

Wiffle Ball

- Team:** 2 of 10 Pathfinders each (preferably from more than one club)
- Club Staff:** 1 Adult Club Staff must remain with the team at all times
- Equipment:** Wiffle balls, bats, and bases
- Time Limit:** The teams will play 3 innings of 5 outs per side or a maximum of 30 minutes.
- Scoring:** Standard baseball or softball scoring

General Regulations:

1. The game will consist of 3 innings or 30 minutes, whichever comes first (no new inning will be allowed to start after 25 minutes).
2. Each Team gets 5 outs for their half of an inning
3. Teams will consist of a maximum of 10 players at any one time. Teams can substitute players, but if a play bats, they must play the field on defense the following half inning. A team may start and/or finish with 7 players.
4. The choice of "Home Team" and "Visiting Team" will be determined by a coin flip, which will be conducted by the Potomac Conference provided Umpire.
5. There will be a run limit of 10 runs per team per inning.
6. The Mercy Rule will be in effect after 2 innings. The team that is ahead by 15 or more (or 1 ½ innings if the home team is ahead) will be declared the winner.

Game Regulations:

1. Teams will pitch to themselves. A batter will have a maximum of 3 pitches to hit the ball. If the ball is not put into play on any of the 3 pitches, the batter is declared out. A foul ball on the 3rd pitch will also result in an out. Pitches can be overhand or underhand.
2. Batters/runners are put out using normal baseball/softball rules. Defensive players cannot throw the ball at the batter/runner in order to get them out.
3. Runners cannot lead off or steal. The runner cannot leave the base until the pitched ball crosses home plate or is contacted by the batter.
4. The batting order should be listed on the score sheet, which is given to the Umpire prior to the start of the game.
5. There is no bunting.
6. There is no sliding! If a runner slides, they will be considered out.
7. Defensive players may not wear gloves of any kind.
8. The defensive team must field a player in the catcher's position.
9. The remaining fielders can be positioned anywhere behind the pitcher and cannot move in front of the pitcher's mound until the ball has been struck.