

RCSSC WIFFLEBALL RULEBOOK

These rules were last updated on January 31, 2019.

RULE 1: TEAMS AND PLAYERS

Section 1. Team Formation

- 1. Leagues Offered.** The RCSSC offers three (3) wiffleball leagues: SOCIAL, SUPER SOCIAL and EXTREME SOCIAL. ALL 3 Divisions in the FALL and ONLY the Bottom 2 in the SPRING.
 - SOCIAL is designed for teams and individuals who love to socialize and have GOOD athletic skills.
 - SUPER SOCIAL is designed for teams and individuals who love to socialize and have BASIC athletic skills.
 - EXTREME SOCIAL is designed for teams and individuals who love to socialize and have LIMITED athletic skills. **NO PLAYOFFS**.
- 2. Seasons.** Wiffleball is offered on Tuesdays and Thursdays starting at 6:00 PM in the spring and fall. All games will be played at Sports Center of Richmond (SCOR), 1385 Overbrook Rd., Richmond, VA 23220.
 - **Spring:** Fields 1, 2, 4, 5, and 6
 - **Fall:** 1, 2, 3, 4, 5, and 6**NOTE:** Fields 5 and 6 are OUTSIDE.
- 3. Number of Players.** All teams must have at least 12 players, but there is no maximum. All players must be listed on the team roster and sign the RCSSC waiver to participate.
- 4. Adding Players.** Players may be added at any time until the final tee shirt order date. After that time, until the third week of play, a team must **contact RCSSC** before it may add a player. After the third week of play, team rosters are frozen. Teams must provide an updated roster to the Commissioner at the end of the third week. See the Commissioner for additional roster forms.
- 5. Players on the Field.** A team may have no more than seven players on the field at one time. A team must have three female players playing in the infield/outfield. No more than four male players are allowed on the field at a time. A team must have at least four players (two female players and two male players) to avoid a forfeit.
- 6. Late Arrivals.** A late-arriving player may be inserted into the bottom of the order. A late player may immediately enter the field, if that player's team is not batting.
- 7. Field Players.** Fielders include a pitcher, catcher, second baseman, shortstop, left fielder, right fielder, and center fielder.
- 8. 3-PEAT -- aka DYNASTY RULE.** Everyone loves a little competition, but one team dominating a league season after season can spoil the fun for everybody.

If a team retaining more than four(4) to six(6) players (based on the sport's minimum roster size 6, 10 or 12) has won three championships in consecutive seasons for which they have been registered, that team will have to form two or more separate teams to promote balance in the league or withdraw their registration (no refund will be issued, league credit will be issued). The River City Sports & Social Club will have the option to, in its discretion, request that team to form two or more separate teams to promote parity in the league or withdraw their registration. The team will then have the opportunity to divide their roster (with no more than four to six retaining players) to form two or more separate teams with each subsequent roster approved by the River City Sports & Social Club.

Section 2. Player Restrictions

1. **Age.** Players must be 21 years old at the start of the season. The Commissioner may request confirmation of age from players throughout the season.
2. **League Membership.** Players may only play for one wiffleball team, regardless of league.
3. **Violations.** Teams that violate the rules in this section will forfeit the entire season's games and must pay a fine.

Section 3. Uniforms

1. **Tee Shirts.** The RCSSC will provide each team with tee shirts for its roster. All players must wear the RCSSC tee shirt for each game.
2. **Permitted Alterations.** Players may add their names, numbers, and other similar personal information to their tee shirts. Players may also add depictions of the American flag. Players' additions may not cover the RCSSC or sponsor logo.
3. **Excluded Alterations.** Players may not add any corporate information to their tee shirts, including website addresses and company names. Players may not include any offensive material on their tee shirts. The Commissioner has the exclusive right to determine whether additions are offensive.
4. **Penalty.** Players who do not wear the official RCSSC tee shirt will be sidelined for that game. Players who are caught exchanging shirts will also be sidelined, and if the players are not listed on the team roster, the team will forfeit the game and must pay a fine. Teams with players who violate alteration guidelines must purchase new RCSSC shirts (\$20/shirt), and the team will forfeit all games until it has paid for the new shirts.

Section 4. Equipment

1. **Equipment.** The RCSSC will supply all field equipment, including a bat and balls.

RULE 2: FORFEITS AND SCHEDULING

1. **Minimum Players.** If the home team does not have the minimum number of players (four: two male players and two female players) to start the game, then the visiting team takes the field first. If the original home team does not have the minimum number of players by its turn at bat, a \$50 forfeit fine will be assessed.
2. **Avoiding Forfeit.** If the forfeiting team contacts the RCSSC no later than 24 hours before the game, no forfeit fine will be assessed, since it will allow time for the opposing coach to notify his or her team of the impending forfeit. E-mail the forfeit notice to rivercityssc@aol.com.
3. **Fine.** The forfeit fine will be contributed to the forfeiting team's opponent's bar tab the following week. The fine recipient must use the tab the following week: the fine will not be carried over.
4. **Time of Payment.** Forfeit fines must be paid before the next scheduled game.
5. **Failure to Pay.** Teams that fail to pay an assessed fine before the subsequent week's game will have be allowed to play but will be assessed a loss for each game until the fine is paid. After the second week, the fine will double.
6. **Ejection.** After two weeks of nonpayment, the Commissioner may eject the team from the league.

7. **Inclement Weather Policy.** The RCSSC may, at its option, shorten the regular season and/or the playoff schedule (and the number of teams that make the playoffs) as cancellations due to weather may require. No refunds will be given. CALL (804)-749-3134.
8. **Regular/Post-Season Schedule Deviations.** The RCSSC's priority is to ensure that all teams play their full regular season schedule; post-season games are not guaranteed. Make-up games for both regular season and post-season games may be scheduled on days of the week outside of regularly scheduled game days and without regard to a team's day preference. When games are rescheduled, the Commissioner will e-mail the affected teams to allow sufficient time to adjust their schedules.
9. **No Refunds.** The RCSSC will not issue full or prorated refunds if the regular season or post-season is shortened due to inclement weather or for other unforeseeable reasons.

RULE 3: THE GAME

Section 1. Start of the Game

1. **Home Team.** The home team is listed first on the schedule. The home team takes the field first and uses the far side benches. The visiting team will use near side (glass) as benches.
2. **Recording Score.** The RCSSC umpire will keep the official scorecard. Each team must also keep score and maintain its own scorebook.
3. **Bats and Balls.** The RCSSC will provide all bats and balls. The **RED** bat is for use by female players only.
4. **Ground Rules.** The umpire will meet with the coaches of both teams to review ground rules prior to the start of the game.

Section 2. The Clock

1. **Time.** All games have a 50-minute time limit. All games must start on time.
2. **Innings.** There is no minimum or maximum number of innings. Games will be official after 4 innings or 3½ innings if the home team is ahead.
3. **Time Expiration.** If time expires in the TOP of an inning, the score reverts to the last full inning played.
EXCEPTIONS:
 - If the home team is at bat, then they will be allowed to finish the inning.
 - **Playoff Games.** At the end of regulation, teams will complete the current inning, unless the HOME team is winning in the bottom of the inning.
 - **Playoff Tiebreaker.** If a game is tied at the end of regulation, a tiebreaker inning will occur. The home team will take the field with the visiting team at bat. The batting order will continue from the previous inning. The last player out in the previous inning will be placed on second base. The batter will start with a count of two balls and two strikes. After three outs, the home team will start its inning in the same format. Tiebreaker innings will continue until one team outscored the other.
4. **Warm Up.** Only one warm-up pitch is allowed between innings.

RULE 4: PLAY OF GAME

Section 1. Outfield

1. **Rotation.** Players may rotate from one field position to another. Outfields and infields may switch ONLY ONCE per inning. The pitcher has unlimited rotation. Players are not required to play in the field.
2. **Outfield.** Outfielders must remain five yards past the infield grass line. If the outfielder is closer than five yards when the ball is hit, all runners will be safe. (Red right angle painted in center field marks this spot)
3. **Base Play.** The pitcher will be considered the first baseman (must be on the mound). The pitcher will receive balls thrown to him or her to get runners out going to first base. Any player may tag the pitcher's mound to force an out at first. NO stepping on first base to get an out with the exception of a runner tagging up.
4. **Dead Ball.** The umpire will automatically call a dead ball when the ball reaches the pitcher, so long as the pitcher is standing on the mound. All runners who are less than halfway between bases must return to their previous base, and all runners who are more than halfway between bases may proceed to the next base.

Section 2. Batting

1. **Batting.** Everyone on a team must bat, but no more than two male players may bat in a row. A female player may bat twice in the same lineup to accommodate the 2:1 ratio of batting. The batting order must stay the same throughout the game. If you do not have at least three female players, you must play short and will get an automatic out when that position, the "ghost player," is reached in the batting order. If you play with four to six players and have at least two female players, you do not have to take an automatic out.
2. **Running.** Runners must stay within the baseline and fielders must stay out of the baseline. Fielders trying to make an out on the base may have their foot on base but must lean out of the baseline to avoid contact with the runner. Runners hindered by any fielder within the baseline shall be safe at the base to which they were running.
3. **Scoring Plate:** The incoming base runner must tag the scoring plate (orange) located behind the batter's box. To tag a runner out at home plate, the catcher must stand on home plate (white) to receive the ball and does not have to tag the base runner. If the base runner tags the home plate, he will be called out if the catcher is standing on the base. **This is always a force out at home plate.**
ONCE THE RUNNER PASSES THE HASH MARK, HE OR SHE MUST COMMIT TO HOME PLATE.

Section 3. The Calls

1. **The Count.** Each batter starts with a count of one ball and one strike. The batter is out after a third strike, including a foul ball that is hit after two strikes.
2. **Strikes.** A pitch is a strike if it is in the strike zone (over the home plate and between the chest and knees of the batter). A foul ball is also a strike.
3. **Balls.** A pitch is a ball if it does not go over the home plate between the chest and knees of the batter. Pitches that are not at a reasonable speed (no fastballs) for male players or that are not hittable for female players are also balls.
4. **Out.** A count of three outs concludes the other team's half of an inning. An out occurs when:
 - The count reaches three strikes.
 - A player is touched by a batted ball at any point while not on base.
 - A runner who is on the same base with another runner is tagged by the ball.
 - A hit ball, foul or fair, is caught in the air.
 - A fielder tags a base to which a runner is forced to run (**EXCEPT FOR FIRST BASE**).
 - A runner is off the base when the ball is hit.
 - A player slides into a base.

- A player leads off or steals. Runners may only leave their bases after the ball is hit.
 - A batter's foul tipped ball is caught by the catcher at any height.
5. **Walk.** A walk occurs once four balls are called. Any walks to a male batter with a female batter behind him will result in him advancing to second base. Current base runners will proceed to the appropriate bases to make this possible. The female player will then bat unless there are two outs. If there are two outs, she will have the option to bat or walk.
 6. **Bunting.** Bunting is not allowed. A batted ball must travel five feet past home plate or it will be called a strike.
 7. **Fly Balls.** If a fly ball is caught in foul territory after the third strike, the ball remains live.
 8. **Run Limit.** There is a nine-run limit per inning. After the ninth run crosses the plate, play must stop, regardless of the number of outs.
 9. **Netting.** Balls hit off the top netting are fair and can be played by the defense and can be caught for an out. Balls that hit the ceiling on fields 3 and 4 may also be caught for an out. IF THE BALL STICKS IN THE NETTING, IT IS A GROUND RULE DOUBLE. Balls that hit the side netting are live unless they are in foul territory.
 10. **Ceiling on Fields 3 and 4.** Balls hit off the ceiling on these fields may be caught for an out. If the ball gets stuck, the GROUND RULE DOUBLE is in effect.
 11. **Home Run.** A ball that hits over the net in FAIR territory.
 12. **Pinch Runner.** An injured player may receive a pinch runner after he or she reaches first base. The last player out of the preceding inning becomes the pinch runner.
 13. **Pitching.** Pitches must be soft, hittable underhand or overhand pitches. NO fast balls, knuckle balls, curve balls, sliders, moon balls, etc. ALL PITCHES MUST HAVE AN ARC!
 14. **Dugout Doors.** Dugout doors must be kept closed at ALL TIMES, except when players are entering or exiting. A point will be deducted each time the umpire has to remind you to close the door after his or her first verbal warning.
 15. **Hash Marks.** Possession of the ball on the pitcher mound (by any fielder) will result in a dead/stopped ball. All runners who have not advanced beyond the red hash marks must return to their previous base.
Remember: Once you have passed the red mark going toward home plate, you must commit to the home plate. A force out will apply.

RULE 5: SPORTSMANSHIP

1. **Social Aspect of League.** Teams should patronize the sponsor bar after its game. The league's focus is on being social, not winning or losing.
2. **Unsportsmanlike Conduct.** Any RCSSC member who does not conduct himself or herself, whether on or off the field, in a manner that demonstrates courtesy and respect for his or her teammates and other teams will be removed from the league. RCSSC staff umpires will keep a record of all players and/or teams that engage in unsportsmanlike conduct.

3. **Player Penalties.** Players who engage in two offenses will be suspended from the league and be ineligible to participate in any RCSSC sports for one year.
4. **Team Penalties.** Teams that engage in two offenses will be ineligible to participate in any RCSSC sports for one year.
5. **Fighting.** Fighting will result in a player's or a team's permanent suspension from participation in the RCSSC.

RULE 6: TEAM STANDINGS

1. **Points Awarded.** Points will be awarded to teams as follows:
 - Win: 3 points
 - Tie: 1 point
 - Loss: 0 points
2. **Ties.** During the regular season, there will be no overtime to break ties.
3. **Playoffs.** The Commissioner will determine the number of teams making the playoffs. The computerized playoff wizard will break regular season record ties. Playoff games will start immediately after the end of the regular season.

REMINDERS

- Please avoid contact at all costs.
- RCSSC officials have the final call on all game rules.
- NO glass containers.
- NO alcohol.
- Please police yourself.
- Coaches are responsible for controlling their teams. We are all adults. Enough said.

PLEASE SUPPORT OUR SPONSOR BARS!

