



## 4 on 4 Wiffleball Rules

**Team Formation:** Teams are to be comprised of 4 defensive players. A team must have 4 players to start and continue a game. One extra hitter can be placed in the order for a total of 5 hitters per team. Maximum roster size is 8 players.

**Field Dimensions:** Bases will be 50 feet apart. Pitchers mound will be 45 feet from auto ump. Outfield will be 85 feet down the lines and 100 feet to center field

**Game Length:** Games will consist of 4 innings, 2 outs per side, per inning. No inning can be started after 30 minutes.

**Run Limit:** A 7 run limit will be in effect for the first 2 innings.

**Game will be played by standard baseball/softball rules with the following exceptions.**

### Pitching

- 1) All defensive players must pitch one inning. A pitcher cannot be removed until he has pitched one full inning or given up 4 runs.
- 2) Pitches can be thrown underhand or overhand at a moderate, hittable speed. Pitchers will be given one warning by umpire. Penalty for repeated infractions – batter gets first, all base runners advance one base.
- 3) Balls and strikes will be determined by auto-ump stand. All pitches hitting auto ump in air are a strike, pitches missing auto up will be called a ball.  
Pickoff Pocket – If a pitched or foul ball goes through the pickoff pocket in the auto-ump, the batter and all base runners will be out.

### Batting

- 1) All batters will start with a 1-1 count. After having 2 strikes, a batter will get one additional foul ball. Batter will be out on second foul ball.
- 2) Batter cannot lean in front of auto ump. If batter is ruled to have leaned into a pitch that would have hit the auto-ump, a strike will be called. If batter is hit by a pitch otherwise, a ball will be called.
- 3) No bunting – a hit ball must advance beyond the fair play arc. Ball not clearing arc will be ruled a foul ball.
- 4) If batter is on base when due up, the last recorded out will take his/her place on base.

### Defense/Base running

- 1) All base runners must stay on base until ball is hit – no leading off or stealing.
- 2) Base runners are retired the same as in baseball or softball with one exception:
  - a) Once a base runner rounds third and crosses line on base path, fielders can throw ball to auto-ump. If thrown ball hits the auto-ump in the air before the runner touches home, the runner heading home is out. If thrown ball lands in pickoff pocket, all base runners are out.
  - b) A pickoff attempt that does not hit the auto-ump is still live, unless it leaves the field of play.