

Dublin Youth Athletics

Wiffleball Rules & Guidelines:

1. Each batter has the option to hit a pitched ball or have the ball placed on a tee for his/her at-bat. The tee is located immediately in front of and parallel to the front of home plate. If the player chooses to hit a pitched ball, he/she will have four pitches only, regardless of the quality of pitch, to put the ball in play. If the ball is not put in play in 4 pitches, it will be placed on the tee.
2. All players present at the game will bat once every inning, except the lead-off hitter each inning will bat twice and will also be the last hitter up each inning. The next inning starts with a different player leading off and batting last in the inning. Thus, the number of inning-ending home runs in the game is equal to the number of innings, and different players each game get those honors.
3. Any plastic bat is legal, regardless of size.
4. The field set up has home plate where the second base would ordinarily be and second base where home plate would be, thus the fences serve as outfield fences.
5. Any ball hit over the fence in fair territory is a home run and the batter may circle the bases. Otherwise, players may advance only one base at a time.
6. Regardless of the number of outs recorded, a half inning continues until the entire line-up of the batting team has batted. Runners who are ruled out shall remain on base and circle the bases until crossing home (i.e. everyone scores each inning).
7. Coaches should work with players who have a tendency to throw their bats.
8. Defensive positions should be as close as possible to the standard baseball defensive positions with the extra players filling positions in between the regular positions. There is no catcher in this league.

Wiffleball Game Procedures

1. Games are to start promptly at the scheduled times.
2. There is no minimum number of players needed to start a game.
3. Games should be kept moving along. Coaches are expected to have their players ready to bat and to have their team ready to take the field after all players have batted.
4. Players should warm-up by playing catch. There is no need for teams to take infield warm-up procedures prior to the game or between innings.
5. Head coaches will encourage assistant coaches and parents to help in lining up the players and prepare them to bat so that the progress of the game is not delayed.
6. Head coaches or assistant coaches will pitch to their own team members.

7. Head coaches or assistant coaches will also act as umpires: The umpire should be positioned behind home plate and will be responsible for putting the ball in play by placing it on the tee and announcing "Play Ball" after verifying that all players are ready, thereby indicating that the hitter may take his/her swing at the ball. The base coaches will also be umpires for plays at first and third bases. The defensive team's coach will be the umpire for plays at second base.
8. Head coaches are required to handle his/her team's fans. Games may be terminated for fan unruliness.
9. No alcohol beverages are allowed at any DYA game, including Wiffleball games.
10. Head coaches will ensure that the field is in playable condition for the next game. Everyone is responsible for the proper disposal of any trash or debris left behind by themselves or their teammates. Everyone will also be responsible for collecting his/her own equipment and personal belongings brought to the games.