



Shangri La' Wiffleball Rule Book

6/17/10

I. Game play

- A. Shangri La' Wiffleball at Lakefront shall be played with the official Wiffleball® and the official yellow Wiffleball® bat.
- B. Tape on bats is permitted. Bats must be approved by the Commissioner before they can be used in competition.
- C. Teams will consist of a minimum of three players with one pitcher and two fielders.
 - a. If a team has four players, the team of four will be required to have a catcher.
- D. A batter will get four balls and three strikes each at bat.
- E. Shangri La' Wiffleball utilizes the pitcher's hand rule. Pitcher's hand defined: If the pitcher gets possession of the ball prior to the runner reaching first base, the runner is out.
 - a. The pitcher must have control of the ball in order for the pitcher's hand rule to be enforced. The base umpire will determine control.
- F. In the event of a walk, the batter will be allowed one opportunity to send a "ghost runner" to first after ball four. If a batter is walked two consecutive times, he must give up the bat and take first base after the second walk.
- G. Once the count on the batter reaches two strikes, the batter is allowed one foul ball. After the second foul ball with a two-strike count, the batter is ruled out.
- H. A catcher is allowed to field batted balls.
 - a. Only a foul ball that is hit above the batter's head can be caught for an out.
- I. Stealing bases is not allowed.
- J. Leading off bases is not allowed.
- K. Games will be three or four innings (depending on the round of competition) and each team will get three outs per inning.
- L. "Ghost runners" are allowed.
 - a. A "ghost runner" moves only as fast as the runner that is advancing to the base directly behind them.
 - b. "Ghost runners" can only advance if the runner behind them safely reaches the base where the "ghost runner" started.
 - i. Example: If a ghost runner is on third base with nobody (ghost or man) on second and the batter hits a single or double, the ghost runner remains at third.
 - c. Fielders can turn a double play on ghost runners.

- M. A pitcher gets ONE opportunity for a free bases loaded walk each inning. If a pitcher walks a runner with the bases loaded, the first run to cross the plate does not count. If a pitcher walks in two or more runs in the same inning, the second run and all subsequent runs will be counted toward the opposing team's score.
- N. The pitcher WILL NOT be required to give up the mound after walking two consecutive batters.
- O. If a pitcher wishes to intentionally walk a batter, they must throw all four pitches in order to do so.
- P. "Peg-outs" are allowed. If a runner is struck with the ball (either a thrown or batted ball) while not on a base, the runner is ruled out.
- Q. Upon completion of the third inning and fourth innings of a five inning game, the mercy rules will be in effect.
 - a. If one team leads by fifteen or more runs after the conclusion of the third inning in a five inning game, the fifteen-run-rule will be invoked and the team in the lead will be awarded the victory.
 - b. If one team leads by ten or more runs at the conclusion of the fourth inning, the ten-run-rule will be invoked and the team in the lead is awarded the victory.
 - c. There will be no ten-run-rule in a three inning game.
- R. A runner is allowed to advance only one base if a ball in play travels out of the field of play (See number II section D for additional clarification).
- S. There is no infield fly rule at Shangri La'.

II. Ground Rules

- A. Any ball passing through the left-center field gap is an automatic ground rule double
- B. Home runs must clear the wall. Balls that hit ANY part of a tree (except for the trunk) and fall in the field of play are playable.
 - a. Balls that hit the top of the wall (the area that used to be the white home run stripe) are in play.
 - b. If a fielder catches the ball off of any tree branch without the ball hitting the ground, the runner is out.
 - c. If a ball strikes any object beyond the wall (including tree trunks), the ball is ruled a home run.
- C. Any ball striking the wall is live. If the ball is caught before hitting the ground, the fielder must throw to the pitcher before the runner reaches first base in order to get the out.

- D. Out of play is defined by anything outside of the playable area. A ball that goes past the outfield wall (over the wall or the imaginary line of the wall extended) or behind the backstop is ruled out of play.
 - a. The tree line east of the first base line is out of play.

III. Tournament Play

- A. The teams that are scheduled to play MUST BE ON THE FIELD no later than 15 minutes before their game is scheduled to begin.
 - a. Team captains are responsible for making sure their team is present at the designated time before the upcoming game.
 - b. Home team for each contest will be determined by a one-time rock, paper, scissors show down by the captains (or designee) before each game.
- B. There will be no more than five minutes between tournament games.
 - a. A 20-minute break is allowed between the conclusion of regulation play and the start of the championship series.
- C. The tournament will use a round-robin format.
- D. The two teams with the best records at the conclusion of tournament play will advance to the World Series.
 - a. In the event that multiple teams have identical records at the conclusion of the tournament, league tiebreaking procedures will be invoked (see IV below).
- E. The WS will be decided by a best two-out-of-three-game series. The first team to win two games will be crowned champion.
 - a. In the event of inclement weather, the championship format can be modified by a captain's vote.
- F. Captains are responsible for keeping their team's record and total number of runs scored throughout the day. At the conclusion of games, the captains must write this information on the dry-erase board provided.
- G. Once a team begins the tournament, that team cannot add or subtract members until the tournament is completed.
 - a. If extenuating circumstances arise, the captains will come to a decision on how to move forward.
 - b. If a team is broken-up without extenuating circumstances, the affected team will be forced to forfeit its remaining games.

IV. Tie Breaking Procedures

- A. All games will be allowed a minimum of 30 minutes to be completed. There will be no maximum time allowed.

- B. If there is sufficient time to allow for the championship series to begin (no later than 7:00 pm), a round-robin playoff between the tied teams will be played to determine which team(s) advances to the championship series.
 - a. The playoff games will be three innings in length.
- C. If there is not enough time to conduct the aforementioned playoff, the tiebreaker will be decided by examining head-to-head records.
 - a. The team that possesses the best head-to-head record will advance.
- D. If the head-to-head record does not break the tie, the team with the highest number of runs scored throughout the tournament will advance to the championship game.
- E. If number of runs scored does not break the tie, the team with the least amount of runs given up will be the winner.
- F. If a tie still exists after all above, the final tie breaker will be a coin flip.

V. Other

- A. If it is decided that an umpire cannot be objective in a game with implications that affect the umpire's team, he will be required to trade duties with a captain that is not involved in the title chase.
- B. ALL PLAYERS PARTICIPATING CONSENT TO ABIDE BY ALL RULES OUTLINED ABOVE.

Any rules not outlined above will be addressed on a case by case basis by the Commissioner (or designee).