

Colonie WIFFLE Ball Official Rule Book (2021-2023)

The logo for Colonie Wiffle Ball is displayed in a bold, yellow, blocky font with a white outline and a red drop shadow. The text is arranged in two lines: "COLONIE" on the top line and "WIFFLE® BALL" on the bottom line. The background of the logo is a solid black rectangle.

**COLONIE
WIFFLE® BALL**

Version 3.0.6

By the commissioner: Michael Ilyadis

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WIFFLE Ball

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This rulebook was designed in The United States of America

Foreword

All league rules are based off a combination of MLB, American Softball, NWLA, WIFFLE® Inc., and WIFFLE Up rules. The rest of the rules are adapted to fit the specifications of the field, a quality pace of play, number of people in the league, number of people per team, and from years and years of game development with its adaptations.

The rules are always welcome to change but upon a review and consensus amongst players and team leaders. Rules, however, will only be changed and implemented at the beginning of the season or at the end of the season either with executive order or now through an official ‘Winter Meeting’ which will occur annually upon the season’s completion. The purpose of these meetings will be to do exactly what is listed above and to make the league a more efficient league.

Wiffleball is a game played in multiple countries, multiple states within The United States, and territories. It also played in many ways to accommodate different leagues and people. The rules in this book are designed specifically for The Colonie WIFFLE® Ball League.

League Roles:

Michael Ilyadis: commissioner, master scheduler statistician, grounds crew, League operations, media content, media supervisor

Michael Murray: co-commissioner, scheduler, statistician, team availabilities, media content, media supervisor, and anything relating to a team that Ilyadis is part of

Anthony Gadani: media content, media supervisor

Important Notes

This version of the rulebook is a new version. There will be amendments to this rulebook upon the conclusion of the December 2020 ‘Winter Meeting’ as well as amendments added by the Commissioner via executive orders that will receive no criticism. These executive orders are set into place for the betterment of the league and the game and based off obvious observations and statistical analysis of all league functions. Despite possible animosity and skepticism towards these kinds of decisions. In times of rule abuse and not a lot of player and leader outreach, it becomes necessary to enact such actions through executive orders.

Most other rules that are gone over in this rulebook pre-date the rules revisions that will occur in the last couple of weeks in 2020. This arrangement is designed for optimal understanding and for an ease of access of all the rules in here. There will also be at times, a crossover of rules and/or scenarios given to further understand the rules of the league.

Summary of Rule Changes for 2021 Season

- 45 game minimum is in place for the 2021 season pending any outside disruptions
- COVID-19 Policies are still in place from 2020 until league reaches a 75% vaccination threshold
- 2-man team advantage rule
- Minimum participation rule for regular season and postseason
- 4 fielders (including the pitcher) may be utilized
- 5 players maximum on a roster
- \$55 league fees MUST be paid before playing first game by all full-time and returning players from 2020
- Those who are not a full-time player and are fill in's only do not have to abide by this rule
- Playing 9 games or more brings you into a full-time status
- ***“2018 postseason, 3 man pitching rotation” rules are in effect for the regular season to improve appearances of new pitchers***
- Michael Murray has been put into co-commissioner role (explanation in roles in ‘foreword’ section)

NEW RULES ARE MARKED THROUGHOUT THE RULE BOOK WITH DETAILS REGARDING EACH RULE. SCENARIOS ARE ALSO PROVIDED

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1.00–OBJECTIVES OF THE GAME 1.01

1.01 Colonie WIFFLE Ball's style of WIFFLE Ball is a game between two teams of four players each, under direction of a specified manager, played on an enclosed field in accordance with these rules, under jurisdiction of Gentlemen's Agreements, self-umpiring, and sometimes a present and certified "league official".

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

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

1.04 When a batter becomes a runner and touches all bases legally, he shall score one run for his team.

1.05 The objective of each team is to win by scoring more runs than the opponent.

1.06 The winner of the game 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

2.00 –THE PLAYING FIELD

2.01 The Layout of the field

Ilyadis Field is designed to be configured around a residential property in a suburban neighborhood. It does not provide the amenities of a Major League Baseball stadium. The field is equipped with some wet gear, periodically equipped with “quick-dri” which helps get the field back into shape. Tools and drying products can be in an auxiliary shed. Games may be played in conditions that involve hardships but will be played unless there is imminent danger, or the field is totally weathered. Both teams agreeing, and a league official will decide those outcomes (Gameplay section).

Ilyadis Field’s baselines are 34 feet in between each base equaling out at 136 feet. The closest point in fair territory is from home-plate to the right-field foul pole at 45 feet. The longest point in the field is at 80 feet from home plate to the left-field pole. Home plate to the center-field wall is 74 feet. Pitcher’s mound is located on a two-inch-high rubber over a concrete landing spot to prevent erosion and pitcher divots. The distance to home-plate from the pitching rubber is 43 feet. The strike zone (mentioned in game play) is located 3 feet behind that equaling a total pitching distance of 46 feet.

There are also three main trees that come into play. One is 43 feet high, 50 feet high, and 25 feet high. They are part of the field and can be played off (see game play). There is also a deck and a pool. The pool is not in play, but plays can be made around it, not off it.

2.02 Home Base: 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 8½ 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.

2.03 The Bases: First, second and third bases shall be marked by white canvas or rubber-covered bags, somewhat attached to the ground. 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 12 inches square. There is an extra base on first base just like in American Softball. This is to avoid collisions and when running this base **MUST** be touched. If you miss this base and touch the other, you can be marked out for it (See gameplay).

2.04 The Pitcher's Plate: The pitcher's plate shall be a rectangular slab of whitened rubber, 24 inches by 6 inches. It shall be set in the ground and the distance between the pitcher's plate and home base (the rear point of the strike zone) shall be 46 feet, 6 inches.

3.00–EQUIPMENT AND UNIFORMS

3.01 The Ball: The ball is a baseball sized WIFFLE Ball. The perforated ball has oval-shaped holes around the top of the ball. The ball cannot be thrown if it has major defects, ¼” crack, tears or rips of any kind. The ball may also not be sanded, cut, scuffed, boiled, or brought in without a prior inspection by a league official and opposing team.

(3.02) No player shall intentionally discolor or damage the ball by rubbing it with, rosin, paraffin, licorice, sandpaper, emery paper or other foreign substance. Ejections will result from hoarding and hiding balls from the other team for personal use as well.

Rule 3.01 Comment (Rule Comment): Should a ball come partially apart in a game, it is in play until the play is completed.

3.03 The Bat:

A) Only YELLOW® WIFFLE® Ball trademarked bats are legal to use

NOTE: No laminated or experimental bats shall be used in a professional game (either championship season or exhibition games) until the manufacturer has secured approval from the Rules Committee of his design and methods of manufacture. Violations will be ejections and depending on severity, suspension.

B) Tape or grip is allowed on the bat so long as the grip doesn't totally weigh the top of the bat down and go below the handle of the bat

C) Knob of the bat cannot be cut open to alter the bat

D) A taped knob is allowed so long as total knob diameter doesn't exceed 3-1/2”

E) Taped knob must also not unequally weigh down the bat.

F) Bats with significant bends are deemed illegal

G) No bats shall be corked in any fashion or enhanced to improve distance off a batted ball

3.04 Fielding Gloves: Gloves are allowed so long as they do not exceed 12.5” and can be used for any position. Gloves may not be thrown vertically into the air to stop the path of a FLY ball. Any alterations or carrying of foreign substances inside your glove will result in an ejection.

3.05 Equipment on the Field:

A) Members of the offensive team shall carry all gloves and other equipment off the field and to the dugout while their team is at bat. No equipment shall be left lying on the field, either in fair territory.

3.06 Footwear:

Sneakers and barefoot are allowed. No metal or plastic cleats. Soccer cleats must be shown and approved by both teams and a league official if we have not seen them before.

3.07 Shirt/Jersey's: Any jersey or shirt must be reviewed by a team official or league official prior to printing or use. Anything bearing the league logo or any WIFFLE® Inc. pictures or text, must be reviewed.

4.00 –GAME PRELIMINARIES

4.01 Pre-game: Teams should pull tarps off the field, wrap them up neatly and store them. Players will gather balls and bats around the mound and home-plate area. Lineups must be filled out on the stat boards in the dugout area prior to the first pitch. If it is a night game, gather power chords and turn all switches on. If it is towards dusk, lights must be turned on to avoid any in game controversy from favoring a side with lights.

4.02 Weather and Field Conditions:

A) The umpire-in-chief of the first game shall be the sole judge as to whether the second game of a conventional or split doubleheader shall not be started because of unsuitable weather conditions or the unfit condition of the playing field.

B) A postponed game shall be a “No Game” and shall be treated in the same manner as a game called before it has become a regulation game.

C) An all-around effort must be made to ensure field is cleaned up and drained. One cannot do nothing and be the one to call for a postponing of games.

D) Games might be played through a little bit of weather and due to not having major league specifications, players may experience at times playing, hitting, pitching, and defending on not so great of conditions.

E) Tarps must go down after games or during in climate weather unless told otherwise by a league official that is present at the time of that last game or delayed game.

4.03 Post-game duties: Pick up all bats, balls, trash, and other things after completion of games. Tarps must all be put down after the game

and secured. Anything left out after the game will be brought up. Both teams will be responsible for each other in these cases. Recyclables will be thrown out in the blue bin present on the way out of the field. All trash can be thrown out at the same location as the recyclable bin or in the trash bin by the door on the lower deck.

5.00–PLAYING THE GAME

Batting:

- No bunting. Any squaring of the barrel is an out with contact. No runners can advance, so no SAC bunts.
- HBP does not count as a walk.
- Foul tip with two strikes into the strike-zone, is a punch out.
- A ball that hits you and goes into the zone, DOES count as a strike.
- Yellow trademarked wiffleball bats allowed only.
- Grip tape must not exceed the handle of the bat.
- One layer of grip for the bat.
- No weighted bats are allowed.
- No altering the knob of the bat.
- Any ball stuck in a tree (in FAIR territory), is a ground rule double.
- Ball stuck on the deck is a FOUL ball.
- Ball hit off the pool is a dead ball.
- If a ball hits the trees and lands in foul territory, it IS a foul ball. If a ball never touches the ground fair, it was never a fair ball. (**See foul/fair section pg. 16**)
- If a bat is carried or thrown past first and third base, it is an automatic out. (Use grip tape)
 Courtesy Rule: Throw the ball back to the pitcher unless they say not to return it

-Batting Out of Turn:

- (1) 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.
- (2) 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.
- (3) When an improper batter becomes a runner or is put out, and the defensive team appeals to the umpire before the first pitch to the next batter of either team, or before any play or attempted play, the umpire or protesting team shall

- (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.
- (4) If a runner advances, while the improper batter is at bat, on a stolen base, balk, wild pitch or passed ball, such advance is legal.
- (5) 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.
- (6) 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.
- (7) 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 batter.
- (8) An appeal must be made by the other team and the team committing the batting out of turn must be caught within that moment.

Fair/Foul:

- (1) Balls must land on the ground on the fair or clear the fences to the right side of the left field foul pole, and to the left of the right field foul pole.
- (2) A ball (so long as it leaves the yard to the proper side of a foul pole), can curve around the pole so long as it passes fair.
- (3) A ball must hit fair on the base or above it to the fair side in order to be fair.
- (4) A ball can roll from foul to fair and end up being in play
- (5) A ball that hits the house first is automatically deemed a dead ball foul.

Pitching:

- No speed limits
- No run-up motions. Feet must be attached to the rubber at the start of the pitching motion.
- Pickoffs are allowed however, foot must be off the rubber or attempt must be made. If none is made, the runner(s) will advance a base.
- No bouncing into the strike-zone for a strike.
- A ball with more than a ¼” crack is illegal.
- No scuffing/boiling/sanding (w/paper)/ or other alterations of the ball.
- Pitcher who starts a game (The starter who touches the mound), may not come into the next (consecutive) game, until an out is made in the 4th inning (**Manny K. Rule 1.0**).
- 5 run leads are a save opportunity.
- Ball thrown over the backstop = 2 balls.
- Thrown ball must be thrown back to the pitcher. No pile ups of balls in the field of play or batter’s box.

Pitching Rotation Rules (Based on game-to-game scenario):

1.0 Game 1 starter CANNOT enter the following game until one out in the 4th inning (5th in playoffs)

2.0 Game 1 starter must pitch three complete innings or can only be relieved by a pitcher who is not the next games probable pitcher or did not start the previous game

3.0 The reliever of that game can come in at any time after an out has been completed, but now CANNOT start game 2

4.0 If the starter of game 1 completes three innings, a reliever can then come in and can start game 2

5.0 Playoff pitching rotations will be given prior to that day’s games to a certified league official (Mike Ilyadis or Michael Murray) and will be monitored in the playoffs

6.0 One instance in which this rule can be overridden is in the event of having two players available which then the rotation will go based off who pitched the last game

7.0 A game 1 starter will only come into pitch game 2 before the fourth inning (5th inning in playoffs with one out) if there are two people, an obvious team injury, and it is agreed on by the opposing team

In conclusion, we are trying in 2018-2019 to encourage every member of every team to hit, field, and pitch. Teams should not be reliant on one batter, pitcher, or fielder to do every function. This will only provide more fun, more opportunities, more games, and more players getting involved in all facets of the game. We want to especially get more people involved in different areas of the game that they normally do not get involved in. Obviously, attendance issues and what not are factors that may hinder these above-mentioned opportunities from happening in which case teams will function with or without specific players.

Fielding:

-Peg outs are allowed (no pegs above the shoulders).

-Force outs

-Tag outs

-If you possess a ball in one hand and touch the base with another, it is still an out.

-You can throw the ball at a base for a force out.

-You can catch the ball off EVERYTHING except for, chicken wire, Fences, pool, RF mesh netting wall, and the bottom deck.

-The 40+' "Green Monster" and surrounding trees will provide endless entertainment of "plinko" catches. These if caught, will be outs.

-Any ball that hits a tree or object that IS in another yard and comes back, is NOT eligible for a catch. If the origin of the tree's roots is not in the confines of the field, it is not a playable ball for outs.

-Overthrows result in one base for the runner.

-If a runner is more than halfway home, a fielder may throw it at the strike-zone to get him out. If the runner is a ghost runner, it is based off the runner, running from 2nd to 3rd.

-For a pitcher and first/third basemen. If a ball is hit before first and third, if those infield positioned players do NOT move, the batter will automatically be out, and no runners can advance. If any of these two fielders make more than a reactionary step (like the pitcher), the ball is live.

-First Basemen (softball rule): Must touch the left-side base for an out. If you are on the other base, the runner will be safe.

-No blocking of the base path for a runner except for when making a clear and obvious play.

Permanent Four Fielders (NEW IN 2021):

- Regardless of another team's status, any team may field up to four fielders in the field, at a time.

Mound Outs (NEW IN 2021):

- For teams of two
- Any fielder who has at least one foot inside the designated mound circle shall get the lead runner out
- This rule applies up until the last 5 games of the season
- DOES NOT apply in the postseason

Running:

- Leading is allowed as soon as the pitch is released.
- Sliding is allowed so long as the fielder is not taken out or an obstruction occurs.
- Overthrows by a fielder result in a one base advance.
- Ghost runners only advance so long as you get more than halfway to a bag before getting out.
- Ghost Runner" policy: If you call ghost, you are only allowed to take your own runners and not your teammates. In the regular season this does NOT apply. However, it would be a best practice to get used to that. If you leave a base in the for anything other than an at-bat, you then

cannot re-take your own runner. If you do not call and mark your runners, it will result in an out with an appeal throw over to that bag.

- Runners hit by a “live ball”:

- **From 2019 New Rule:** A ball that ricochets off two objects and proceeds to strike the runner will NOT result in an out for that runner contacting the ball
- Runners cannot advance after the ball strikes the base runner
- Any ball batted into play, on the ground, or in the air that contacts the runner will result in that batter being out.

- If a player touches a base, they are in ownership of that base and can progress forward so long as the ball isn't caught, he doesn't miss that base, or touch it on the way back thinking the ball was caught when it wasn't. If the ball is caught and they are between second base and third base, the runner must touch second base on their way back to first base otherwise, they are out even if they make it to first base because they did not touch second base on their way back to first base. The only way in this instance that the runner is out is if,

- A) He steps out of the baseline
- B) The ball is caught, and they do not tag up
- C) The ball is thrown for a force out
- D) They are pegged for an out

-You can advance after a catch for a sacrifice fly.

Forfeited Games

(a) A game may be forfeited to the opposing team when a team:

(1) Fails to appear upon the field, or being upon the field, refuses to start play within fifteen minutes of the appointed hour for beginning the game, unless such delayed appearance is, coordinated with an official with more than hours' notice, the other team within an hour, and agreed upon by both an official and the opposing team.

(2) Employs tactics palpably designed to **delay, shorten, or lengthen the game.**

- (3) Fails to resume play, after a suspension, within five minutes of a reset.
 - (4) After two warnings, willfully and persistently violates any rules of the game.
 - (5) Fails to obey within a reasonable time an official order for removal of a player from the game.
 - (6) Fails to appear for the second game of a doubleheader within twelve minutes after the close of the first game unless the umpire-in-chief of the first game shall have extended the time of the intermission.
- A scheduled game is only available for forfeit of being 15 minutes late. Cancellations of spontaneously scheduled games will not result in an official forfeited loss.

Review: Review may be used so long as it's available/convenient to use for both teams. It may not be used and/or abused to disrupt a healthy pace of play of a game or series. Live streams can be utilized for review but must be put back on for the stream and for league review. Any footage used by personal phones or cameras must be seen and clarified by both teams. When necessary, a league official may have to intervene. It is recommended to work it out the play amongst each other first before going to a video review of any kind.

Protests: Can happen so long as there is a case to be had. A game must be finished to enact the protest and file it with a league official. However, a protest can be into effect if the play is game winning, or severe game changing play.

Mercy Rule:

- 12 run mercy rule for regular season is after 2-1/2 innings
- 12 run mercy rule for postseason are after four innings or if consent given by the team trailing at that point in the game

Continuation Rules:

- Games after delay has lifted will resume at their current point
- 2-1/2 innings played is an official game
- Rosters must be the SAME as the game of which was suspended
 - Only players who showed up late to a game on its original date can be substituted in
 - Rosters that are not the same, will result in a continued delay
- If a game cannot be made up due to roster conflicts, the score remains the same and if 2-1/2 innings were played, the leading scorer wins
- If a game is tied, official, and cannot be completed by seasons end, the game results in a tie
- Pitching substitutions will be based off the previous game's results/matchups
- Continuation games have no effect on the day of continuation's games

6.00–Qualifications

6.01 Players: Players are to meet qualifications to play in the regular season, postseason, special exhibitions, and other league functions. Regular season requires that a \$55 league fee is paid by opening day. Upon payment, there is an unlimited number of games that can be played. There is no maximum number of games that the league can play. A mandatory minimum of 45 games was put into place at the December 202- meeting. However, newer players that have played less than four complete and qualified seasons (senior policy), are not guaranteed a postseason spot on their team’s roster, or personal eligibility if on the free agent market.

6.02 Player qualifications:

- Rostered players/full-time players must pay their league fees if playing on opening day on that day.
- Subs are not subjected to pay league fees until they reach 9 games played on the year (20% of the season).
- Subs can be in any quantity for any team.
- (**New in 2021**) Rosters for full-time players may not exceed 5. Players who are qualified and want to play are encouraged to add more teams to the league.
- Players must play 50% of their team’s game in a season to be playoff eligible (23 games)

6.03 Seniority Clause (Manny K. Rule 2.0): A player that has completed at least four FULL* seasons will be playoff eligible for life. However, that player must make at least one appearance during the regular season before they are playoff eligible. Full seasons are judged upon playing at least 50% of your team games in that given season. Seasons do not have to be consecutive but must equate to four full seasons. This seniority rule is partially a “gentlemen’s agreement” and should not be abused.

6.04 Team Qualifications: A team must complete **50%** of the top number of games played in the league to be playoff eligible. Teams with or less than 50% of the top team's number of games may be eligible for the playoffs pending a 2/3 player agreement, at least a 2/3 team agreement.

Teams that are cleared by the above-mentioned agreement may be subjected to a lower playoff seeding depending on the number of wins of the top team compared to the team with less than 50% of the total amount of games played.

6.05 Statistics: Statistics qualifications will depend on different criteria. Leaderboards will be formulated based on top performers in each category. Low increments of numbers for categories will result in a loss of place on a leaderboard.

- Save run limit is a 5-run lead

6.06 Mandatory Team Participation Clause (NEW in 2021): Teams have ample amounts of players, rules, regulations, and time in place to facilitate games and make sure they are played. Colonie WIFFLE Ball's scheduling is based off of player and team availability to encourage fun, as many games as possible, and flexibility which allows for work/WIFFLE/life balance.

- A team in the regular season is qualified for games with 2 players available and should make the effort for other teams as to not delay, purposely disadvantage another team, or their players
- A team with 3 players available in the postseason is qualified and should be able to play the games so long as it is feasible, approved, and there are no injuries involved.
- Teams caught violating these participation clauses will be subjected to a forfeit of one game for that week.

In conclusion, there are many instances that come up last second and we will facilitate a majority of them because we have the flexibility. But, to not prolong the season, disadvantage others, or build the idea of double standards or preferences, teams and players need to be able to communicate and play with what they have. It's not to disadvantage but to promote flow of play and no biases in league functionality.

7.00: Playoff Rules

7.01 Innings: The length of a playoff game is set to seven innings instead of five

7.02 Pitching:

- Rotations must be given within 24 hours of scheduled games
- Pitchers of a hypothetical game two cannot use game one's starter until one out has been completed in the fifth inning
- Regular season and Postseason pitching rotation rules as of 2019 are the same rules

7.03 Running:

- Runners can only run for their own "ghost runners"
- Runners can be called out for not calling "ghost" on the base they occupy if appealed by the opposing team
- Runners who leave a base for a pitch, at bat, or any circumstance, cannot reclaim that base for the duration of that inning

7.04 Playoff Format:

- In cases of five teams, there will be a "play-in" game between seeds four and five. Winner advances to play the number one seed
- In cases of four teams, one will play the four seed with home field advantage, and the two seed will play the third seed with home field advantage
- First round of playoffs (LCS Round) will be a best of five games
- World Series round will be a best of seven series
- In the case of five teams being in the league, a one game playoff will take place before the LCS round between the 4 & 5 seeds