

Connecticut Wiffle®Ball League

Official Rules and Regulations

4th Edition: 2023



Benjamin Fiore, Commissioner

Official Rules and Regulations

Fourth Edition: 2023

Official Rules Committee

Benjamin Fiore, Commissioner, Owner - Augerville Defenders	Conor DeCosta, Deputy Commissioner, Owner – Shoreline Drifters	
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2023

Connecticut Wiffle®Ball League

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Foreword

The rulebook of the Connecticut Wiffle®Ball League (CTWL) contains all the rules conformed to govern the conduct of the teams and the governing departments of the Connecticut Wiffle®Ball League, as well as outline all the rules needed for play. This rulebook helps to outline areas of business within the league such as offseason events, player transactions, field specifications, gameplay, season formatting regulations, and punishment code.

We recognize that many other organizations and leagues play their games under CTWL rules and regulations and we are happy to make our rules available as widely as possible. It is important to keep in mind that specifications to certain aspects and topics of this rulebook, such as the fields, equipment, etc., may need to be modified to meet the needs of each group.

Money fines, long-term suspensions and similar strict penalties imposed by the rules set out in this rulebook may not be practicable for amateur groups, but officers and other high-ranking officials of such organizations should insist on the strict observance of all the rules governing the playing of the game. This may be a Wiffle®Ball league – nothing more than a backyard game – but to keep the competitive integrity these rules must be followed and kept.

The game of competitive Wiffle®Ball has grown to the masses throughout New England and the United States, with professional leagues and tournaments being home to thousands of the world's best Wiffle®Ball players. The Connecticut Wiffle®Ball League looks to continue the growth of competitive Wiffle®Ball, and the popularity of this game will grow only if its players, managers, officials, and administrative officers respect the discipline of its code of rules.

Message from the Commissioner

Players, Managers, Officials, and Fans of the Connecticut Wiffle®Ball League,

It is my greatest pleasure to welcome all of you to our league's rulebook, a place where you can learn how to set up and play Wiffle®Ball in a way that no average Joe has ever done before. If you are American and grew up in a suburban area, chances are you have picked up a Wiffle®Ball and either played catch or blasted your way through countless games and home run derbies throughout your dog days of summer. Whether it was for just a day or a routine meetup in your backyard, the game of Wiffle®Ball may have felt just as engrained as did the need to breathe. I had this similar feeling in my day, attempting to hit balls over the farthest objects and throw the wildest pitches my friends and I could find on the ball. When friends came over during the summer, most times it was not a matter of if, but when. It was all fun-and-games playing this little pastime, and we were all content with how it was. But then, around my sophomore year of high school, it all changed ---- *forever*.

One day, while scrolling through YouTube I suddenly decided to look up some Wiffle®Ball videos, curious to see just what people could show about the beloved bat and ball. At first, I did not expect to find much of anything extravagant or breathtaking. Probably in all fairness, I expected to find just some little 12-year-old shmucks voice-cracking over a close play, and spontaneously throwing their hands into the air if they struck out; and for me – after all that chaos – not to make it more than 2 minutes into one single video.

I looked for something that had some cool thumbnail that would maybe be more interesting, I waited through the ads, and I saw something that was not anything I was dreading to see, but something completely opposite. I saw a Wiffle®Ball league's video that came with a whole graphics presentation like a video game, a decent-looking field with a fence, painted lines, DIY scoreboard; and some teams wearing custom-made jerseys personalized with names and numbers. Just from the presentation alone, I was blown away at just how professional a backyard game could look, and in its own right resemble its

professional counterpart. Looking at this, I wondered if for all it had in looks it could deliver in play. And boy, did it deliver, *big time*. The pitchers threw hard with unbelievable movement, and sometimes a lucky player would hit it a mile in the opposite direction. The fields looked apart, and the teams and players loved it from start to finish. From that point on, I was introduced into a style of play, competition, and intensity that made me fall in love with competitive Wiffle®Ball. I was HOOKED.

With this newfound discovery of “professional” Wiffle®Ball, I looked to understand it more and see what it had to offer. I continued to watch this first league for a bit, one by the name of Major League Wiffle®Ball, and soon found myself watching leagues with kids and adults of all different skills and levels across the country. I learned about all the different levels of pitch speeds, the lore of the competitive scene on a national scale, and before long I became so invested in watching that I showed it to my other baseball friends. While some of them looked at it no more than a joke at face value, others fell in love with it, following it intensively with me, discussing all the stats, the news, the highlights; the whole nine. This watching occurred for the better part of over a year, and -- as if it was inevitable -- the question finally hit all of us who had the itch to watch all of it: what if we started our very own league right here on our turf? The task seemed preposterous, but the dreamt reality was too good to think about. And thus, the journey started, and to this rulebook continued to what you are reading right now.

Ever since I started the brainstorming for the Connecticut Wiffle®Ball League, I began with one motive in mind: to build the best, most competitive, and most fun Wiffle®Ball league in New England (heck maybe even the entire country, but hey – only one step at a time here). The only question: how? One way to do so is by creating the most innovative and game-changing experience for all parties involved. with an everlasting commitment to the progress of the game both on and off the field, ensuring for the simplest procedures that everyone associated within the league could understand.

Using this rulebook, I hope to follow this promise and give everyone within the league a solid guideline to follow for nearly any situation that the league is to come across. Sure, it

may not be perfect and in reality, it probably never will be nor this league; I mean its kids running kids: what could *possibly* go wrong? But that never means to ever stop yearning for such a lofty goal, and to never stop putting out for what everyone involved deserves from a game that means so much to so many people. Many of the great leagues that have come upon us have had to do such things, so for us, it only seems fit to do so and maybe just establish ourselves along a path to greatness. I cannot wait for what is to come from this league. And as Commissioner, I hope this league can continue to inspire new wifflers young and old for generations to come, just like myself.

Best wishes,

A handwritten signature in black ink, appearing to read "Ben Fiore". The letters are cursive and fluid, with a large initial "B" and "F".

Benjamin Fiore

Founder, Commissioner, Connecticut Wiffle®Ball League

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Part I: The Rulebook

Section 1.00: Objectives of the Game

1.01: Fast pitch Wiffle®Ball is a game between two teams of three (3) to six (6) players each, under the direction of a manager, played on an enclosed field in accordance with these rules which may be additionally enforced by a scorekeeper or other official/officer at the site of the game.

1.02: The objective of the game for each team is to win by scoring more runs than the opponent.

1.03: The winner of the game shall be the team that has scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

Section 2.00: Field and Equipment

2.01: The field shall be laid out according to the instructions below, as shown by the diagrams in Appendix A.

The infield shall be a 45-foot square. The outfield shall be the area between two foul lines formed by extending two sides of the square, as in Appendix A. The distance from home base to the nearest fence, stand, or other obstruction on fair territory shall be no less than seventy-five (75) feet. A distance of no less than seventy-five (75) but no greater than ninety-five (95) feet along the foul lines, and no less than ninety-five (95) but no greater than one-hundred

twenty (120) feet to center field is required. The infield shall be graded so that the baselines, pitcher's plate, and home plate are level or as close to level as possible.

A fence of a minimum height of four (4) feet and maximum height of sixteen (16) feet should be used for the outfield fence.

Available space may not allow for the outfield fence to be placed at the required minimum distance from home plate. If this is evident, then this field can still be used by using a fence of reasonable height to compensate for the lowered distance.

If the field does not have a fence which extends into foul territory, then a "fence line" will be drawn perpendicular to the edge of the outfield fence and the left field foul line.

2.02: A "cheap line" will extend across fair territory, from foul line to foul line, approximately twenty (20) feet from the back tip of home plate. Any batted ball that fails to pass the "cheap line" will be a foul ball. Any batted ball that passes the "cheap line" and then rolls out or back towards the home plate side of the cheap line will be considered a foul ball.

2.03: The pitcher's plate shall be a painted line on the field or a physical plate no smaller than five (5) feet wide by eight (8) feet long. The painted line or plate shall be placed forty-five (45) feet from the back tip of home plate, and forty-eight (48) feet from the strike zone.

2.04: A strike zone shall be placed three (3) feet behind the back tip of home plate. The strike zone is twenty-four (24) inches wide and twenty-eight (28)

inches tall. The bottom of the strike zone shall be fifteen (15) inches off the ground.

2.05: A backstop shall be placed five (5) feet behind the back tip of home plate. The backstop shall be eight (8) feet tall and eight (8) feet wide.

2.06: The bat shall be a smooth, round object of no more than $2 \frac{7}{8}$ inches in diameter at the thickest part and no more than thirty-seven (37) inches in length. The barrel of the bat shall be made of plastic, fiberglass, wood, aluminum, or carbon fiber. Bats may not have any amount of cork, foam, or any object inserted inside of them.

Genuine Yellow Wiffle® bats as produced and sold by The Wiffle Ball, Inc. are allowed.

2.06a: All bats are allowed to have tape attached to the handle of the bat (see Definition of Terms – Handle of the Bat). Taping of the barrel of any bat or the addition of any other substance not previously mentioned in Rule 2.07 is prohibited.

EXCEPTION: Any genuine Yellow Wiffle® bats are allowed one (1) layer of tape to be applied to the barrel of the bat, as shown in Appendix B.

2.07: The ball shall be a genuine Wiffle® ball produced and sold by The Wiffle Ball, Inc. The ball may be scuffed or knifed in any way a pitcher sees fit. Balls with a crack or split of greater than one-quarter ($1/4$) inch will not be allowed for use in an official game. Balls that are out of round, lopsided, or softened from prolonged heat exposure will also not be allowed. The batter may request any ball to be removed from play at any time if he or his team deems unfit in accordance with this rule.

2.07a: If there is any discrepancy between both teams concerning an unfit ball, a CTWL official or any qualified scorekeeper can assess the ball and confirm its condition.

2.08: A pitcher may not voluntarily change balls during an inning, given that the ball has not been damaged in any way (see Rule 2.07). In the event of a ball being deemed unusable and/or illegal by the pitcher, the pitcher may select a new ball and receive no more than one (1) minute of warmup pitches.

A pitcher may also select a new ball under the guidelines of Rule 2.08 in the event that a ball is lost and cannot be recovered.

EXCEPTION: A pitcher may change balls during an inning in the event of a malfunctioning backstop, where it is deemed that it would take an excessive period of time to retrieve the ball.

2.09: Uniforms consist of hats, shorts, and shirts. All players on a team shall wear uniforms identical as possible in color, trim, and style. All players' shirts shall include the player's number and name or nickname on their back. All teams must have their uniforms approved by the Commissioner, including any names or nicknames printed on their shirts.

2.09a: The CTWL holds the right to remove any player from any game in the event that any player wears anything on his jersey that is discriminatory or offensive to any player, manager, fan, or other social order for any reason.

Section 3.00: Game Preliminaries

3.01: Before a game begins, all of the following rules shall be considered:

3.01a: Both teams shall be made aware of any rules that are specific to the park or field, if applicable.

3.01b: Lineups and starting pitchers shall be recorded on the score sheet or reported to the official scorer, if applicable.

3.01c: No game shall start without each team having a minimum of four (4) game-legal balls to use, as defined in Rule 2.07 (see Rule 2.07).

3.01d: No person shall be allowed on the playing field during a game except for players of the teams participating in the game, the Club Manager(s) or Owner(s), and any designated league officials and staff. Failure to observe this rule will result in the stoppage of the game, and/or the immediate removal of any disruptive party(ies) from the premises. Any current player that encourages and/or participates with any non-league member on the field in any disruptive action may be suspended for a period of at least one (1) game. In the event that a non-league member participates in any form during any official CTWL game(s) for either team, then that game will become unofficial and result in additional disciplinary action.

3.01e: The venue where the game and/or series will be played must be deemed to be of fit and appropriate condition for play. No game and/or series may begin or resume if the venue is deemed unsafe to play. If the

venue is deemed unsafe to play, the game may be elected to either be (a) delayed, (b) suspended, or (c) postponed.

3.01f: The decision to delay, suspend, and/or postpone any game or series will be given by the appropriate official(s) as defined by the law(s) of the venue and/or municipality in which the venue of the game is located. In the event no such law(s) exist, and/or no official decision from the appropriate official(s) is given, then the following person(s) – in the defined order – will become responsible for determining the fitness of a game.

- The owner or other high-ranking official of the venue responsible for the postponement/cancellation of events, or any member of the Department of Parks and Recreation and/or Public Works working at the venue
- The Commissioner, or acting Commissioner
- The Deputy Commissioner, or acting Deputy Commissioner
- The Connecticut Wiffle®Ball League official(s) designated to the game/series
- The manager of the home team

The period of time in advance necessary for a game to be postponed and/or cancelled will be determined by the law(s) of the venue and/or the municipality in which the venue of the game is located.

3.01g: In the event that a game in-progress must be delayed due to inclement weather, unfit field conditions, and/or other prohibiting circumstances; the delay may not last any shorter than fifteen (15) minutes, and no longer than sixty (60) minutes. If a game or series

cannot resume after a delay of sixty (60) minutes, then the game must be postponed or suspended.

3.01h: A team shall have the right to win by forfeit if the other team is not available to start their game within fifteen (15) minutes of the scheduled start time. A team that is over fifteen (15) minutes late will be forced to forfeit their game. In certain arrangements, as allowed by the Commissioner, other arrangements may be made to makeup/reschedule the game(s) in question. Any additional expense to reschedule a game(s) due to anything other than weather and/or unfit field conditions, will become the responsibility of the team determined to have caused the forfeit(s).

Section 4.00: Official Games

4.01: A regulation game is five (5) innings, with three (3) outs per each half inning.

4.01a: Each game has a time limit of sixty-five (65) minutes. A game that at any point reaches or exceeds this time limit after any inning will end at that inning regardless of the number of innings played (“extra innings” included). Official scorekeepers and/or league officials on-site for the game shall determine as to when a game should end due to time limit.

4.01b: In the event that there are less than five (5) minutes until the time limit is reached, no new inning(s) may begin and the game must end in its current inning.

4.01bI: Rule 4.01 applies to regular-season games ONLY.

Postseason games have an unlimited time limit and will play unlimited extra innings until a winner is determined.

4.02: In the event of a tie after five (5) innings of play the game will play a sixth “extra inning” to determine a winner. This process will continue to add on an additional inning until either a winner is determined, or the game time limit is reached.

4.02a: REGULAR SEASON ONLY: From the seventh (7th) inning onwards, each half-inning will begin with a runner on second (2nd) base.

4.02b: REGULAR SEASON ONLY: In the event of a tie after any length of innings and a regulation game is called due to time limit, the game will enter a “Home Run Showdown” to determine the winner.

In the “Home Run Showdown”, each team will select two (2) players to participate as batters. Before the beginning of the “Home Run Showdown”, each team must designate one (1) player to pitch to all participating players on their team. Each team must designate a secondary pitcher to pitch in the event the designated pitcher is in the batting team’s order.

EXCEPTION: If a team is playing with two (2) players then each player must pitch to the other player on their team.

The “Home Run Showdown” will consist of each batter attempting to hit as many home runs as possible. Each team will permit one (1) batter to hit per round. For each batter, the designated pitcher will throw pitches for twenty (20) seconds. If the batter successfully hits a home run on the pitch they swing at, the batting team will be awarded one (1) point. If the batter is unable to hit a home run on the pitch they swing at, the batting will be awarded no points.

The winner of the “Home Run Showdown” will be determined by which team scores the most points after both batters are given an opportunity to hit. In the event the “Home Run Showdown” is tied after both batters from both teams are given an opportunity to hit, then each team will select one of their currently-selected batters to hit again. This process is repeated until a winner is determined.

The team determined the winner of the “Home Run Showdown” will score an additional run in the last inning played before the start of the "Home Run Showdown".

4.02bI: Substitutions following the conclusion of the last inning, before the start of the “Home Run Showdown” are prohibited unless due to extreme circumstances.

4.02bII: The designated pitcher must throw each pitch with at least one (1) foot on the edge of the pitching carpet. If the pitcher’s furthest foot is fully behind or in front of the front of the pitching carpet, any hit by the batter will not count.

4.02bIII: If the designated pitcher, batter, or the batted ball is interfered with during a swing attempt, the following actions will occur:

- Interference with the designated pitcher, or the pitched ball: Batter's round is ended, awarded zero (0) points.
- Interference with the batter, or a batted ball: Current pitch attempt does not count, and the pitch is re-attempted.

4.03: No team shall lose by Mercy Rule without batting two (2) full innings.

4.04: If the home team is winning by fifteen (15) runs or more after one and one-half (1 ½) innings the game will be stopped, and the home team will be awarded the win by Mercy Rule.

4.05: If the visiting team is winning by fifteen (15) runs or more after two (2) innings the game will be stopped, and the home team will be awarded the win by Mercy Rule.

4.06: If after three and one-half (3 ½) innings the game is called due to inclement weather, unfit field conditions, darkness, and/or other prohibiting circumstances; and the home team is winning the home team will be given the win.

4.07: If after four (4) innings the game is called due to inclement weather, unfit field conditions, darkness, and/or other prohibiting circumstances; and the visiting team is winning the visiting team will be given the win.

4.08: If a game is stopped and the minimum inning requirements to be an official game are not met, then the game will be suspended to be resumed from the suspended point on a separate date.

4.08a: POSTSEASON ONLY: If the game is stopped and is yet to be concluded, then the game will be suspended to be resumed from the suspended point on the next available day.

4.09: The starting pitcher must pitch at least three (3) innings and exit the game with the lead to qualify for a win.

4.09a: In the event that the starting pitcher does not pitch to the minimum inning requirement then the win will be given to the most effective relief pitcher (as determined by the official scorekeeper).

4.10: The starting pitcher must pitch at least five (5) innings to qualify for a shutout.

4.11: A relief pitcher must record one (1) out per run his team is ahead by to qualify for a save. In the event that a team is leading by three (3) runs or more then the relief pitcher must pitch one inning while preserving the lead to qualify for a save.

4.12: A relief pitcher must record at least one (1) out while entering the game with a lead of three (3) runs or less and maintain the lead to qualify for a hold. A relief pitcher may also qualify for a hold if he enters the game with the tying run on-deck, at the plate or on the bases, and records an out.

4.13: A pitcher may not throw warm-up pitches for longer than two (2) minutes before the start of their first inning on the mound, and no longer than

one and one-half (1 ½) minutes before the start of each additional inning pitched.

Section 5.00: Lineup

5.01: A team may have at least two (2), but no more than six (6) players in their lineup. The order of the lineup – otherwise known as the batting order – not change once the game has started unless one of the following circumstances occurs:

- A. A player is injured and cannot play for the remainder of the game (given no substitutes are available).
- B. A player must leave the field for personal reasons (given no substitutes are available).
- C. A player arrives late and there are four (4) or fewer batters in his team's lineup. This player must take the last spot in the lineup.

5.02: Aside from Rule 5.01 Exception C no additional players shall be added into a lineup.

5.03: A player that leaves the field during a game without a legal substitution (see Rule 9.02/9.03/9.05) may not return to the game, either in the field or in the lineup.

5.04: If a team bats two (2) players in their lineup, a third player named "Out" will be inserted as the final player in the batting order. Each time the "Out"

player is reached in the batting order, the player will automatically be called out. The “Out” player will remain in the team’s lineup until the start of the fifth inning, or the team adds a third player from its roster at any time during the game. If a third player is added to the lineup before the start of the fifth inning, the third player will replace the “Out” player at the “Out” player’s position in the batting order.

5.04a: In the event that a team is notified in advance of their opponent having only two (2) players in their lineup, then the automatic out applied from Rule 5.04 will apply only until the start of the fourth inning. The team with two (2) players in their lineup must give notice no less than 24 hours before the scheduled start time of the game. All other conditions from Rule 5.04 will be enforced.

5.05: If a team has five (5) or more players on its active roster during a game, a team can add these players to the lineup by using an extra hitter (EH) or a designated hitter (DH) (see Definition of Terms – Extra Hitter, Designated Hitter).

5.05a: A team can use no more than one (1) extra hitter during the game. The extra hitter position must be used in the lineup throughout the entire game.

5.05b: The designated hitter can a fielder in the lineup at any time, forfeiting that team’s designated hitter in that process. The pitcher or another player (substituting for the pitcher) would be inserted back into the lineup in the spot of the former designated hitter. A team can use no more than one (1) designated hitter during the game.

5.06: The batting order must be followed throughout the entire game. In the event that a player bats out of order, then the intended batter will be called out, and the order will proceed with the next intended batter as defined in the.

Section 6.00: The Batter

6.01: Four (4) balls will result in a base on balls (see Definition of Terms – Ball, Base On Balls).

6.02: Three (3) strikes charged to a batter will result in an out (see Definition of Terms - Strike).

6.03: A batter will have unlimited foul balls; however, a batter will be called out if the batter foul tips the ball, and the ball hits the strike zone with the batter has two (2) strikes.

6.05: A batter hit by the ball in the hand(s), arm(s), and/or leg(s), such that the batter's hand(s), arm(s), and/or leg(s) obstructs the ball's ability to hit the strike zone will be given a strike. If this incident occurs again in the same game, the batter will be called out, and the pitcher will be given a strikeout.

6.06: A batter that is standing in front of the backstop and hit by a throw from a fielding player will result in an out called.

6.06a: In the event that the throw from a fielding player is to complete a groundout (see Definition of Terms – Groundout), then the batter will be called out.

6.06b: In the event that the throw from a fielding player is to complete a tag play (see Rule 8.01), then the leading runner will be called out.

6.07: A batter that hits the strike zone on their swing will be given a strike.

6.08: A batter hit in the face, head, and/or neck by a pitch will be given a walk and awarded one (1) base.

Section 7.00: Getting a Hit

7.01: Any batted ball that goes over the outfield fence between the foul poles will be a home run. If the ball hits the fence or a player and then goes over the fence it is a home run.

7.01a: Upon hitting a home run, the batter must run the bases to complete the play. Batters are only allowed to run the bases on a home run. If the batter fails to run the bases, then the following situations will occur:

- With less than two (2) outs: The batter will be called out, and all other runners will score
- With two (2) outs: The batter will be called out, and all other runners will not score

7.01b: A fielder can catch a batted ball over the fence if the fielder leaves the ground in fair territory and completes the catch before any part of

the fielder's body makes contact with the ground on the other side of the fence.

7.02: Any batted ball that hits the outfield fence without touching the ground will be a triple. If the ball hits a fielder and then hits the outfield fence without touching the ground it is also a triple. The batter will advance three (3) bases, and all runners on base will score.

7.02a: Any batted ball in fair territory that goes over the "fence line" (see Rule 2.01) in foul territory after being touched by a fielder will be a triple.

7.03: Any batted ball in fair territory that hits or rolls past the outfield fence will be a double. The batter will advance two (2) bases, and all runners on base will score.

7.03a: Any batted ball in fair territory that hits an extension of the fence in foul territory will be a double.

7.03b: Any batted ball in fair territory that rolls to or beyond the "fence line" (see Rule 2.01) in foul territory will be a double.

7.04: Any batted ball in fair territory that completely passes the cheap line and is not fielded by a fielder will be a single. The batter will advance one (1) base.

7.04a: Any batted ball in fair territory that is not touched by any infielder and completely passes the infield line/cone will be ruled a "clean single".

7.04b: Any batted ball in fair territory that lands beyond the infield line/cone after it is touched by a fielder will also follow a "clean single". All runners on base will advance two (2) bases.

NOTE: In the event of a scenario as-described in Rule 7.04a, the batter will reach base via an error, NOT a single.

7.04c: Any batted ball that comes to a complete stop in fair territory between the cheap line and the infield line/cone will be ruled a “dirty single”. All runners on base will advance one (1) base.

7.04d: Any batted ball in fair territory that is touched by an infielder before it completely passes the infield line/cone will be ruled a “dirty single”. All runners on base will advance one (1) base.

7.05: If the batter swings at a pitch and hits the ball with his hands or wrists it will be treated exactly as if the ball was hit by the bat.

7.06: The batting team may call for an “infield fly” only if the following conditions are met:

- There are less than two (2) outs in the current inning.
- There is a runner on first base.
- A batted ball in the air will land inside the infield (see Rule 2.01).

An “infield fly” will result in the batter being called out, and all other runner(s) stay at their current base.

7.06a: Once an “infield fly” is called, the batting team cannot cancel the “infield fly”.

Section 8.00: Tagging Up

8.01: The team at bat may elect to try and tag up only if the following conditions are met:

- There is at least one (1) runner on any base.
- The team at bat must alert the team in the field that they are tagging while a batted ball is in the air. The team in the field must acknowledge that the tag is in effect.
- The fielder must catch the ball on the outfield side of the infield line and then throw the ball without crossing the infield line. If the fielder crosses the infield line before releasing the throw the runner will stay on their current base.

8.02: A tagging play cannot be cancelled once called by the batting team and acknowledged by the fielding team.

8.03: To hold the runner tagging up the fielder must hit the backstop on a fly or one (1) bounce, hitting any part of the backstop to hold the runner.

8.04: To record an out on the runner tagging up the fielder must hit the strike zone (see Rule 2.05) on a fly or one (1) bounce, hitting any part of the strike zone to record an out.

8.04a: In the event that the fielder hits the strike zone when runners are tagging, then the lead runner will be called out, and all other runners will stay on their current base.

8.05: If the fielder fails to hit the strike zone or backstop on a fly or one (1) bounce, all runners on base will advance one (1) base.

Section 9.00: Fielders

9.01: There shall be no less than two (2), but no more than four (4) players in the field at any given time. The fielders shall consist of:

- A pitcher and
- At least one (1), but no more than three (3) fielders

9.02: During the game pitcher substitutions are unlimited. The pitcher may be substituted at any time for any eligible player that is in the lineup. The Club Manager, Bench Coach, or pitcher must inform the official scorekeeper of the substitution at the time of any pitching change.

9.02a: Pitchers that were substituted for may not return to pitch in the game at any time. Pitchers that were substituted for and removed from the active lineup may not return to the game at any time.

9.02b: A pitcher may only re-enter a game under extreme circumstances (injury, players leaving, etc.) and/or when a team uses all its players in the active lineup that are eligible to pitch for a minimum of three (3) batters each. If a team uses all its eligible players in the active lineup as pitchers, then players may re-enter the game as pitchers in the order that they were originally placed into the game or series.

9.03: A pitcher that starts a game and throws at least one (1) inning or faces more than five (5) batters may not start the next game in a series. This rule may only be exempt under extreme circumstances (injury, players leaving, etc.).

9.04: A pitcher may not throw more than six (6) innings – including extra innings – over any two (2) games in a series. This rule may only be exempt under extreme circumstances (injury, players leaving, etc.). This rule is superseded by Rule 9.04a or Rule 9.04b for postseason series (see Rule 9.04a-b).

9.04b: POSTSEASON ONLY: A pitcher may not throw more than eight (8) innings in a best-of-three series.

9.04c: POSTSEASON ONLY: A pitcher may not throw more than fifteen (15) innings in a best-of-five series. In a best-of-five series, a pitcher may not throw more than six (6) innings per day of the series.

9.05: Fielder substitutions are unlimited. Fielders may be substituted at any time with any player that is in the lineup. Fielders that were substituted for and were taken out of the active lineup may not return to the game at any time unless due to extreme circumstance (injury, players leaving, etc.) The Team Captain/Manager, Bench Coach, or pitcher must inform the official scorekeeper at the time of any fielding change.

9.06: All fielders must be positioned in fair territory (see Definition of Terms – Fair Territory) at the time the pitcher releases the ball. All fielders must be positioned in a way that does not distract the batter.

9.06a: If a fielder is in an ineligible position (see Rule 9.06) at the time the pitcher releases the ball and the fielder makes contact with a batted ball in foul territory (see Definition of Terms – Foul Territory), the pitch will not count, and all base runner(s) will advance one (1) base.

9.06b: If a fielder is in an ineligible position at the time the pitcher releases the ball and the fielder makes contact with a batted ball in fair territory (see Definition of Terms – Fair Territory), the batter will advance one (1) base, and all base runner(s) will advance two (2) bases.

9.07: If a fielder deliberately makes contact with a batted ball in using their uniform, any detachable article of clothing on their body, and/or any article of equipment, then the play will be called dead, and the batter and all base runner(s) will advance three (3) bases.

Section 10.00: Recording Outs

10.01: A fielder may get a batter and/or runner to be called out by performing any of the following actions:

- Successfully recording a groundout (see Rule 10.02, Rule 10.03, Rule 10.04)
- Successfully recording a flyout (see Definition of Terms – Flyout) or lineout (see Definition of Terms – Lineout)
- Successfully completing part or all of a double play (see Section 12.00)

- Successfully completing a tagging play (see Section 8.00)
- An “infield fly” is called on a batted ball (see Rule 7.06)

10.02: A fielder can field a ground ball and record a ground out provided the fielder can be identified as an eligible infielder who complies with all the following conditions:

- The fielder has both feet on or within the infield line (see Rule 2.01) prior the ball being released by the pitcher.
- The fielder does not move one or both feet beyond the infield line before or upon fielding a ground ball.

10.03: An infielder (see Rule 10.02) can field a groundball (see Definition of Terms – Groundball) and then throw the ball to the strike zone or backstop to record a ground out, provided the following conditions are met

- The ball is still moving when the infielder fields the ball. Any tie between a ball rolling or stopping and an infielder fielding the ball will go to the infielder. If a ground ball stops before a fielder fields the ball the runner will be called safe (see Rule 7.04c).
- The infielder does not drop the ball to the ground after making contact with the ball. The ball can be bobbled in the air.
- The infielder does not touch the ground with the ball after lifting the ball off the ground.
- The ball has not touched the ground on the outfield side of the infield line/cone (see Rule 2.01).
- The throw from the infielder either hits the strike zone (see Rule 2.05) or backstop (see Rule 2.06) on a fly or one (1) bounce, hitting any part of the zone or backstop to record an out.

- The infielder throws the ball within two (2) seconds of fielding the ball, using no more than one (1) additional step to throw.
 - The team at-bat may ask a league official to officiate the speed of the play. If the official deems the play took too long the batter will be called safe.

10.04: With runners on base during a groundout play,

- If the infielder cleanly and fluidly (see Definition of Terms – “Fluid and Clean”) fields a ground ball and then throws and hits the backstop or the legs of the strike zone on a fly or one (1) bounce, the batter will be called out and all other runners will advance one (1) base.
- If the infielder cleanly and fluidly (see Definition of Terms – “Fluid and Clean”) fields a ground ball, without bobbling the ball, and then throws and hits the strike zone on a fly, the lead runner will be called out and all other runners will not advance.
- In the event the infielder dives to cleanly and fluidly (see Definition of Terms – “Fluid and Clean”) field a ground ball, the lead runner can be called out if the infielder does not come up to both of their feet before releasing the throw. If the infielder does come up to both of their feet, the only runner that can be called out is the batter.
- In the event the infielder bobbles a ground ball and then throws and hits either the strike zone or backstop on a fly or one (1) bounce, then the batter will be called out and all other runners will advance one (1) base.
- If the infielder cleanly and fluidly (see Definition of Terms – “Fluid and Clean”) fields a ground ball, without bobbling the ball, and throws and hits the legs of the strike zone or backstop without hitting the strike

zone or backstop, the batter will be called safe, and all other runners will advance one (1) base.

10.05: The final out of an inning may be thrown to second base if there is a runner on first base and the ground ball is fielded cleanly by a fielder. In this situation, a second fielder must be moving towards second base at the time the ball is fielded.

Section 11.00: Balk and Wild Pitch

11.01: A balk (see Definition of Terms - Balk) may occur if one or more of the following applies to a given play:

- Any pitched ball is retrieved by any member of the team in the field during an at-bat.
- Any pitched ball that is deliberately thrown beyond the foul lines and is a considerable distance from the backstop and/or batter's carpet.
- Any time where a pitcher does not pitch the ball to the batter after starting a pitching motion (see Definition of Terms – Pitching Motion).
- Any pitched ball comes to a complete stop before the batter's carpet and/or the foul lines.

11.02: In event of a balk, the following penalties will be enforced:

1st Offense: Warning

2nd Offense, and all future offenses: All runner(s) advance one base

11.02a: In the event that the pitcher is attempting to intentionally walk a batter and/or induce an automatic out for a team with two (2) players in their lineup (see Rule 5.04), then an intentional balk will be called. In the event of an intentional balk, the following penalties will be enforced:

1st Offense: Warning

2nd Offense: All runner(s) advance one base; warning issued to the defensive team

3rd Offense, and all future offenses: All runner(s) advance one base; pitcher is ejected from the game

11.03: If deemed necessary by the team at-bat and/or the game official, subsequent balk/flagrant balk violations by other pitchers may bypass the 1st offense of a “warning”.

11.04: A wild pitch (see Definition of Terms – Wild Pitch) will result in all base runners moving forward one (1) base.

11.04a: In the event that a wild pitch occurs when a batter reaches base via base on balls (see Definition of Terms – Base on Balls), all base runners will remain at their current base unless they are forced to do so. All forced base runners will not advance an additional pitch due to a wild pitch.

Section 12.00: Double Plays

12.01: With a runner on first base, first and second base, first and third base, or first, second and third base; an infielder or the pitcher may field a ground ball (see Rule 10.02, 10.03) and then throw the ball to a second infielder positioned within the Double Play Triangle (see Definition of Terms – Double Play Triangle, DPT) who then can throw the ball to the strike zone or backstop to record a double play. A double play may be recorded if the following conditions are met:

- All conditions present in Rule 10.02 are met.
- The ball is still moving when the initial infielder fields the ball. Any tie will go to the infielder. If a ground ball stops before the infielder fields the ball the batter and all runner(s) will be safe.
- The second infielder is moving toward second base at the time the ball is fielded and the first infielder does not have to wait to throw to second base.
- The second infielder has one or both feet on or within the Double Play Triangle (DPT) line when receiving the throw.
- The second infielder retains one or both feet on or within the Double Play Triangle (DPT) when throwing towards the strike zone or backstop.
- The second infielder does not bobble or drop the ball to the ground.
- The second infielder does not fall to the ground attempting to catch the throw. Falling to the ground is constituted by any combination of the

infielder's knee(s), hand(s), arm(s), chest, head, or back touching the ground.

- The throw from the second infielder either hits the strike zone (see Rule 2.05) or backstop (Rule 2.06, 10.02). The ball must hit the strike zone or backstop on a fly or one (1) bounce, hitting any part of the zone or backstop to record an out.

12.02: If an infielder has successfully fielded a ground ball and no other infielder has made a move toward second base by that time, a double play can no longer be performed.

12.02a: In the event that no second infielder has begun to move towards second base when the initial infielder turns toward second base, the initial infielder may turn back toward home plate and record a regular groundout.

12.03: If the second infielder successfully catches the throw but (a) bobbles the ball, (b) falls to the ground, or (c) misses the strike zone or backstop; the batter is called out, and all other baserunners will advance one (1) base.

12.04: If the second fielder cleanly catches the throw and hits the backstop or the base of the strike zone on a fly or one (1) bounce, then the runner from first base and the batter will be called out. All non-forced baserunners will advance one (1) base.

12.05: If the second fielder cleanly catches the throw and hits the strike zone on a fly or one (1) bounce, then the lead runner and the batter will be called out. All non-forced baserunners will remain on their current base.

12.06: The pitcher is eligible to initiate a double play by fielding a ground ball and throwing it to a second fielder at second base, as well as be the fielder to receive the throw at second base to attempt to turn the double play.

Section 13.00: Replay

Review/Controversial Calls

13.01: In the event of any of the following questionable plays, judgmental calls from certain players will be used:

- Close Ball/Strike (Ball Hitting the Strike Zone): Batter
- Check Swing: Pitcher OR fielder opposite the batter's box of the batter
- Throws from Fielders (On Fly, One Hop) To Strike Zone, Backstop:
Batter
- Fair/Foul Ball*: Batter
- Single/Double/Triple/Home Run: Fielder
- Balk: Batter/Batting Team
- Wild Pitch: Batter
- Fan Interference*: Fielder
- Ball Touching Wall (On a Hit) *: Fielder
- Fielder Passing the Infield Line on a Batted Ball*: Fielder

- Fielder Touching Second Base on Double Play attempt*: Batter/Batting Team
- “Fluid” Fielder Movement: Batter/Batting Team
- If a play is starred (*), then this play may only have the final ruling by that player(s) in the event of no access to replay review. If such a play can be reviewed using replay review, then the review will be based on the ruling of the designated player(s).

13.02: In the event of any of the following questionable plays, replay review (if possible) may be used to check over the result of a play:

- Hit by Pitch (To Head)
- Ball or Foul Ball (Hit in hand area)
- Fan Interference
- Fair/Foul Ball
- Ball Touching the Wall (On a Hit)
- Fielder Passing the Infield Line on a batted ball
- Ball Stopping in-play on a batted ball
- Fielder Touching Second Base on Double Play attempt

All controversial plays that fall under this category that are disputed and the mutual understanding of both teams over a certain play is not met, then that will be reviewed.

Section 14.00: Fines

24.01: Fines may be levied. Franchise Owners will be solely responsible for paying all fines. Most fines will be between \$1-\$10 for such infractions as: not repeated instances of not posting probable gameday rosters before a gameday, uniform infractions, sandbagging, leaving garbage/trash or personal items or equipment at the field. Repeat infractions will result in increasing fine charges. All fines must be paid within ten (10) days. Failure to do so will result in suspension.

Part II: Definition of Terms

Part II: Definition of Terms

Handle of the Bat: The area of the bat that extends from the knob of the bat to the beginning of the barrel of the bat, including the hands of the batter.

Ball: Any pitched ball that fails to hit the strike zone on a fly.

Strike: Any pitched ball that either hits the strike zone on a fly, is swung and missed by the batter, is swung and lands in foul territory (with less than two (2) strikes), or is swung and results in a foul tip (with two (2) strikes).

Base on Balls/Walk: An action awarded to a batter who receives four (4) balls that do not hit the strike zone.

Strikeout: An act in which the batter takes three (3) strikes and is called out.

Fair Ball: Any batted ball that lands and/or settles on the ground beyond the cheap line between home plate and first base or between home plate and third base, or any batted ball that hits either first or third base or either of the two foul lines extending from home plate.

Fair Territory: The area beyond the cheap line between home plate and first base or between home plate and third base, including first base, third base, or either of the two foul lines extending from home plate.

Foul Ball: Any batted ball that settles outside of fair territory or is hit out of play.

Foul Territory: The area outside of fair territory.

Foul Tip: A batted ball that is hit into the strike zone.

Ground Ball: Any batted ball that does not exceed the height of the pitcher's head.

“Fluid and Clean”: An act by which an infielder fields a ground ball without the ball moving in their possession upon initial contact, and the ball is not bobbled while transferring the ball to the infielder's throwing hand.

Hit: A statistic credited to a batter when such batter hits a pitched ball and reaches base safely without impedance by a fielder(s).

Error: A statistic credited to a fielder when such fielder makes a mistake fielding a hit ball, such that the batter reaches base safely and/or the runner(s) advance their base safely because of the mistake.

Illegal Pitch: A pitch delivered to the batter when the pitcher does not have his pivot foot in contact with the pitcher's plate or quickly pitches without giving the batter a chance to become set in the batter's box; results in a balk with runners on base.

Interference: An act by any player, manager, or fan/spectator that hinders or prevents a fielder or batter from making a play on the ball

Offensive: An act by the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to field and/or throw the ball.

Defensive: An act by the team in the field that hinders or prevents a batter from hitting a pitched ball, or any act by the team in the field that hinders the natural path of a batted ball not using a player's body.

Fan: An act by a spectator on or extending onto the playing field that hinders a player's attempt to make a play on a live ball.

Out: A batter or baserunner who is deemed unable to score a run and must return dugout until their next at-bat.

Groundout: A batted ball hit on the ground in which the ball is fielded an infielder, and the infielder throws the ball to the strike zone and/or backstop

Flyout: A batted ball hit in the air in which the ball is caught by a fielder before the ball hits the ground or fence.

Lineout: A batted ball hit in the air in which the ball travels in a straight line and the ball is caught by a fielder before the ball hits the ground or fence.

Fielder's Choice: An act by which an infielder handles a ground ball in within the infield and chooses to throw the ball to get a runner called out rather than the active batter.

Balk: Any pitched ball that is (a) retrieved by any member of the team in the field during an at-bat, (b) hindered by an error in the throwing motion of the pitcher, such as a slip or stop of the pitching motion, that causes the pitcher to not pitch the ball to the strike zone and/or backstop; or (c) a pitch that does not reach the strike zone and/or backstop.

Wild Pitch: Any pitched ball that passes the front of the batter's box carpet and completely misses the backstop, any part of the strike zone, the batter, any part of the batter's box carpet, home plate and/or the bat.

Extra Hitter (EH): An additional player not in the defensive lineup (fielder or pitcher) that bats in the batting lineup.

Run Batted In (RBI): A statistic credited to a batter whose action at bat causes one or more runs to reach home base safely.

Putout: A statistic credited to a fielder whose action causes the out of a batter-runner or runner.

Assist: A statistic credited to a fielder whose action contributes to a batter-runner or runner being put out.

Error: A statistic charged to a fielder whose action has assisted the team on offense by the means of a mishandled or misplayed ball in play or a ball thrown that fails to hit the strike zone or backstop or another fielder (on a double play attempt).

Earned Run: A run for which a pitcher is held accountable. An earned run applies to all batters allowed by a pitcher that do not reach base due to an error.

Run Allowed: A statistic charged against a pitcher every time a runner reaches home base.

Forfeited Game: A game declared by either the official scorekeeper, a league official and/or the managers of both teams in favor of the offended team by a score of 10-0, for an inability to reasonably appear to a game or a violation of league rules or code of conduct

Suspended Game: A game stopped in-progress which is to be resumed and completed at a later date.

Designated Hitter (DH): An additional player not in the defensive lineup (fielder or pitcher) that bats in the batting lineup in place of the pitcher.

Rookie: Any first-year player in the CTWL Pro League. A player is classified as a rookie until the player has played in six (6) games in at least one season.

Once a player meets this requirement, they will no longer be deemed a rookie

for the next season. A player that fails to do so can retain his rookie status for the following season.

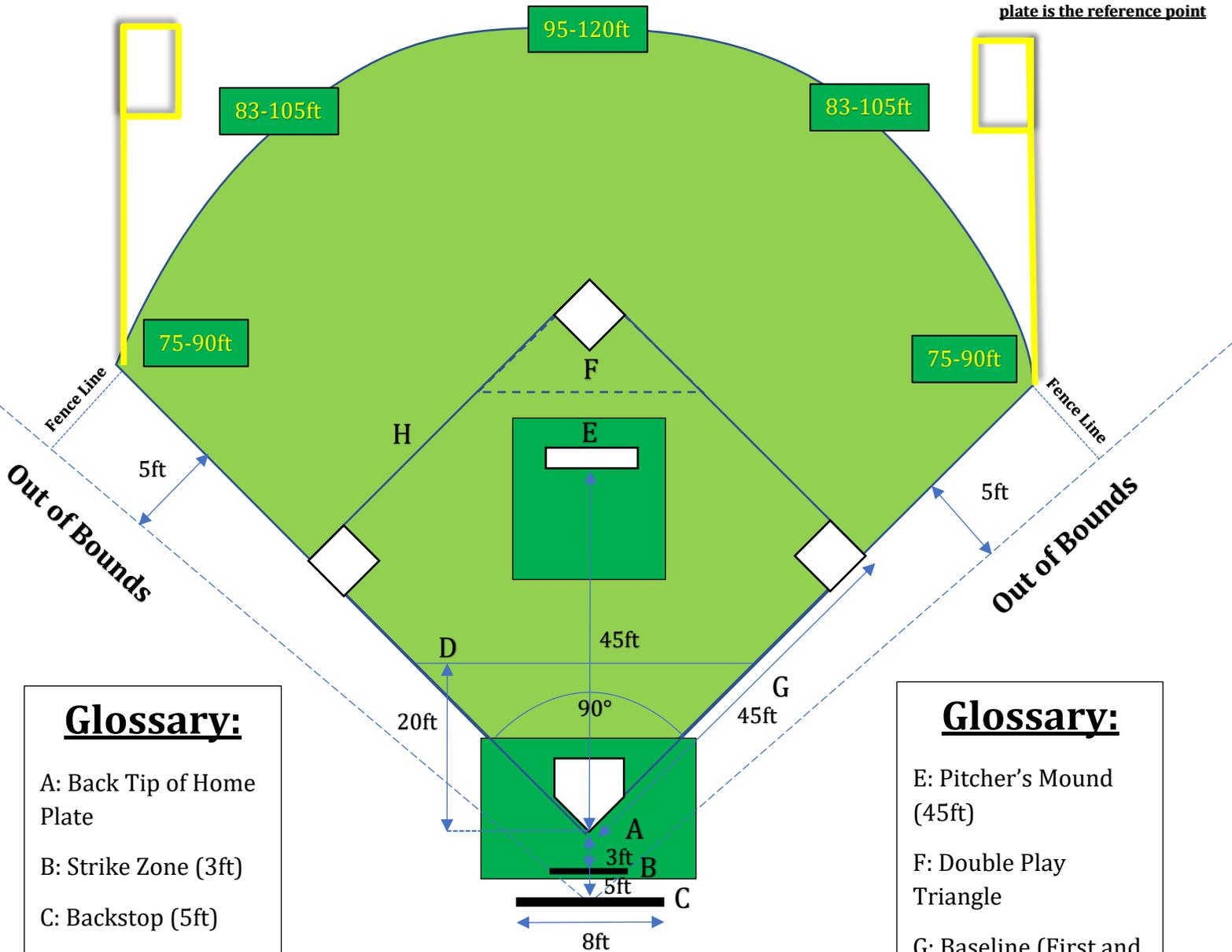
Part III: Appendices and **Index**

Appendix A: Field Diagrams

Diagram #1: The Field

Note: The Field diagram is not drawn completely to scale

Note: When talking about measurements of items on the field, the back tip of home plate is the reference point



Glossary:

- A: Back Tip of Home Plate
- B: Strike Zone (3ft)
- C: Backstop (5ft)
- D: "Cheap Line"

Glossary:

- E: Pitcher's Mound (45ft)
- F: Double Play Triangle
- G: Baseline (First and Third Base) (45ft)
- H: "Infield Line"

Diagram #2: The Strike Zone

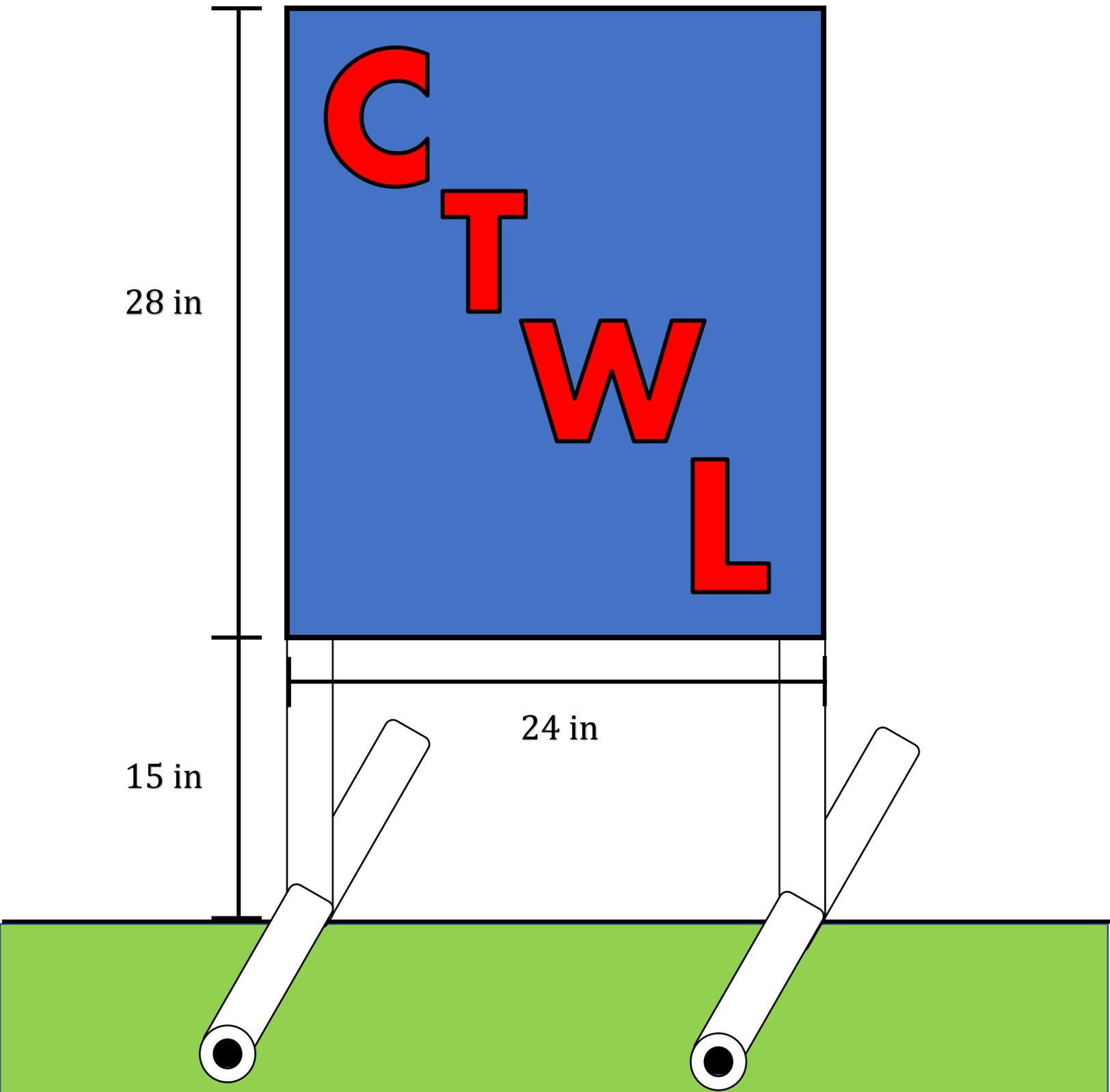
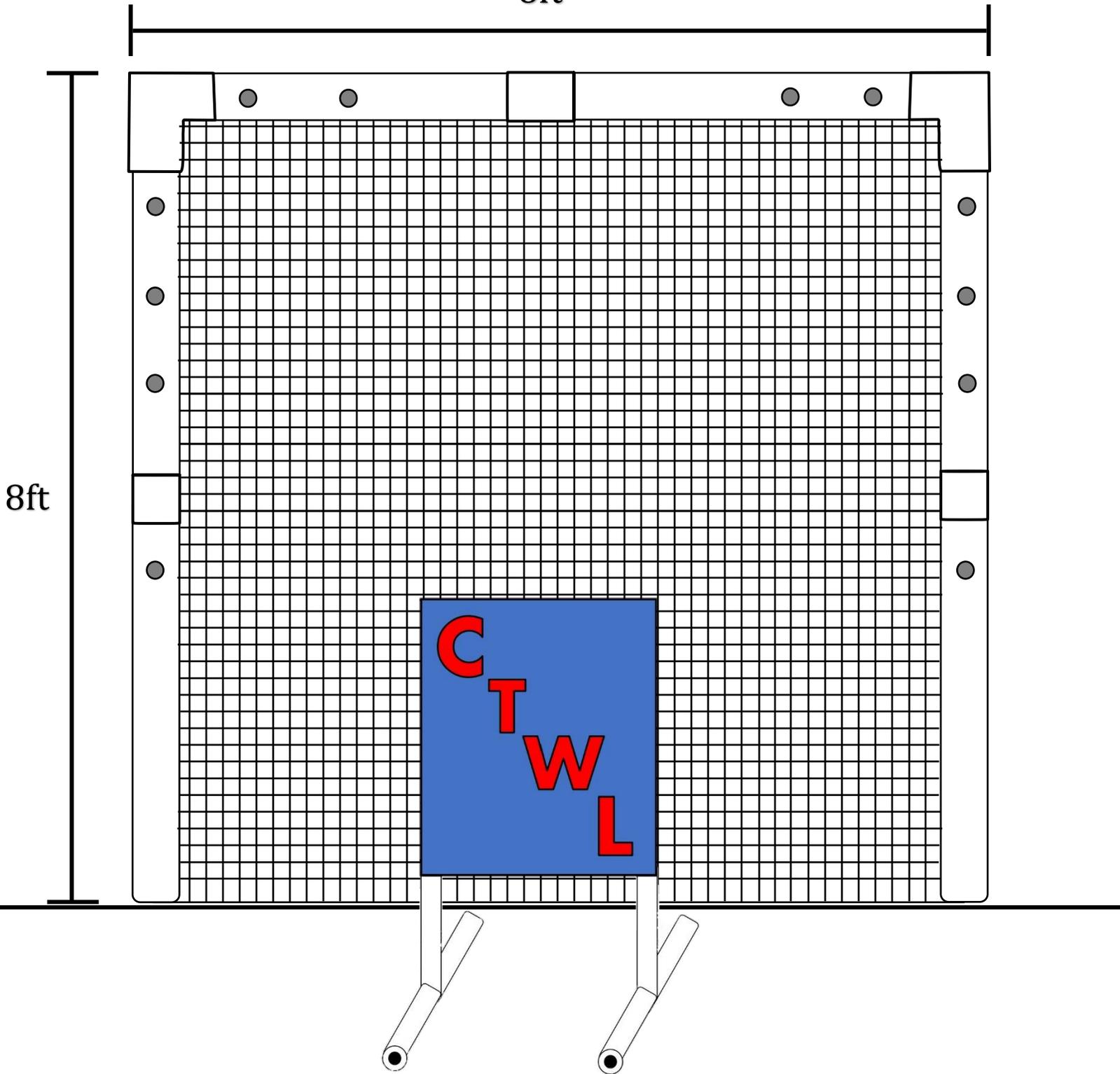


Diagram #3: The Backstop

8ft



Appendix B: Equipment Diagrams

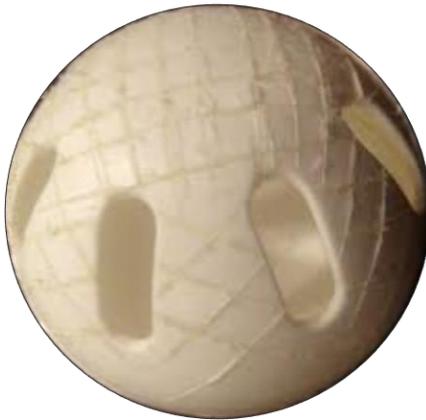
Diagram #1: Game Balls



Unscuffed Wiffle™ Ball



Scuffed Wiffle™ Ball



Knifed Wiffle™ Ball



Damaged Wiffle™ Ball

Prohibited From Use In-Game

Diagram #2: Game Bats



Genuine Wiffle™ Bat: “Yellow Bat” (Unmodified) (32 in)



Genuine Wiffle™ Bat: “Yellow Bat (Modified) (32 in)



Easton Pro Stix 1000 (33 in)



Louisville Slugger C271 Replica (34 in)



LOCO Bat (35in)



GTSOH Bat (36in)



Moonshot CFX/XSCX REV2 Bat (36in)

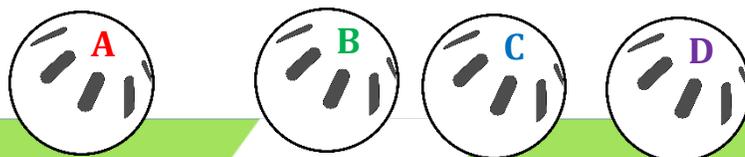
Note: Bats May Be Added to This List during or in-between seasons after sufficient testing and approval by the Commissioner.

Appendix C: Fielding and Baserunning

Situations

Base Scenario	Fielded Cleanly -> Throw to <i>Backstop</i>	Bobbled -> Throw to <i>Strike Zone</i>	Bobbled -> Throw to 2 nd Base	Fielded Cleanly -> Throw to <i>Strike Zone</i>	Fielded Cleanly -> Throw and Bobble/Fall at 2 nd Base	Fielded Cleanly -> Clean Catch at 2 nd Base -> Throw to <i>Backstop</i>	Fielded Cleanly -> Clean Catch at 2 nd Base -> Throw to <i>Strike Zone</i>	Fielded Cleanly -> Clean Catch at 2 nd Base -> Wild Throw To <i>Backstop/Strike Zone</i>
Empty	Out at 1 st Base	Out at 1 st Base	No Outs Recorded	Out at 1 st Base	No Outs Recorded	No Outs Recorded	No Outs Recorded	No Outs Recorded
Runner on 1st Base	Out at 1 st Base	Out at 1 st Base	No Outs Recorded	Out at 2 nd Base	Out at 2 nd Base	Out at 1 st and 2 nd Base	Out at 1 st and 2 nd Base	Out at 2 nd Base
Runners on 1st and 2nd Base	Out at 1 st Base;	Out at 1 st Base	No Outs Recorded	Out at 3 rd Base	Out at 2 nd Base	Out at 1 st and 2 nd Base	Out at 1 st and 3 rd Base	Out at 2 nd Base
Bases Loaded	Out at 1 st Base	Out at 1 st Base	No Outs Recorded	Out at Home Plate	Out at 2 nd Base	Out at 1 st and 2 nd Base; Runner scores from 3 rd	Out at 1 st and Home Plate	Out at 2 nd Base
Runners on 1st and 3rd Base	Out at 1 st Base; Runner advances to 2 nd Base, Runner scores from 3 rd Base	Out at 1 st Base, Runners advance	No Outs Recorded	Out at 1 st Base; Runner advances to 2 nd , Runner holds at 3 rd Base	Out at 2 nd Base	Out at 1 st and 2 nd Base; Runner scores from 3 rd Base	Out at 1 st and 2 nd Base; Runner holds at 3 rd Base	Out at 2 nd Base; Runner scores from 3 rd Base
Runners on 2nd and 3rd Base	Out at 1 st Base, Runner advances to 3 rd Base, Runner scores from 3 rd Base	Out at 1 st Base, Runner advances to 3 rd Base, Runner scores from 3 rd Base	No Outs Recorded Runner advances to 3 rd Base, Runner scores from 3 rd Base	Out at 1 st Base; Runners hold at 2 nd and 3 rd Base	No Outs Recorded; All runners advance	No Outs Recorded Runner advances to 3 rd Base, Runner scores from 3 rd Base	No Outs Recorded	No Outs Recorded

Appendix D: The “Cheap Line”, The Infield Line, and The “Fence Line”



Line	Position A	Position B	Position C	Position D
“Cheap Line”	Fair Ball – “Dirty Single”	Fair Ball – “Dirty Single”	Fair Ball – “Dirty Single”	Foul Ball
Infield Line	Outfield	Infield	Infield	Infield
“Fence Line”	Triple	Double	Double	“Clean Single”

