

## Miracle League of Arizona Whiffle Ball World Series Rules

It's all about fun! And support of our kids to play baseball!!

### **WIFFLE BALL GENERAL RULES**

- 1) Coed Teams can be comprised of 9-20 players. (Must have a minimum of 2 females)
- 2) A team shirt, or same color shirt, is expected
- 3) All players must be 18 or older. (\*exceptions can be made as needed)
- 4) Each team is guaranteed 2 games
- 5) Team line-ups must be submitted to the announcer's stand before your game is played
- 6) The MLAZ will supply whiffle balls and bats.
- 7) In case of inclement weather conditions, games may be postponed and rescheduled. Rain number to call is: (616-901-5722)
- 8) No gloves of any kind will be allowed during game.
- 9) Any rules disputes must be settled by Team Captains/Managers/MLAZ official and umpires at the point of the game.
- 10) MLAZ and professional Umpires will keep score/stats during games.
- 11) Preliminary Games are Scheduled on a First Come First Served Basis. (First to sign up/confirm, are first to select their game day/time)
- 12) No refunds can be honored once team is confirmed into the league
- 13) Athletic shoes must be worn by all players. NO plastic cleats or sandals.
- 14) No carry-ins allowed, with the exception of water. Beverages and food can be purchased at The Concession stand.
- 15) There will be at least one paid experienced umpire at each game.
- 16) Guests enter free on all dates

### **GAME RULES**

- 1) Games will go 7 innings. Tie games allows extra innings until there is a winner, with a RUNNER STARTING ON SECOND.
- 2) Three outs per inning
- 3) A maximum of 10 players may play in the field at any time and you may have one DH. Thus you may bat 11.
- 4) A minimum of 2 females must be in the field (not DH).
- 5) Team that is up to bat supplies their own pitcher – the person does not have to be in the starting lineup
- 6) Each batter gets 4 pitches. If you foul off the fourth pitch, you're out.
- 7) No walks allowed. No bunting allowed. (A bunt= an out)
- 8) No lead offs and no stealing.
- 9) Infield fly rule applies
- 10) Runners may tag up on a ball caught in the air
- 11) Runners hit by the ball are out
- 12) Foul balls can be caught for an out
- 13) Only one pinch runner can be designated per game to run for one person...unless there is an injury.
- 14) Umpire must be made aware of substitutions
- 15) You may substitute for a player and re-enter that original player once.
- 16) Pitchers will be granted 5 warm-up pitches during their 1st inning of work. After that, only 2 warm-up pitches will be allowed.
- 17) A pitcher brought in during the middle of an inning will receive 2 warm-up pitches.
- 18) Pitcher must have at least one foot on the pitching stripe during windup. Can throw over hand or under hand.
- 19) If a pitcher is removed from the mound, they may return, but not during the same inning.
- 20) Under no circumstances can infielders be closer than even with the pitcher and outfielders be closer than 10 feet from the infield.
- 21) The pitcher does NOT have to bat.
- 22) The females on the team must be evenly distributed throughout the batting order (cannot be stacked at the end).
- 23) In the event of a forfeit, the forfeiting team will lose 0-7.
- 24) Pool play: A loss of your first game means you will play in a consolation second game. A win of your first game means you will play to determine pool winner. Pool winners will advance to tournament play on the 22<sup>nd</sup>.
- 25) SEED Ranking for Tournament Play is determined by total runs scored in pool play. Tie-breaker is runs differential.

**\*Rules subject to change at any time by MLAZ. Teams will be notified.\***