territory before the ball has touched or passed an infielder. The ball is dead and no runner may score, nor runners advance, except runners forced to advance.

(h) He passes a preceding runner before such runner is out;

(j) He fails to return at once to first base after overrunning or oversliding that base. If he attempts to run to second he is out when tagged. If, after overrunning or oversliding first base he starts toward the dugout, or toward his position, and fails to return to first base at once, he is out, on appeal, when he or the base is tagged; Runner who touches first base in overrunning and is declared safe by the umpire has, within the intent of Rule 4.09 (a)

"reached first base" and any run which scores on such a play counts, even though the runner subsequently becomes the third out for failure to return "at once," as covered in Rule 7.08 (j). (k) In running or sliding for home base, he fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in his hand, while touching home base, and appeals to the for the decision.

7.08 The players, coaches or any member of an offensive team shall vacate any space (including both dugouts) needed by a fielder who is attempting to field a batted or thrown ball

7.09 Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following him shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

7.10 When a player is on base and his turns comes up in the batting order, that player shall leave his base and take his turn at bat while another player replaces that runners position on the bases. If the batter to be is the only runner on base than he will be replaced with the player who precedes him in the batting order. If there are more than one runner on base the runners following the batter to be move up to fill the spot he vacated, then the remaining base shall be filled with the batter who precedes the trail runner on the bases.

7.11 Carl Cambria Rule: During a slide, the runner shall attempt to avoid unnecessary contact with a fielder.

## 8.00 The Pitcher

8.01 Legal pitching delivery. Before a pitcher begins his delivery the batter must have both feet in the batter's box. A pitcher must have at least one foot in contact with the plate when delivering the ball to home plate. How a pitcher delivers the ball is up to him as long as he is touching the plate and does not throw a quick return pitch (see 2.00 ILLEGAL PITCH). Approved Ruling: Only the batter may call an illegal pitch. To do so, the batter must make an attempt to step out of the batter's box, may not attempt to put the ball in play, and must declare "illegal pitch." The pitch will be nullified. The pitcher will be issued a warning on their first and second illegal pitch of a game. The third and any subsequent illegal pitch thrown in that game will be counted as a ball.

8.02 The pitcher shall:

- a) NOT Intentionally delay the game in anyway.
- b) NOT Throw the ball anywhere but to the batter/strike zone.
- c) Never take warm-up pitches (see 4.01 Note)
- d) NOT place foreign objects on the pitcher's plate. NOTE: Only things in compliance with the team uniform may be brought onto the field (see Rule 1.11)
- e) Be quick. Use the Ball Basket. A pitcher should NEVER wait for the ball to be thrown back after pitching. He must take a new ball from the ball basket and pitch. Remember time is everything do not waste time.

8.03 When the pitcher receives a ball either from the basket located near the pitching plate or a returned pitch he shall pitch within ASAP upon reception.

NOTE: If a batted ball hits the basket and it is IMPOSSIBLE to tell which ball is which, the play and pitch are nullified.

## Index of Abbreviations

LofC: League of Captains

WCWB: Warren County WIFFLE Ball

WCWBC: Warren County WIFFLE Ball Commission

WCWBL: Warren County WIFFLE Ball League

WCWBT: Warren County WIFFLE Ball Tournament

WCWBW: Warren County WIFFLE Ball Week

Carlstrom rule #1: 3.02 No player intentionally throw balls, bats, bases, or any other part of the playing field into the river.

Carlstrom rule #2: 4.19 The WCWBC sees three times when a player spectator may leave the tournament;

- (a) in the middle or during tournament play
- (b) after your team is eliminated
- (c) after the tournament is over

When a player spectator leaves the tournament they must be in sound mind to drive. The WCWBT, WCWBL, WCWBC, LofC, and FTFD DO NOT condone drunk driving. Please arrange for a sober ride home at the end of the tournament players this is YOUR responsibility and CAPTAINS it is your job to ensure the safety of your players. The WCWBT, WCWBL, WCWBC, and LofC do not want to listen to mothers complain about their son's actions and more importantly, we feel drunk driving is horrible and would NEVER condone such an irresponsible act.

Carlstrom, Zach Rule: 3.14 (a) All players must be 21 years of age and be wearing the appropriate wristband at all times. Spectators ages 5-21 will be required to wear a different non-alcoholic wristband. Spectators ages 21+ have the option, given their drinking preference.

(b) Potential Captains must be sponsored by a dues paying Member of WCWB.

(c) Professional players are prohibited from registering and/or participating on a WCWB team roster. Professional players are defined as:

- (1) Players rostered on a top 10 team in the four previous United Wiffleball Tournaments (i.e., for the 2025 WCWB Tournament, the four prior United Wiffle Ball Tournaments are 2021, 2022, 2023, and 2024); and
- (2) Players rostered on a top 3 team in a

regional event in that calendar year where the tournament prize involves cash or other similar compensation.

(d) Subsection (c) does not apply to a "grandfathered" player. A "grandfathered player" is defined as any player that validly appeared on more than one WCWBT 1 – 25 roster.

- Cooper Rule: 4.21 If a team is designated for cleanup duty by position of their previous tournament finish, they may not abdicate that duty through registering late and forfeiting their seed or other questionable activity, as defined by the WCWBC.
- Crutz Rule: 3.12 Any captain registering a team that does not participate in the tournament in which the captain registered the team for shall receive a one to three year suspension from the position of captain. NOTE: The suspended captain may enter the tournament during his suspension as a player but not as a captain.
- Cybrowski Rule: 5.12 No Player shall break another player's bones.
- Horten Rule: 4.09(b) No player, substitute, trainer, or batboy shall at any time, whether from the bench or on the playing field, or elsewhere, Attack the strike zone
- Irwin Rule: 4.01 Approved Ruling: The team designated to SING the national anthem must have at least one member on their team SING the National Anthem of the USA, *The Star Spangled Banner*. All team members on the current roster must be present. No one other than those team members on the current roster are to be main performers.
- McCormick Rule: 3.13 You can only be on one team's roster. That is you can only play on one team. a) If a player is listed on two or more teams' rosters that player may receive a one to three year suspension. The captains which placed the player on their rosters may receive a one to three year suspension from the position of captain. b) If a player actually "plays" on two (or more) teams the player shall be suspended for one year, the two teams he played on shall forfeit their remaining games and the captains of the two teams shall be suspended from the position of captain for three years.

- Robinson Rule: 4.17 A game shall be forfeited to the opposing team when a team is unable to place four players on the field. The roster may have eight players and no more than five in the field or in the batting order at once. APPROVED RULING: All teams must start the day with five players on the roster and playing. IF a team loses one or more players during the day due to extreme circumstance e.g. illness, bachelors parties, injury that team may play with 4 players.
- a) If the captain designates the player(s) out of the tournament, that team may continue with ONLY 4 players for the remainder of the WCWBT without penalty or forfeit.
  - b) If the captain designates the player(s) eligible to return, that player(s) spot in the batting order will be recorded as an out until
    - i. The player(s) returns to the field/lineup
    - ii. The player(s) is designated out of the tournament
- Schneider Rule: 8.02 The pitcher shall:
- a) NOT Intentionally delay the game in anyway.
  - b) NOT place foreign objects on the pitcher's plate. NOTE: Only things in compliance with the team uniform may be brought onto the field (see Rule 1.11)
  - c) Be quick. Use the Ball Basket. A pitcher should NEVER wait for the ball to be thrown back after pitching. He must take a new ball from the ball basket and pitch. Remember time is everything do not waste time.
- Extra Innings Error Rule 4.20 If a player or spectator is arrested in the time period between leaving the tournament site and arriving at their final Friday/Saturday destination, that player or spectator will receive an indefinite ban from the tournament.
- a) The captain of the arrested player will receive a one-year ban from the League of Captains and his team will be placed in the Friday Night Round Robin.
- Storm Rule: 4.09(c) No player, substitute, trainer, or batboy shall at any time, whether from the bench or on the playing field, or elsewhere, act like an Asshole
- Meg Springmeyer Rule: 4.22 Meg Springmeyer Rule. No pets are permitted on premises on the day of the tournament.

Carl Cambria Rule:

7.11 During a slide, the runner shall attempt to avoid unnecessary contact with a fielder.