

Connecticut Wiffle Ball League

Official Rules and Regulations

3rd Edition: 2021



Benjamin Fiore, Commissioner

Official Rules and Regulations

Third Edition: 2021

Official Rules Committee

| | | |
|--|--|--|
| Benjamin Fiore, Commissioner, Owner - Augerville Defenders | Conor DeCosta, Assistant to the Commissioner, Owner – Shoreline Breakers | |
| | | |

2021

Office of the Commissioner of the Connecticut Wiffle Ball League

Though we do not hold any copyright entitles to any of our products, we ask for the *Official Rules and Regulations* to not be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopy, recording, or any information storage and retrieval system now known or to be invented, without the permission with signature (digital or in writing) from the Office of the Commissioner of the Connecticut Wiffle Ball League.



Foreword

The rulebook of the Connecticut Wiffle Ball League (CTWL) contains all of 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 of 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 spreading of competitive wiffle ball through our play, 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. For you, whether it was for just a day or a daily routine meetup in your open backyard the game of wiffle ball is just as engrained to many lives like the feeling of living and breathing. 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 the pages on YouTube I suddenly decided to look up some wiffle ball videos, curious to see just what people could post and tell 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 their voices over if a close play was safe or out, and just spontaneously throwing their hands into the air if they struck out, and to make it no more than 2 minutes into one single video.

I looked for something that had some cool thumbnail that maybe would increase my odds of getting something decent and waited through the ads, only to see 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 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 if they missed. 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. To put it simply -- I was HOOKED.

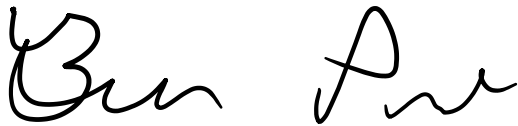
With this newfound discovery of “professional” wiffle ball, I looked to understand it more and see what it had to offer. I continued to watch this first league for a bit, one by the name of Major League Wiffle Ball, and soon found myself watching leagues with kids and adults of all different skills and 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 and gaging 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 can understand. And in that commitment, working tirelessly every second to meet that standard.

By the use of 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 trying to achieve such a lofty goal, and to never stop putting out for what everyone involved deserves from a game that means so much to 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 wiffles young and old for generations to come, just like myself.

Best wishes,

A handwritten signature in black ink, appearing to read "Ben Fiore". The signature is written in a cursive, flowing style.

Benjamin Fiore

Founder, Commissioner, Connecticut Wiffle Ball League

Table of Contents

Part I: The Rulebook

| | |
|--|--------|
| Section 1: Objectives of the Game..... | pg. 11 |
| Section 2: Field and Equipment..... | pg. 11 |
| Section 3: Game Preliminaries..... | pg. 15 |
| Section 4: Official Games..... | pg. 16 |
| Section 5: Line-Up..... | pg. 19 |
| Section 6: The Batter..... | pg. 21 |
| Section 7; Getting a Hit..... | pg. 22 |
| Section 8: Tagging Up..... | pg. 23 |
| Section 9: Fielders..... | pg. 24 |
| Section 10: Groundouts..... | pg. 26 |
| Section 11: Balk and Wild Pitch..... | pg. 28 |
| Section 12: Double Plays..... | pg. 29 |
| Section 13: Replay Review/Controversial Calls..... | pg. 31 |
| Section 14: Franchise..... | pg. 33 |
| Section 15: The Draft..... | pg. 35 |
| Section 16: Opt Out..... | pg. 36 |

| | |
|----------------------------------|--------|
| Section 17: Waivers..... | pg. 36 |
| Section 18: CTWL AAA League..... | pg. 38 |
| Section 19: Player Release..... | pg. 38 |
| Section 20: Trades..... | pg. 39 |
| Section 21: Post Season..... | pg. 40 |
| Section 22: Awards..... | pg. 40 |
| Section 23: Fees..... | pg. 43 |
| Section 24: Fines..... | pg. 44 |

Part II: Definition of Terms

| | |
|--------------------------|--------|
| Definition of Terms..... | pg. 46 |
|--------------------------|--------|

Part III: Appendices and Index

| | |
|--|--------|
| Appendix A: Field Diagrams..... | pg. 51 |
| Appendix B: Equipment Diagrams..... | pg. 54 |
| Appendix C: Fielding and Baserunning Situations..... | pg. 57 |

Important Notes:

- Any rules regarding CTWL AAA League will not be in effect during the 2021 season, due to the lack of a AAA League.

Part I: The Rulebook

Section 1.00: Objectives of the Game

1.01: Fastpitch wiffle ball is a game between two teams of three (3) to five (5) players each, under the direction of an owner/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: Layout of the Field

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 eighty (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.

2.02: A "cheap line" will extend 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: Cones or a painted line will be placed no more than fifty (50) feet from the back tip of home plate. If painted lines are used this line will run parallel to both baselines.

2.04: 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 backstop.

2.05: 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 twelve (12) inches off of the ground.

2.06: 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.

2.07: The bat shall be a smooth round object of no more than 2 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 cork, foam, or any object inserted inside of them.

- Genuine Yellow Wiffle® bats as produced and sold by Wiffle Inc. are allowed.

2.07.1: All bats are allowed to have tape attached to the 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.

2.08: The ball shall be a genuine Wiffle® ball produced and sold by Wiffle 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 being left in the sun will also not be allowed. The batter may remove any ball from play at any time if he or his team deems unfit in accordance with this rule.

2.08a: If there is any discrepancy between both teams concerning an unfit ball, a CTWL official or officer, or any qualified scorekeeper can assess the ball and confirm the unfitness of that ball.

2.09: A pitcher may not voluntarily change balls during an inning, given that the ball has not been damaged in any way (See Rule 2.08). 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 three (3) warmup pitches.

- A pitcher may also select a new ball under the guidelines of Rule 2.09 in the event that a ball is lost and cannot be recovered.

2.10: Uniforms consist of hats, shorts, and shirts. All players on a team shall wear uniforms identical in color, trim, and style and all players' uniforms 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 uniforms.

2.10a: 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 a minimum of eight (8) usable balls for both teams to use.

3.01d: No person shall be allowed on the playing field during a game except for players, designated league officials, or the Commissioner. Failure to observe will result in immediate removal from the premises.

3.01e: No non-league members shall be allowed to participate on the field at any time. Non-league members may not participate in fielding, pitching, or batting at any time on an official CTWL field. Any current player that participates with any non-league member on the field may be suspended for a period of one (1) game. In the event that a non-league member participates in any form during any official CTWL game(s) for either or both teams, then that game will become unofficial and result in additional disciplinary action.

3.01f: The Commissioner or a delegated league official shall be the sole judge in determining whether a game should be delayed, suspended, or

postponed due to weather or unfit field conditions. A period of no less than thirty (30) minutes will be given before any game will be called.

3.01g: 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 need to be made to makeup/reschedule the game(s) in question. Any additional expense to reschedule a game(s) due to anything other than weather or unfit field conditions will become the responsibility of the team that caused the forfeit.

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 ninety (80) minutes, or one and one-third (1 1/3) hours. A game that at any point nears, 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.

4.01aI: This rule only applies to regular-season games ONLY.

Postseason games have an unlimited time limit and will play 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 additional “extra innings” until either a winner is determined, or the game time limit is reached.

4.02a: From the eighth (8th) inning onwards, each half-inning will begin with a runner on second (2nd) base and one (1) out.

4.02b: In the event of a tie after any length of innings and a regulation game is called due to time limit the team with more total bases (TB) throughout the entire game will be awarded the win. A walk and a single shall count as one (1) total base, a double as two (2) total bases, a triple as three (3) total bases and a home run as four (4) total bases.

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.

4.04a: If the home team is winning by twelve (12) runs or more after three and one-half (3 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.

4.05a: If the home team is winning by twelve (12) runs or more after four (4) 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 weather 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 weather and the visiting team is winning the visiting team will be given the win.

4.08: If a game is called and the minimum inning requirements to be an official game were not met the game will be suspended and the game will be replayed from the suspended point on a separate date.

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. This rule applies to no more than three (3) runs. In the event that a team is leading by more than three (3) runs then the relief pitcher must pitch one inning while preserving the lead to qualify for a save.

4.11a: A relief pitcher must allow the tying run to score, charged or uncharged to that particular relief pitcher

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 more than eight (8) warm-up pitches before the start of their first inning on the mound, and no more than five (5) warm-up pitches before the start of each additional inning pitched.

Section 5.00: Line-Up

5.01: A team may have from two (2) to five (5) players in their line-up. The order of the line-up at the start of the game may not change during the game 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 has to 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 line-up. This player must take the last spot in the line-up.

5.02: Aside from Rule 5.01 Exception C no player shall be substituted into a line-up.

5.03: A player that leaves the field at any time during his game in a process other than a legal substitution (See Rule 9.02/9.03/9.06) may not return to the game, either in the field or in the line-up.

5.04: If a team bats two (2) players in their lineup there will be a player named “Out” as the third man in the lineup in any of the first four (4) innings of the game that the team attempts to bat two hitters. The result will be a groundout. Starting in the fifth inning, and until the end of the game, the team will return to regular three (3) out innings regardless of how many batters are in the line-up. The team may add a third player from its roster at any time during the game and the out will no longer be charged.

5.05: If a team has four (4) or five (5) players on its active roster during a game, a team can add these players to the line-up by using an extra hitter (EH) and/or a designated hitter (DH) (See Definition of Terms).

5.05a: The extra hitter can enter the field at any time with no penalty. A team can use no more than one (1) extra hitter during the game. The extra hitter must remain in the line-up throughout the entire game.

5.05b: The designated hitter can enter the field 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 line-up in the spot of the former designated hitter. A team can use no more than one (1) designated hitter during the game.

Section 6.00: The Batter

6.01: Four (4) balls will be a walk (See definition of ball).

6.02: Three (3) strike will be an out (See definition of 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 in the hands, arms, or legs while crowding the plate or blocking 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 on a groundout 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 first 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. Upon hitting a home run, a player must trot the bases to complete the play. Players are only allowed to run the bases on a home run.

7.02: Any batted ball that hits the outfield fence without touching the ground will be a triple. If the ball hits a player and then hits the fence 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.

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

7.04: Any batted ball in fair territory that passes the cheap line and the infield but does not reach the fence will be a single. The batter will advance one (1) base.

7.04a: Any single that is not touched by any fielder and passes the infield line/cone will be ruled a “clean single”. All runners on base will advance two (2) bases.

7.04b: Any single that is touched by any fielder 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.

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 must be a runner on second and/or third 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 and release 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: Base runners on first base and/or second base will only advance on a wild throw from another baserunner tagging (See Rule 8.05)

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 on base 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 two (2) or three (3) fielders. The fielders shall consist of

- A pitcher and
- One (1) or two (2) fielders

9.02: During the game pitcher substitutions are unlimited. The pitcher may be substituted at any time for any player that is on the active roster. The Team Manager, Bench Coach, or pitcher must inform the official scorekeeper at the time of any pitching change.

9.02a: Pitchers that were substituted for may not return to pitch at any time. Pitchers that were substituted for and removed from the active line-up may not return to the game at any time unless in the event of extreme circumstances (injury, players leaving, etc.).

9.02b: A pitcher may only re-enter a game under extreme circumstances (injury, players leaving, etc.) and/or when a team uses all of its players in the active line-up that are eligible to pitch for a minimum of one (1) batter each. If a team uses all of its eligible players in the active line-up as pitchers, then players may re-enter the game as pitchers in the order that they were originally placed into the game in.

9.03: A pitcher that starts one 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 seven (7) innings over any two (2) games (extra innings do not count) in a series. Any pitcher that throws seven (7) innings over any two games may not throw for the next game in a series (if applicable). This rule may only be exempt under extreme circumstances (injury, players leaving, etc.).

- Any pitcher that appears in three (3) consecutive games under these provisions may not throw for the next game in a series (if applicable). This rule may only be exempt under extreme circumstances (injury, players leaving, etc.).

9.05: Fielder substitutions are unlimited. Fielders may be substituted at any time with any player that is in the line-up. Fielders that were substituted for and were taken out of the active line-up 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.

Section 10.00: Groundouts

10.01: A fielder can field a ground ball and record a ground out so long as 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, as designated by the infield line (See Rule 2.03) 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.

10.02: A fielder can field a ground ball (see Definition of Terms) 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 fielder fields the ball. Any tie regarding a ball rolling or stopping will go to the fielder. If a ground ball stops before a fielder fields the ball the runner shall be safe.
- The fielder is identified as an eligible infielder (See Rule 10.01).
- The fielder does not drop the ball to the ground after making contact with the ball. The ball can be bobbled in the air.
- The fielder does not touch the ground with the ball after lifting the ball off the ground.
- The ball was fielded in the infield, as designated by the infield line (See Rule 2.03).
- The ball has not touched the ground on the outfield side of the infield line.

- The ball bounces over the infield lines and is fielded before it touches the ground on the outfield side of the line.
- The throw from the fielder 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 fielder shall field the ball and throw 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.

10.03: With runners on base during a successful groundout play,

- If the fielder cleanly and fluidly fields a ground ball and then throws and hits the backstop or the base of the strike zone on a fly or one (1) bounce, the runner at first will be called out and all other runners will advance one (1) base.
- If the fielder cleanly and fluidly fields a ground ball, without bobbling the ball, and then throws and hits the strike zone on a fly or one (1) bounce, the lead runner will be called out and all other runners will not advance.
- In the event the fielder bobbles a ground ball and then throws and hits either the strike zone or backstop on a fly or one (1) bounce, then the runner at first will be called out and all other runners will advance one (1) base.

10.04: 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: Any pitched ball retrieved by any member of the team in the field during an at-bat may be called a balk (See Definition of Terms) by the team at-bat. Any time where a pitcher does not complete a pitching motion after starting said motion may also be called a balk by the team at-bat. A balk will result in all base runners moving forward one base. Balls in the field of play during an at-bat may be returned to the pitcher of either team.

11.02: A wild pitch (See Definition of Terms) will result in all base runners moving forward one base.

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; a fielder or the pitcher may field a ground ball (See Rule 10.1) and then throw the ball to a second fielder covering second base 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
- The ball is still moving when the initial fielder fields the ball. Any tie will go to the fielder. If a ground ball stops before a fielder fields the ball the runner shall be safe.
- The second fielder is moving toward second base at the time the ball is fielded and the fielder does not have to wait to make the throw to second base.
- The second fielder is within three (3) feet in any direction of second base when receiving the throw.
- The second fielder does not drop the ball to the ground.
- The second fielder does not fall to the ground attempting to catch the throw. Falling to the ground is constituted by both knees, a hand, an arm, the chest, the head, or back touching the ground.
- The throw from the second fielder either hits the strike zone (See Rule 2.05) or backstop (See Rule 2.06). 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 a fielder has successfully played a ground ball and no other fielder has made a move toward second base by that time, a double play can no longer be performed.

12.03: If a fielder has successfully played a ground ball and no other fielder has made a move toward second base by that time, a double play can no longer be performed.

12.03a: In the event that no second fielder has made a move toward second base when the initial fielder turns toward second base, the initial fielder may turn back toward home plate and record a regular groundout.

12.04: If the second fielder 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.

12.05: 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.

12.06: 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.

12.07: 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 in an 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): Hitter
- Check Swing: Fielder opposite the batter's box of the batter OR the pitcher
- Throws from Fielders (On Fly, One Hop) To Strike Zone, Backstop: Hitter
- Fair/Foul Ball*: 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 say by that player in the event of no access to replay review OR as a point of reference as to confirm the call of a player.

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: Franchise

14.01: A Franchise is an organization that consists of a CTWL Pro League team and a CTWL AAA League team. In total (Pro League and AAA League) a Franchise may consist of six (6) to eleven (11) players, with a cap of thirteen (13) players.

14.02: A Pro League Team that will consist of three (3) to five (5) players.

14.02a: A Pro League Team may hold a sixth player on the roster provided the sixth player does not play. If the designated sixth player plays in a CTWL game the Franchise must give up the sixth player designation and must immediately trim their roster to five (5) players.

14.03: A AAA League Team that will consist of three (3) to six (6) players.

14.03a: A AAA League Team may hold a seventh player on the roster provided the sixth player does not play. If the designated seventh player plays in a CTWL game the Franchise must give up the sixth player designation and must immediately trim their roster to five (6) players.

14.04: Franchises must have an Owner. The Owner will be responsible for all of the following:

- Choosing the name of his team.
- Signing and/or drafting the required number of players to his roster.
- All player transactions, including moving players from the Pro League team to the AAA League team.

- Familiar with the latest edition of the Connecticut Wiffle Ball League Rulebook.
- Making his team aware of their schedule as frequently as needed.
- Required to hand in a completed scoresheet after every game (this can be done by the official scorekeeper at each game).

14.05: A Franchise may only acquire players through the Draft, via free agency, by trade or by making a successful waiver claim.

14.06: A player may stay with a Franchise indefinitely if the player chooses to do so.

14.07: A Franchise may trade or release any player except for the Owner.

14.08: A Franchisee may have his ownership revoked for failure to abide by CTWL rules.

14.09: A player out of uniform is required to follow the following punishments:

- First Infraction: Take a ground out in his first at-bat or sit a game
- Second Infraction: Take a ground out in his first at-bat or sit a game
- Third Infraction: Mandatory one-game suspension and a ground out in his first three at-bats
- All Future Infractions: Subject to the discretion of the Commissioner

Section 15.00: The Draft

15.01: The draft will be held every year on the first weekend of April unless otherwise changed by the Commissioner.

15.02: Anyone who is not active on a CTWL roster as well as any new first-year players will be entered into the draft pool and be available to be drafted.

15.03: The draft order will be the inverse of the regular season standings, with the worst-placed team overall getting the first overall pick, and the best-placed team overall getting the last pick. For example, in a league with teams A, B, C, D, E, and F, with the teams placing in the overall standings as such: F, E, D, C, B, A; the draft order would be as follows:

1. Team A (6th Place)
2. Team B (5th Place)
3. Team C (4th Place)
4. Team D (3rd Place)
5. Team E (2nd Place)
6. Team F (1st Place)

15.04: In the event of an expansion team(s) being added to a particular season then those teams will be placed at the bottom of the draft order listed in Rule

15.05: Players who refuse to report to the team that drafted them will forfeit their Registration Fee and be suspended for a term of no less than one (1) season.

Section 16.00: Opt-Out

16.01: Any player may opt out between October 1st and December 31st.

16.02: In the event of a player opting out of the team he left the team the player has opted out of may not draft him the following year

16.03: All players that opt-out will enter free agency.

Section 17.00: Waivers

17.01: After all teams have completed two (2) series teams may choose a player via a Waiver Wire Claim. The team with the lesser record will have the Waiver priority over a team with a better record.

17.02: Only players who have been released by a CTWL Pro League franchise will be eligible on Waivers.

17.03: Waivers will open the Monday immediately following the completion of the second series by the last team needing to do so and remain open each week through the second Wednesday of August until the Thursday of the same week. To claim a player the Team Owner or another representative of the team with consent from their Team Owner must send a request to the Office of the Commissioner, either by handwritten message or digital communication (text, email, social media messaging, etc.) by no later than

6:59pm EST on the Wednesday of that week. If more than one claim is placed for the same player, the team with the lesser record will have their claim granted.

17.04: After Waivers close a team may still claim an unclaimed player on gameday via first-come, first-serve basis (no Waiver priorities will be in effect) as elected by the Team Owner and/or a representative of the team given consent from their Team Owner. The Team Owner or representative must report this transaction to the Office of the Commissioner to be verified. No player claimed on waivers is allowed to play without verification of the claim by the Commissioner.

17.05: Once a team claims a player off Waivers, they will be placed on the Secondary Waivers List (SWL). Teams on the Secondary Waivers List may still claim players off waivers, but not until all teams that have yet to select a player off waivers have passed. After the All-Star Break, the primary and secondary waiver lists will reset and teams will once again be able to select players in the order of worst to best record regardless of previous claims. Teams that select player(s) after the Waiver Wire lists reset will be placed on the Secondary Waivers List.

17.06: All successful Waiver claims are the property of the team that claimed until that claimed player is released or sent down to the CTWL AAA League.

17.07: A player who is claimed on Waivers must play a total of four (4) games for the team who claimed him to remain on the roster for the following season.

Section 18.00: CTWL AAA League

18.01: CTWL Pro League Owners may play in both the CTWL Pro League and CTWL AAA League games for their affiliated team. Pro League Owners are the only Pro League players that can play in the AAA League while still being rostered on the Pro League roster.

18.02: A CTWL AAA League player may not play in both CTWL AAA League and CTWL Pro League games on the same day.

18.03: CTWL AAA League uses the same game rules as CTWL Pro League.

18.04: CTWL AAA League will use the same award system as the CTWL Pro League, including select teams. CTWL AAA League will not include awards that only pertain to the entire organization, such as Owner of the Year.

Section 19.00: Player Release

19.01: Teams who release a player that they drafted will be obligated to refund the registration fee of the player they release at their expense and at the time of release. The refund rate will run as follows:

- 0-4 Games: Full Refund (\$35)
- 5-8 Games: 2/3 Refund (\$20)
- 10+ Games: 1/3 Refund (\$10)

19.02: In the event that a released player joins another team via waivers then that player must give the money that was given to him by the team that originally released him to the Office of the Commissioner. A player claimed on waivers will not be allowed to play until the refunded money is turned in.

Section 20.00: Trades

20.01: Teams may trade any player provided the following conditions are met:

The trade occurs between January 1st and the last day of the All-Star Break.

All trades must go through a 48-hour period where the Commissioner will verify the trade.

20.02: Any player involved in a trade may file a request to the CTWL either handwritten or by other digital communication (text, email, social media messaging, etc.) if they wish to block a trade.

20.03: All transactions in a trade must take place immediately after being approved by the Commissioner. This includes all players and compensation.

20.04: An owner may trade himself only if the rest of his organization unanimously agrees to the trade.

Section 21.00: Post Season

21.01: A player must play in a minimum number of games in order to be eligible for his team's Pro League or AAA League postseason roster:

- CTWL Pro League: Seven (7) Games
- CTWL AAA League Five (5) Games

The Commissioner holds the right to grant any exceptions to this rule under his discretion due to serious concerns such as injury, sickness, personal issues with a player, etc.

Section 22.00: Awards

22.01: A vote by the Award Voting Committee will elect the Rookie of the Year. The Rookie of the Year will be given to a first-year player (rookie, See Definition of Terms) who receives the most votes.

22.02: A vote by the Award Voting Committee will elect the Most Valuable Player (MVP) at the end of the regular season. The criteria will be but not necessarily limited to: home runs (HR), runs batted in (RBI), and batting average (BA). Special circumstances may allow clutch performances, fielding, and pitching. A player must play a minimum of twelve (12) games in order to be considered for the Most Valuable Player (MVP).

22.03: A vote by the Award Voting Committee will elect the Sean Steffy Award at the end of the regular season. The criteria will be but not necessarily limited to: wins (W), earned run average (ERA), shutouts (SO), strikeouts (K), and walks and hits per inning (WHIP). Special circumstances may allow clutch performances and other statistical categories. The pitcher must have pitched at least thirty (30) innings to be considered for the Sean Steffy Award.

22.04: The Batting Title will be awarded to the player with the highest batting average. A player must have at least eighty (80) plate appearances to be considered for the Batting Title.

22.05: A vote by the Managers of the Connecticut Wiffle Ball League will elect the Silver Slugger Award. The criteria will be but not necessarily limited to: batting average, slugging percentage, and on-base percentage. Special circumstances may allow impressions by managers as well as other statistical categories. A player must have played at least ten (10) games and have at least seventy (70) plate appearances to be considered for the Silver Slugger Award. Awards will be placed to three (3) players from each league. One pitcher and two fielders or designated hitters/extra hitters will be selected from each league.

22.06: A vote by the Managers of the Connecticut Wiffle Ball League will elect the Gold Glove Award. The criteria will be but not necessarily limited to: fielding percentage, putouts, assists. Special circumstances may allow impressions by managers, impressive plays as well as other statistical categories. A player must have played at least ten (10) games to be considered for the Silver Slugger Award. Awards will be placed to three (3) players from each league. One pitcher and two will be selected from each league.

22.06: A vote by the Award Voting Committee will elect the Comeback Player of the Year at the end of the regular season. The player must have played at least eight (8) games and has shown perseverance in overcoming adversity from an injury or poor performance from the previous season in order to be considered for the Comeback Player of the Year Award.

22.07: A vote by the Award Voting Committee will elect the Manager of the Year at the end of the regular season. The criteria will be but not necessarily limited to: team wins, overcoming adversity during the season, etc. Special circumstances may include injuries to key players on the roster, good morale with his team, and excellent sportsmanship towards other players, managers, officials, and fans. A manager must have played at least fourteen (14) games excluding exceptions (due to injury or personal conflict) in order to be considered for Manager of the Year.

22.08: A vote by the Award Voting Committee will elect the Owner of the Year at the end of the regular season. The criteria will be but not necessarily limited to: team wins, overcoming adversity during the season, good transactions, etc. Special circumstances may include AAA League player development, AAA League performance, the progress of the team over several seasons. All owners by default will be considered for the Owner of the Year.

22.09: A vote by the Award Voting Committee will elect each of the Select Teams. Select Teams include each of the following:

- CTWL Pro League: All-League, All-CTWL (1st and 2nd Teams), Silver Slugger (Leagues and CTWL), Gold Glove (Leagues and CTWL)
- CTWL AAA League: All-AAA (1st and 2nd Teams), All-Offensive, All-Defensive

- Criteria for All-League (Pro League only), All-CTWL, and All-AAA teams will be but not necessarily limited to: overall contribution/meaning to a player's team, excellent statistics both offensively and defensively. All players who play at least ten (10) games in the CTWL Pro League and six (6) games in CTWL AAA League will be considered for select teams unless otherwise noted with other requirements.

Section 23.00: Fees

23.01: The registration fee for all active players and managers for the season will be as follows:

Pro League: \$35 All Players and Managers Playing Fee, \$20 Team Reservation Fee

AAA League: \$5 All Players and Managers Playing Fee, \$10 Team Reservation Fee

23.01a: Players that are drafted and accept their deal to play in the CTWL Pro League will be required to pay the \$15 player fee. If the player plays less than ten (10) Pro League games during the course of the season, then that play less than eight (8) games during that season that player will receive a \$5 credit towards their next season.

23.02: No player shall participate in the CTWL Pro League or CTWL AAA League without League Fees being paid in full. Players who fail to pay their fees will be suspended indefinitely until said fees are paid.

Section 24.00: 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 posting probables, uniform infractions, sandbagging, poor scorekeeping, leaving garbage/trash or personal items or equipment at the field. Repeat infractions will result in exponential fine charges. All fines must be paid within fourteen (14) days. Failure to do so will result in suspension.

Part II: Definition of Terms

Part II: Definition of Terms

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, or is swung and hit in foul territory (with less than two (2) strikes).

Base on Balls/Walk: An action awarded to a batter who receives five (5) balls that fail to hit the strike zone or by intentionally being elected to walk to first base by the discretion of the manager of the opposing team.

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

Fair Ball: Any batted ball that settles on the ground 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.

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

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.

Hit: A statistic credited to a batter when such batter reaches base safely.

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 that hinders or prevents a fielder or batter from making a play

Offensive: An act by the team at bat which interferes with, obstructs, impedes, hinders, or confuses any fielder attempting to make a play on the ball or throw the ball.

Defensive: An act by the team in the field that hinders or prevents a batter from hitting a pitch.

Spectator: An act when a spectator (or an object thrown by a spectator hinders a player's attempt to make a play on a live ball, by going onto the playing field or reaching out of the stands and over the playing field.

Out: One of the three required retirements of an offensive team during its time at-bat.

Fielder's Choice: An act of the fielder who handles a ground ball in fair territory and chooses to throw as to get another runner on base out rather than the active batter; can occur in the possible event of a double play.

Balk: Any pitched ball retrieved by any member of the team in the field during an at-bat; 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 towards the strike zone and/or backstop.

Wild Pitch: Any pitched ball that fails to hit either the strike zone or backstop
Extra Hitter (EH): An additional player not in the defensive line-up (fielder or pitcher) that bats in the batting line-up.

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

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 runs allowed by a pitcher that does 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 7-0, for an inability to reasonably appear to a game or violation of league rules or code of conduct

Suspended Game: A called game which is to be completed at a later date.

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

Rookie: Any first-year player in either the CTWL Pro League. A player is classified as a rookie if the player has played in six (6) games. 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

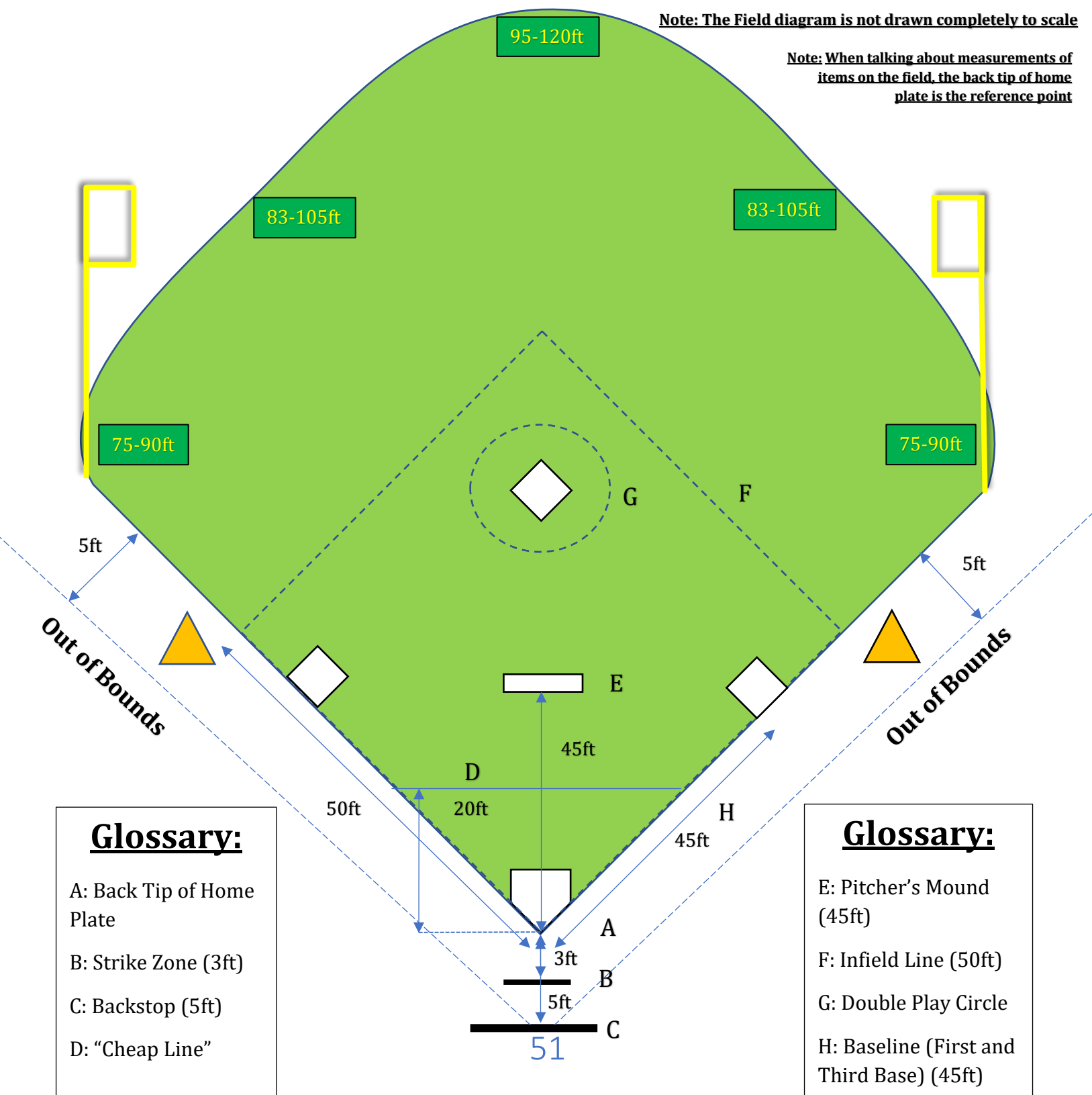


Diagram #2: The Strike Zone

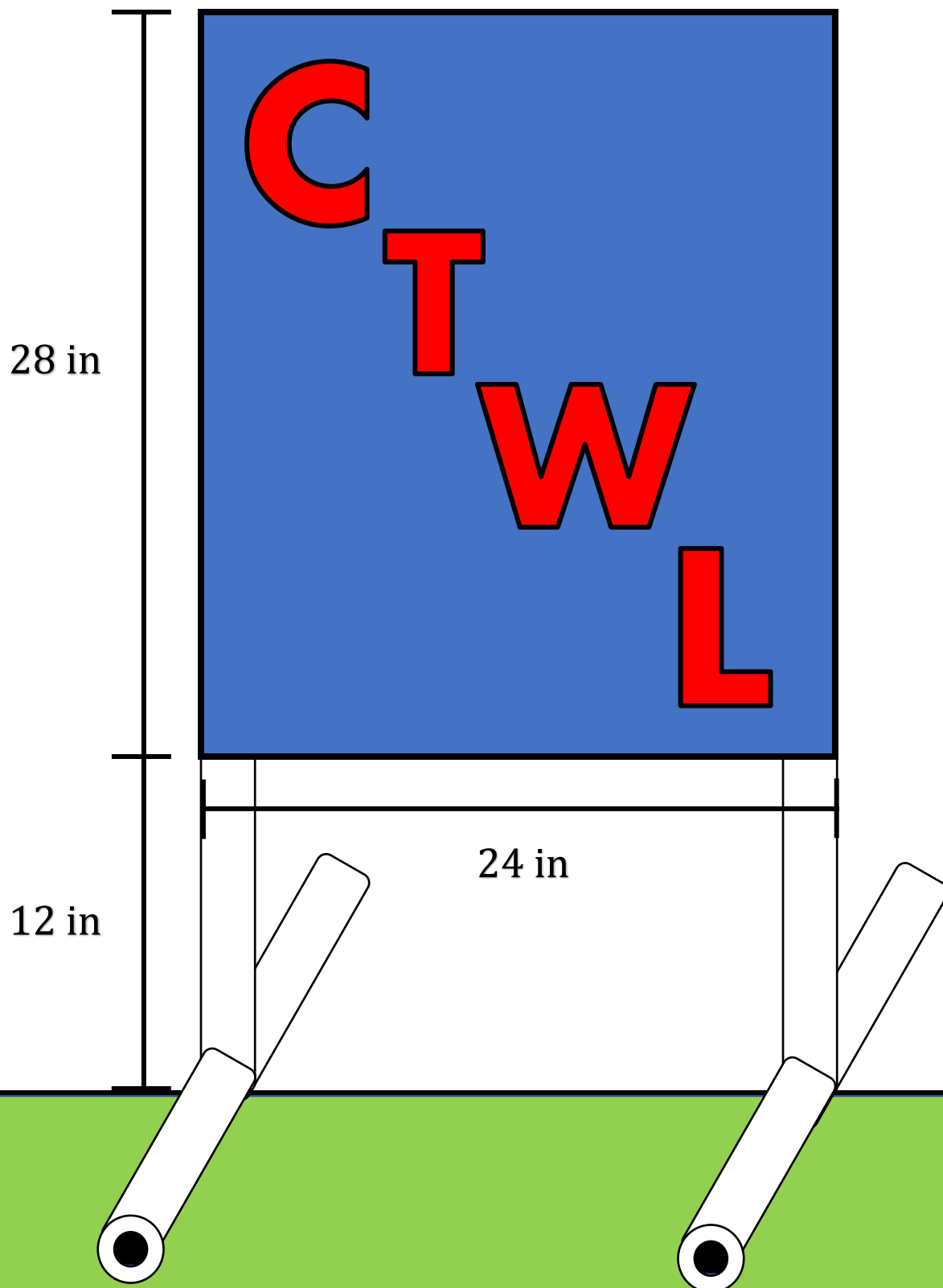
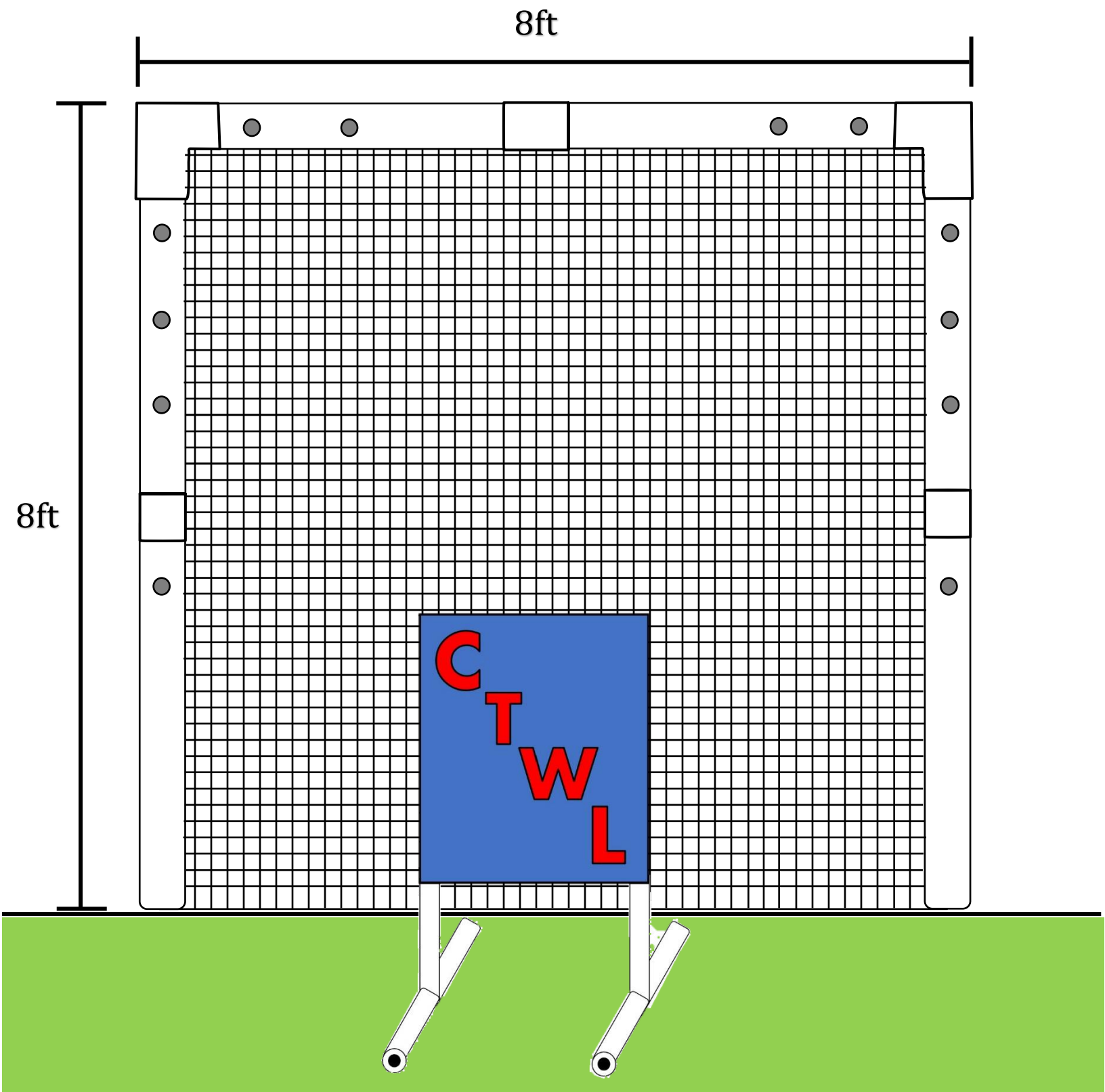


Diagram #3: The Backstop



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 1 st Base | Out at 1 st and 2 nd Base | Out at 1 st and 2 nd Base | Out at 1 st 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 1 st Base | Out at 1 st and 2 nd Base | Out at 1 st and 3 rd Base | Out at 1 st Base |
| Bases Loaded | Out at 1 st Base | Out at 1 st Base | No Outs Recorded | Out at Home Plate | Out at 1 st Base | Out at 1 st and 2 nd Base; Runner scores from 3 rd | Out at 1 st and Home Plate | Out at 1 st 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 1 st 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 1 st 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 |

