



IMPACT WIFFLE CLASSIC RULES

A) EQUIPMENT

- 1) Only white baseball size Wiffle® balls (eight slots on one side) will be used for play. The only modification to the surface of the ball will be that resulting from normal play—no intentional scuffing of the balls through scraping on another surface may take place. If a ball is torn more than ¼ inch, it will be ruled illegal for play and will be removed from the game. Balls will be supplied for use.
- 2) Plastic bats will be supplied for use.
- 3) Baseball gloves are not permitted. Batters may wear batting gloves.

B) TEAMS, SUBSTITUTIONS, AND LINEUPS

- 1) Teams will consist of 4-6 players. Up to six players may bat but only four play the field (i.e. one pitcher, three fielders).
- 2) Teams may start a game with 3 players. An out will be recorded in the 4th batting position.
- 3) Teams may add batters to the order at the beginning of their offensive half of the inning. However, the batting order may not be altered, and new batters will be added to the bottom of the lineup.
- 4) Substitutions for fielders may only be made in between innings, unless the defensive team only has 3 players or an injury occurs.
- 5) Batting out of order is ruled as an out.

C) THE GAME

The game will be limited to 50 minutes.

D) PITCHING

- 1) The zone marker will be made of a PVC frame with a plastic strike plate attached to the frame.
- 2) In order to be called a strike a pitch must hit the plastic strike plate or PVC frame.
- 3) The pitcher must have at least one foot touching the rubber when he releases the ball. If a ball is pitched in violation of this rule, the pitch will be ruled a ball.
- 4) Three balls equal a walk and two strikes count as an out (initial count is 1-1). A foul tip that hits the strike zone on the second strike is an out.

- 5) A different pitcher must pitch each inning. Once a pitcher has pitched an inning they may not pitch again until all teammates have pitched once.
- 6) A pitcher must face a minimum of four batters before being replaced in the middle of an inning.

E) FIELDING

- 1) Any fly ball caught in the air is an out. There is no infield fly rule.
- 2) Runners may be tagged or “peg’d” out between bases. The ball can hit any part of the body, except the head or face.
- 3) Batters headed to first can be thrown out if the ball is fielded or thrown to the pitcher standing on the pitcher’s mound.
- 4) If a fielder throws to a base where a force play exists and the ball is caught by a teammate before the runner reaches the base, the runner is out.

F) BATTING, RUNNING, AND SCORING

- 1) The batter may switch sides at any time in the count. The batter must notify the pitcher before doing so, otherwise the pitch will be called a strike.
- 2) Any batter interference with the pitch will be called a strike.
- 3) There is no hit batsman rule. The pitch will be called a ball.
- 4) There is no limit to the number of foul balls a batter may hit.
- 5) A ball that does not leave the arc area in front of home plate is a foul ball.
- 6) A foul ball cannot spin back into fair territory.
- 7) Fly Balls and Line Drives:
 - a) A ball that hits any part of the outfield fence in the air is a triple.
 - b) A ball that travels over the outfield fence is a home run.
- 8) Base Runners:
 - a) No stealing bases
 - b) Leadoffs are allowed

G) General Rules

- 1) Reporting the official score will be the responsibility of the winning team’s captain.
- 2) Rules not stated herein will follow the rules of Major League Baseball.