

REVISED 7/1/08**SUMMARY**

- ❖ 5 players on the field maximum including 3 men and 2 women
- ❖ 3 players, including 1 women required to start a game
- ❖ Pitching rules:
 - Extremely Casual – Underhand
 - Casual – Soft Toss
 - Players – Anything goes
- ❖ Self Umped or Volunteer umpires for every game based on number of games in night
- ❖ Teams may bat as many players as they want, but no more than 2 men or women may bat in a row in the batting order
- ❖ Intentional walks to male batter with a female behind him in the batting order –
 - Intentional walk defined as 4 consecutive balls at the start of an at bat (4-0 count)
 - Male batter gets a two-base award.
- ❖ 9 run limit per inning. Teams play until time limit. No mercy rule.
- ❖ No force plays can be made at first base; this includes tagging the base or the runner. All plays to get a runner at first must be made to the pitcher's base (the pitcher or any other defensive player must be on the pitcher's base in order to get the player out at first).
- ❖ A force out at home may only be recorded by throwing the ball and hitting the chair (on the fly or by bouncing) before the runner touches the base. As soon as the ball hits the chair, the play is dead and all runners must stay on their base. A throw that misses the chair entirely will be considered an overthrow and runners will be allowed to advance one base.
- ❖ The batted ball must travel 5 yards past home plate or it will be called a strike. NO bunting.
- ❖ A ball that does not travel 5 yards, but is caught before it hits the ground is an out.
- ❖ Each team is required to provide umpire(s) for the game that precedes or follows your game and will be noted on the schedule (Teams failing to provide referees will incur penalties)
- ❖ Any unsportsmanlike behavior will result in that player/team being suspended/removed from participating in all ZogSports leagues for one year

FORFEITS/GAME TIME

Please don't forfeit. Your teammates and opponents count on you to have a full team and competitive game. Each team must have at least 3 (three) players including 1 (one) woman to start a game. Game time is forfeit time. There is a 10-minute grace period for early games only. Due to the extremely tight schedule, we strongly suggest arriving at the field 10 minutes before game time for warm-ups.

START OF THE GAME

Home team is listed on the schedule. They will take the field first. Each team is responsible for keeping the score and having its scorebook in proper order. Before the start of the game, both captains will meet at home plate to discuss the ground rules and exchange line-up cards.

CLOCK

All games are 50-minutes; timed by ZogSports Field Manager. The score will revert to the last full inning played if the time expires in the middle of an inning. Exception: If the home team has taken the lead or ties the game when time expires, the score will not revert back to the beginning of the inning. No minimum # of innings for a complete game if the time limit has been satisfied. There is only one warm-up pitch between innings and have your team hustle on and off the field. After your game is completed, please clear all benches ASAP.



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Co-ed Wiffleball Rules

Exception: A 10-minute grace period will be allowed for the first game only, but this will come out of the game time. The Field Manager's watch is the official game time. The league supervisor may call an end or a postponement of a game at any time due to time restrictions or weather conditions. No protests will be accepted concerning calling a game due to time limit restrictions.

There will be a one run per minute penalty for teams who are late up to 15 minutes into the game. (20 minutes past the scheduled start time)

Rainout/Time Expiration During a Game/Inning – If a rainout occurs while a game is in progress, 30 minutes of the game must be completed for the game to count. (If the home team is ahead after the completion of this time, this constitutes a complete game). The Field Manager's clock is the game clock. There is no minimum number of innings.

All games suspended due to rain or natural causes before the 30 minute mark will be replayed in their entirety.

Mercy Rule – No mercy rule. Teams play until time limit. 9 run max per team per inning.

Tie Rule – If time expires and game is tied, the game stands as a tie.

RAINOUT INFORMATION

ZogSports offers two ways to check if your game is on or rained out:

1. Primary - Weather alert page at www.zogsports.org and
2. Secondary - Weather Alert Hotline at 212-202-7532 (please do not leave message on this number)

The ZogSports office will determine by one and a half hours before game time whether or not to cancel a game for that evening. At that time we will update the ZogSports weather alert hotline and update our website (weekday games only) to reflect information for that evening. Should the weather take a sudden turn for the worse, it will be up to the discretion of the on site staff to decide whether or not to play, cancel, or postpone the start/continuation of the game.

Please note: Not every location becomes unplayable after a rainstorm (i.e., black top courts). We will make an effort to have games on every playable field possible. Games will be canceled immediately if lightning is in the area.

RAINOUT MAKE UP DATES

Rainouts will be made up during the season and at the end of the season. You may be scheduled to play more than one game a week, depending on the number of rainouts. If ZogSports experiences excessive rainouts during the season, there is a chance that your team will not be scheduled for all of your make up games. We sincerely hope that this does not happen, but acknowledge the possibility. Thanks for understanding.

Whiffleball EQUIPMENT

All equipment (chair, balls, bats) will be provided by ZogSports. No gloves may be used

TEAM SIZE/CO-ED RULES

- Up to 5 players (no more than 3 men and at least 1 woman) at any one time in the field
 - A team may use up to 4 women and one man if they choose, but maximum 3 men
- Teams may play with no less than 3 players (2 men maximum, 1 woman minimum)
 - If a team has less than 3 players a forfeit will be awarded
 - Teams may play with more than 5 in their lineup
- Teams **MUST** start at game time if the minimum numbers of players is present
- Rosters are not limited in size but no additional players may be added to the roster after the 3rd week. If you are short-handed during the season you may pick up another ZogSports player(s) not on your roster for the game. See below "Picking Up Players" for details. Waivers must be signed by all players on-line through the ZogSports website before the start of the first game. **PLAYERS WILL NOT BE ALLOWED TO PARTICIPATE IN ANY GAME WITHOUT SIGNING THE WAIVER**

Number of Players in the Batting Order/Line-Up – In order to encourage maximum participation, **teams may bat more than five players**. Most teams bat 5 or 6 (3/4 men and 2 women). You may not bat more than 2 men or 2 women in a row. If necessary, guys/girls may bat twice in lineup to achieve this requirement. In situations where additional players (more than 5) are at the field everyone must be in lineup.

Teams must designate which men/women will bat twice on their line-up card. Only those individuals will be allowed to bat twice or the batting out of order rule will be enforced.

A player may be in the batting order and not play in the field. However, in order to play in the field, a player must be in the batting order. While in the batting order, a player may enter, leave, or re-enter the fielding team (free substitution).

No player may be dropped from the batting order, absent extenuating circumstances such as serious injury, as determined by the field manager. Gaining a tactical advantage is not an exigent circumstance. If an injury occurs and a player cannot bat, the next batter "moves up" to bat with no penalty. Any player (without approved injury excuse) who is not available to bat when due up receives an automatic out.

If a team has 3 players total and load the bases the lead runner who is due up must forfeit their position at 3rd base and bat instead. An intentional walk at this point results in a 2 base award for all runners.

If team has 4/5 runners and a player on base is due up to bat that player does not forfeit their base but are replaced by player who made the last out..

Batting Out of Order – If the error is discovered while the incorrect batter is hitting, then the correct batter will assume the ball/strike count of the incorrect batter. If the incorrect batter reaches base safely and the error is discovered, the correct batter will be called out. All runners will return to their original base and the incorrect batter will return to the bench. The opposing team must make the umpire aware of "batting out of order" before a pitch is thrown to the next batter. If not, then the incorrect batter will stay on base.

Position Changes/Substitutions – Players may move freely from one field position to another, but the batting order must stay the same.



Pitching Distance/Speed

- ❖ The pitchers mound (base) will be 10 yards from home plate for casual and extremely casual games. It will be 12 yards for Players games.
 - For extremely casual an underhand pitch must be used.
 - For casual games an overhand soft-toss must be used.
 - For Players anything goes.

Batting – 3 strikes and a batter is out. 4 balls and a batter is walked. A hit-by-pitch is a ball. If the hit-by-pitch is ball 4, the batter takes first base. Each team has 3 outs in their half of the inning to score as many runs as possible.

Strike Zone – A chair will be placed behind home plate. The strike zone is any portion of the chair. If the ball hits the chair on the fly it is a strike. If it doesn't it is a ball.

Any intentional block of the plate by batter, (deemed intentional by umpire), will result in a strike.

Foul Balls – There is no limit on the number of foul balls a batter may hit. A foul ball will count as strike 2, but not strike 3.

Walk To Male Batter - Intentional walks to male batter with a female behind him in the batting order

- **Intentional walk defined as 4 consecutive balls at the start of an at bat (4-0 count)**
- **Male batter gets a two-base award. Female batter bats as normal**
- This rule is to discourage walking male batters to pitch to female batters. Managers are responsible for making this rule and other rules known to their team members and will not be reminded during games.

Field Dimensions – As mentioned above the pitchers mound will be either 10 or 12 yards from home plate depending on the division. The distance between bases will be 40 feet. Home runs will vary by field.

DEAD BALL (FIELDING) – Half way to the pitcher's mound will be considered "dead ball territory", providing the pitcher is on the mound. Any ball coming to a stop in this area will be considered a foul and a strike. All runners will return to their previous base when a dead ball is called. A ball caught in this area before it touches the ground will be an out.

Courtesy Runners – Injured players may receive a courtesy runner once they reach first base. The courtesy runner must be the last player of the same gender to make an out in the game. A female must be replaced by a female and a male must be replaced by a male.

No Leading/Stealing – Runners can leave the base once the ball is hit. If a runner leaves early, the ball is dead and the runner is declared out. If this is the 3rd out of the inning the batter will be first up in the next inning.

Overthrows/Out Of Play – Runners are awarded two bases (the base he/she is going to at the point of the throw plus one more) on overthrows that go out of play. Direction of runner has no bearing on the award (i.e., when an overthrow is made on a runner returning to a base, they are awarded two bases from that base). Note: In cases where a base runner runs past first base, he/she must make a clearly aggressive turn towards second base to be granted 2nd and 3rd in overthrow situations. Otherwise, the runner will advance only one base to 2nd base.

All thrown balls are deemed out of play when the ball is thrown over/beyond the fence. If the ball is overthrown and hits the fence behind the 1st or 3rd base lines, this is NOT considered out of play and the runner may advance, BUT at his/her own risk.

Ground Rule Doubles/Home Runs – several ZogSports fields have a fence or a wall. Balls hit over the fence/wall are considered a ground rule double or a home run depending on the field and the ground rules established by the captains at the game. The team hitting the ball over the fence/wall is responsible for retrieving the ball immediately and getting it back into play. The same applies for foul balls.

Interference – When a runner interferes with a fielder attempting to field a batted ball or interferes with a throw, the runner is out. Interference can be physical contact, verbal distraction, or any other type of distraction that would hinder the fielder in the execution of a play. Runners must give themselves up and avoid contact at all cost. (Contact will result in that player ejected from that game or if considered unsportsmanlike, suspended for the next game)

Fielders may not block the base paths. If obstruction occurs, the umpire can award the runner the next base.

Runners

- No force plays can be made at first or home base; this includes tagging the base or the runner. All force plays to get a runner at first may be made to the pitcher or any other defensive player who must be on the pitcher's base. All force plays to get the runner at home may be made by throwing the ball and hitting the chair on a fly or bounce. Ball is dead at that point. Only on force plays can you peg the chair for an out.
- **Pegging** – Pegging is allowed for plays on runners trying to advance to second, third or home. No head shots. Anything from the chest down is allowed. If the runner ducks causing the ball to hit them above chest, it will NOT be considered a head shot. Force outs at 2nd, 3rd and hitting the chair with the ball do apply as outs.



VOLUNTEER REFEREEING

- ZS will provide a Field Manager only for each site
- Each team is responsible for providing 1 umpire for the game that precedes/follows your game. This rule has been used successfully in numerous leagues across the country and is a great way to break the ice and meet people from other teams

Since the umpires are so important to good games, the volunteer's calls WILL BE STRICTLY ENFORCED. ZS encourages 2 people from 1 team to team-line their required referee slot. This will help additional players learn the rules.

NO REFEREE PENALTIES

Teams failing to provide a referee will incur the following penalties:

- **First Offense** - Start next game down 5-0 and warning issued***
- **Second Offense** - Team automatically gets a win removed from their record
 - Team starts next game down 10-0
 - Team risks removal from playoffs (subject to league review)
- **Third Offense** – Team automatically gets a win removed from their record
 - Team starts next game down 15-0
 - Team risks removal from playoffs/rest of schedule (subject to league review)

***Any team who is to leave a volunteer referee after playing their game (e.g. you play at 2:00PM and must leave a referee for the 3:00PM game) and does not leave a volunteer, will receive an automatic forfeit loss for the game they just played. All other penalties noted will still apply as well for following game.

SELF-UMPIRING

Some games will be self umpired. ZS will have a staff member on site to assist in clarifying any rules questions but we ask that you be on your best behavior and honest when making calls.

SPORTSMANSHIP

ZogSports is a charity-focused, social sports club for young professionals. Our goal is for you to have fun. We hope that you keep this in mind when participating. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. With this said, any behavior deemed unacceptable by the umpire or ZogSports staff may result in suspension and/or ejection from a game or the league.

SUSPENSIONS/EJECTIONS

- ❖ Any player(s)/team(s) that are involved in a fight will be suspended from all ZogSports Leagues for life. Any teams will forfeit all remaining games. The umpire has the right to sit a player for an inning if necessary.
- ❖ Any excessive contact or collision will result in an out and ejection of player. You must give yourself up, get out of the way or slide. No exceptions, IMMEDIATE ejection if players do not follow this rule.
- ❖ Any defensive player initiating a FAKE TAG (initiating a tag without the ball to stop or force a runner to slide) will result in an ejection of that player. The runner will be awarded 2 bases.
- ❖ Any player abusing the volunteer umpire/field manager will automatically be ejected from the game without a warning.
- ❖ A player ejected for ANY reason will be suspended for the next game. If that player is caught playing in that game, the team will forfeit.



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Throwing Bats – Players throwing bats after hitting the ball will be warned once. The batter will be called out for any second offenses.

Beer/Clean-Up – Unfortunately beer is not allowed on/at the field. Please wait until after the games to join us at our Happy Hour bars for the drinking to begin. Please do your part to keep the parks clean and use the trash cans provided. This is really important. **If we do not clean-up, we risk losing our permits.**

Uniforms/Footwear

- ❖ Proper blacktop sneakers. No Spikes
- ❖ Every player must wear the team uniform. Any player not wearing something close to the team uniform will start each at bat with a one-strike count.

TIE BREAKERS FOR PLAYOFFS/SEEDINGS

1. Winning percentage
2. Head-to-head competition
3. Record against other teams in or tied for playoffs (winning percentage – i.e., 0-1 is same as 0-2, but 1-3 is better than 0-1)
4. Number of wins
5. Record against next best common opponent
6. If team forfeited, loses tie breaker if other tiebreaker rules don't resolve seeding

Notification

If you know in advance that your team is going to forfeit a game, you **MUST** contact us by 12 pm on the day of the game at info@zogsports.org. It is not considered notification unless you receive a reply. If your decision is not made until after 12 pm, you should still try to reach ZogSports, and we will make efforts to contact the other team. If we can reach them in time to keep them from showing up, no extra penalty. If you do not do this, your team will be eliminated from the rest of the schedule.

There is no additional penalty if you show up short-handed (and need to add other ZogSports players to field a full team) and have to forfeit the game, since you did make an effort to get a team to play. Once ZogSports is notified you are forfeiting, it is official (you cannot change your mind), and the other team will be notified.