

Hollow Park Wiffle Ball Rules

- Teams may be all boys, all girls, or co-ed. **Teams can include players between the ages 10-13. All team's play in the SAME division regardless of age or gender.**
- Each team is guaranteed 2 games. Each player should have a game number on the back of their shirt for announcing.
- No gloves, No Cleats – Tennis Shoes Only, and no personal bats allowed. ALL WIFFLE BALL BATS & BALLS will be provided for all players in all games.
- Games will consist of 4 innings or last 15 minutes whichever comes first. There is a 5 run limit per inning.
- Each team gets two outs per inning, and each batter starts with a 1-1 count. Game Move Quickly.
- If the wiffle ball hits anywhere on the strike board metal plate when pitched, it is a strike.
- All pitches must be made from the mound set at 42 feet and be on the fly when making contact for a strike.
- There are five positions: a pitcher, two infielders, and two outfielders. Players can only change positions between innings, not during an inning. If you start with a particular pitcher you must end the inning with them.
- All hits must cross white line in front of plate, all hits count except foul balls.
- A player can get an out in the following ways: 1. Catching a fly ball. 2. Force out only at First & Home Base, all other Outs played as baseball rules, (a forced out occurs when any base runner is forced to advance to the next base.) 3. A players may be Tagged Out advancing to the base. 4. Pitcher's Hands – if the pitcher has the ball in his hands before the batter reaches first base, it's a Out!.
- A player cannot be hit by a ball in order to get them out – if they are, they are automatically safe at the base they are running to.
- If a batter is hit with a pitch, he does not take a base, it counts as a ball.
- If the ball hits the Monster Wall, a Tree Branch or Fence in Fair Territory and is caught, It is a Out.
- Every play at home is a force out so there won't be any collisions.
- Most baseball rules apply so remember to tag up on a fly ball – NO STEALING or LEADING OFF IS ALLOWED!
- You play with who you have – no subs between teams. If you lose a player throughout the day you play with four.
- Ball cannot be pitched until pitcher and batter are ready for play.
- The score will be kept on a manual score board and time will be kept on an electronic clock. The umpire can make the call if they feel the game is being delayed. Teams will receive a time warning
- Players cannot argue with the umpire at any time, a warning will be given, and then players will be asked to sit out until their next game. Unsportsmanlike conduct and swearing will not be tolerated – it's about having FUN!