
GAME TIME IS FORFEIT TIME!

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2. Games will be seven innings or 1 hour in length, which ever comes first. There will be a ten run rule after five innings. In the event of a tie after seven full innings, an extra inning will be played if time allows. New innings may not begin after 10 minutes before then next start time (10 minutes before the hour).
3. There is a FIVE player maximum and a three player minimum. A game will be forfeited if a team cannot field 3 players. If a full team is available, the positions are pitcher, catcher and three outfielders.
4. Teams WILL NOT pitch to themselves.
5. A batter will be issued a base after FOUR balls and will strikeout after TWO strikes.
 1. A hit batter = a ball.
 2. The strike zone will determine strikes and balls. Any blue part of the chair or any part of the cardboard strike zone will be considered a strike.
 - Foul #1 = strike. Foul tips count as strikes for the first strike only. A foul tip caught in the back of the batters box does NOT count as an out.
 - A swing and a miss = strike
6. The team batting will not run the bases; an imaginary runner will be used to keep the batters place on the bases
7. Bases will be determined by where the ball lands. There will be designated areas for a single, double, triple and homerun.
8. If the ball hits the ceiling, banners or anything hanging from the ceiling in fair play, the ball may be caught for an out. If the ball is not caught off of the ceiling = ground rule double.
9. Three outs will retire a side per inning. Outs for the batter can be made in three ways:
 1. 2 Strikes
 2. Fly balls caught in foul or fair territory.
 3. Ground balls fielded cleanly in the in-field (the fielder may bobble as long as the ball does not hit the ground after he/she has touched it). In order to be an out, the ground ball must be in motion, in fair territory, and the ball must be fielded cleanly within the single area.
10. Bunting is NOT allowed.
11. Scoring:
 1. Baseball rules for scoring apply.
 - a. Batters earn one imaginary base on a single, two on a double, and three on a triple.
 - b. A runner on 1st advances one base on a single, two bases on a double and scores on a triple.
 - c. A runner on 2nd base advances one base on a single and scores on a double or triple.
 - d. A runner on 3rd base scores on any hit.

Any rules not covered here will be covered by official whiffleball rules (www.wiffle.com/about_rules.htm) and then baseball rules after that.