

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 on field at all times)
- 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) Single Elimination Play
- 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.
- 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 both 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 5 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 are out of the tournament. A win of your first game means you will play to determine pool winner. Pool winners will advance to tournament play.

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