



**CORALVILLE PARKS AND RECREATION DEPARTMENT  
ADULT WIFFLEBALL  
LEAGUE INFORMATION & LEAGUE RULES**

## **INFORMATION**

Games will be scheduled and played in the Big Gym at the Coralville Recreation Center, located at 1506 8<sup>th</sup> Street, Coralville, Iowa 52241. The telephone number is 248-1750.

Under no circumstances will the Parks and Recreation Department reschedule a game on a different day, site or time except under adverse weather conditions and/or the inability to use the scheduled gymnasium. Under these circumstances it may be necessary to reschedule games on an evening or at a site different from a team's regular game day or site. Any other circumstances will not be considered.

The Parks and Recreational Department will be responsible for scheduling games, site supervisors, providing gymnasiums, game & practice balls, league standings, and general league administration.

The Parks and Recreation Department, Recreation Commission, League officials and its agents are not responsible for any injury, accident or loss incurred by a player(s) or spectators as a result of this program. Individuals are encouraged to have personal health/accident insurance to cover injuries that may occur.

Weekly standings will be posted on the bulletin board in the game room and will be updated on Wednesday of each week. Standings will also be published on-line at [www.coralville.org](http://www.coralville.org).

Tournaments will be seeded based on the final league standings and will be e-mailed to managers for the season ending tournament.

T-shirts will be awarded to the tournament champions.

The recreation center is open Monday through Friday 9:00 am to 9:00 pm, Saturday 8:00 am to 7:00 pm and Sunday 1:00 pm to 5:00 pm. League business can be conducted at the front desk. All league transactions (rosters, manager changes, etc.) must be conducted at these times or via e-mail at [jbleil@coralville.org](mailto:jbleil@coralville.org).

**NO EATING OR DRINKING IN THE GYM.** Players and spectators violating this rule could be suspended. Participants are responsible for supervising their children.

The Athletic Supervisor/Coordinator must be notified immediately and in writing when a team changes managers and/or address in order for them to receive league correspondence.

## **ELIGIBILITY**

Players must be 16 years of age by the start of the season. Must be able to show photo ID as proof of age.

Those players living outside the corporate limits of Coralville must pay a non-resident fee of \$6.00. This fee is due before your team's **first** scheduled game. **If non-resident fees are not paid by your team's second scheduled game, your team may be ineligible to participate in the end of season tournament.** Max of \$24 per team.

No current college, community college or professional baseball/softball players are eligible.

If the status of a player's eligibility is questioned, the Parks and Recreation Department will check on such matters at the request of the team manager.

## **ROSTERS**

Roster forms must be completed and submitted to the Coralville Recreation Center on or before the first scheduled game.

**Rosters must include the players first and last name, address and a phone number.** No rosters will be accepted other than those written on the official form issued to managers at the time of registration. If the rosters fail to meet these guidelines they will not be accepted.

Roster maximum is unlimited but a team must have a minimum of four (4) players on the roster.

Team managers will be able to make additions or changes to their rosters until their 5<sup>th</sup> scheduled game. All rosters become frozen after this date, unless teams need to add players to meet minimum roster limit.

A player can change teams by obtaining written consent from the manager releasing the player and the manager adding the player. Approval from the Athletic Supervisor/Coordinator is also required.

Any player who fails to conform to eligibility and roster rules will be deemed illegal. All games won in which an illegal player participated will be forfeited.

A manager who knowingly uses an illegal player or a player who plays under an alias will be suspended for at least the remainder of the season. A manager or player who falsified names or addresses on his/her team's roster will be suspended for one full year.

If an opposing manager believes an illegal player is being used he/she should bring his/her concern immediately to the attention of the site supervisor. Any question about the player's eligibility will be considered before the teams next scheduled game. However, play the game.

### Protest Procedure:

- a. The team manager must notify the site supervisor before the start of the 2<sup>nd</sup> inning if they are protesting the game due to an illegal player. The remaining game will be played under protest. Teams will not be able to protest an illegal player after the start of the 2<sup>nd</sup> inning, unless the illegal player joins the game after the start of the 2<sup>nd</sup> inning.
- b. The site supervisor will mark the official scoresheet, sign it, and show it to both managers, who will both be asked to initial the scoresheet.
- c. The team manager must file a written protest to the Recreation Center office along with a \$25.00 deposit before 5:00 p.m. on the next work day following the game under protest. If the protest is upheld, the deposit will be refunded.
- d. No park or recreation staff member is responsible for delivering a protest.
- e. All protests concerning rules will be acted upon by the Athletic Supervisor/Athletic Coordinator. The decisions reached shall be final.

## **RULES AND REGULATIONS**

All players must wear tennis shoes. No street shoes or bare feet allowed. Please do not wear game shoes to the gymnasium. This will help keep the floor clean. Matching shirts are optional but encouraged for all teams.

Managers will be responsible for the conduct of their players and must inform players of schedules, league rules, and other league information.

Parks & Recreation Department staff shall have the authority to evict any player, manager or spectator from the game and facility. In addition he/she has the right to stop play and forfeit a game to the opposition if in his/her opinion a team is making a travesty of the game.

The Athletic Supervisor reserves the right to suspend any player or manager from competition when harmful, profane, and abusive and unsportsmanlike behavior or language of any degree is directed towards league site supervisors, staff or members of the opposing team. The Athletic Supervisor will determine the length of suspension and notify the participant involved. The Athletic Supervisor has the authority to forfeit any game in which gross or flagrant infractions of league rules have been committed.

A player who is ejected from a game will be suspended from playing or coaching in his/her next game.

Managers are to report the scores of the game to the Adult Wiffleball Site Supervisor.

\*In case of a tie in the final standings, the tiebreaker will be as follows:

- Head to head record
- Head to head run differential
- Overall run differential
- Coin flip

We will use the scoreboards as a timing clock. Time limit is 55 minutes. Teams will play two, 4 inning games or 55 minutes, whichever comes first. No new inning will begin after 55 minutes.

Five (5) runs are allowed per a team at-bat, after which, regardless of the number of outs, the half-inning ends. The exception to this is in the fourth inning, where both teams can score unlimited runs.

There is no mercy rule.

Games that end in a tie after 4 innings will play another inning as long as there is time left on the clock. Regular season games that end in tie after the clock has expired will be counted as a tie in the standings.

Keep the games moving! Limit the time between innings so we stay on schedule.

Games will be played full length on the two side courts. The east court is the court just inside the door and the west court is in the back court.

Team listed 2nd on the schedule will be the home team for the first 4 inning game. Switch for next game.

A game will be considered a forfeit if one team does not have minimum of three (3) players. Game time is forfeit time. The score should be recorded as 7-0 for any forfeited game.

- a. Any team forfeiting a game without giving advanced notice to the Athletic Supervisor/Athletic Coordinator at the Recreation Center will be required to post a \$20.00 forfeit fee. This fee must be paid at the Recreation Center office prior to the team's next scheduled game. Failure to do so will result in an automatic forfeiture of that game.
- b. Games forfeited on or before 4:00 p.m. the day of that scheduled game will be considered advanced notice. Games forfeited after 4:00 p.m. will be subject to \$20.00 forfeit fee.
- c. Games forfeited due to player injury once play has begun are not subject to forfeit fee.
- d. If a team drops down to less than three (3) players during a game, the game will be declared a forfeit.
- e. If a team forfeits any three (3) games during the season, the team may be removed from the league without a refund.

Time will be called if there is interference from the other court.

## **The Field of Play**

The pitching stripe is about 40 feet from the strike zone.

The Infield Territory is the area located from home plate to the Singles Line.

The Singles Line is located about 40 ft. from the front of the strike zone. The Singles Territory is the area encompassing the Singles Line to the Wall, but not the Wall itself.

The Triples Territory is the lower part of the far Wall up to the Homerun Line. This area can be noticed as the darker part of the Wall.

The Homerun Territory is the upper part of the far Wall. This area can be noticed as the lighter part of the Wall.

The strike zone is in a fixed position. The strike zone will be approximately 24 inches wide and 30 inches high. Strike zones will be positioned 16 inches above the ground.

Home plate will be the standard 17 inches in width.

## **Equipment**

Only the white baseball size WIFFLE Ball (eight slots on one side) will be used for play. Coralville Parks and Rec will provide the WIFFLE balls. If a ball is torn more than ¼ inch it will be ruled illegal for play and will be removed from the game. Ball may not be intentionally scuffed or sanded.

Only the yellow WIFFLE Bat will be used for play. WIFFLE bats will be provided.

Baseball gloves are not allowed.

Batting gloves may be worn by the batter only when at bat.

Equipment not provided by Coralville Parks and Rec will be ruled illegal.

## **Hitting**

**Four (4) Balls pitched will be a Walk.**

A hit-by-pitch is a Ball, unless the batter is hit in the head. This will result in a free base. The batter must try to avoid being hit by the ball.

**A foul ball counts as a strike unless it is the 3<sup>rd</sup> strike. A batter cannot foul out unless the foul ball is caught.**

A batter who blocks a pitch from hitting the strike zone will have one strike counted against them. The batter must try to avoid being hit by the ball.

Switch hitting is allowed, and the batter may switch sides of the plate at any time in the count. The batter may not switch sides during the delivery of a pitch. In that event, the pitch will be ruled a strike.

The hands of the batter are considered part of the bat. Batters MUST have two (2) hands on the bat while swinging through the strike zone. A one handed swing shall be a strike (unless swing resulted in an out).

Bunting is illegal.

The batter will not touch foul balls until they come to a complete stop. Foul balls have been known to spin back into fair play and are NOT to be touched until they stop spinning or moving in any way.

A batted ball which hits an overhead obstruction such as the ceiling, side wall, curtain or basketball goal will be treated as a fly ball. If caught before touching the ground or outfield wall, it shall be an out.

A batted ball that strikes the ceiling shall be considered fair or foul according to where the ball FIRST HITS the ground (NOT WHERE IT ROLLS).

### **Base Running**

There is no base running. Only ghost runners.

Base runners advance one base on a single, two bases on a double, and three bases on a triple.

With a runner on third base and less than two (2) outs a team may try and score the runner on third base on a fly ball. When the ball is in the air the offensive team can yell, "TAG" to activate the runner. The fielder must catch the ball and throw home attempting to hit the strike zone. If the throw hits the strike zone, the runner is out, if it misses, the runner scores. All other base runners stay where they are. The offensive team must yell, "TAG" as soon as the ball is hit, without delay. The fielder has three seconds and one step to make the throw after the catch.

Double Play Rule: If the offensive team hits a ground ball in the Infield Territory with less than two outs and at least one (1) runner on base where there is a force play, the defensive team may attempt a double play. In doing so, the fielder must field the ball cleanly (not juggle) and throw and hit the strike zone. If the ball hits the strike zone the two (2) lead runners are out. If the throw misses the strike zone, then only the lead runner is out. This field and throw motion must be continuous like you would see in a baseball game.

### **Pitching**

This is a medium pitch league. The Wiffleball Supervisor will give out warnings for misuse of speed. After fair warning, the batter may be awarded a base after continued misuse of speed.

When entering a game, a pitcher must face one complete batter before leaving the mound. A pitcher may be replaced at any time due to injury, but is not allowed to pitch again if leaving the mound due to injury.

The pitching rubber must have at least one of the pitcher's feet touching it when the pitch is thrown.

Balks are not recognized.

Warm-up throws are allowed in increments of six (6), prior to the start of the game, and three (3), between innings.

### **Game Situations**

An out is made when a batted ball is caught in flight before hitting the ground for the first time.

An out is also made when a batted moving ball is fielded in the Infield Territory. Any batted ball that does not make it past the singles line and has not gone foul is an out.

A single is any batted ball that lands and stops its motion in the Singles Territory, be it by a fielder or loss of momentum. A batted fly ball caught while in initial flight is ruled an Out.

A single is also made when a batted ball touches a fielder in fair territory and is redirected into foul territory. This is considered a fielding error and will be scored as a single.

A double is any batted ball that reaches the far Wall after touching the ground in fair territory.

A triple is any batted ball that reaches the Wall in the air below the Homerun Line.

A homerun is a batted fly ball that clears the Homerun Line in the air.

Infield fly rules will not be called and are irrelevant.

All field players can position as they wish in fair territory without obstructing the batter.

### **Officiating and Score Keeping**

This is a self-officiated league. The Wiffleball Supervisor will be available to clarify league rules.

Score will be kept by the home team.

The Wiffleball Supervisor has the ultimate authority to eject players out of games due to unsportsmanlike conduct.

Fair and Foul calls will be the responsibility of the batter because he/she is looking down both foul lines.

Line calls (single, double, triple) will be made by the fielder closest to the ball because he/she has the best view of the play.

Check Swings will be the responsibility of the batter.

Batter's Interference will be the responsibility of the pitcher.

Tag Rule: If the offensive team yells "TAG" too late it will be the responsibility of the defense to make the decision.

Any on-field disputes will be determined by one game of rock/paper/scissors or a coin flip.

Any rule interpretation questions will be directed to the Wiffleball Supervisor.

### **Blood Rule**

A player who is bleeding, or who has an open wound, or has blood on his body or clothing, shall be prohibited from participating further in the game until appropriate treatment has been administered.

A player will not be allowed to participate unless:

1. All bleeding has stopped.
2. Any exposed cut/scrape, which has bled, is completely covered.
3. Bloody clothing is removed.

**\*Rules are subject to change during season. All managers will be notified before a rule change goes into effect.**