

2009 CCWA RULES

I. THE PLAYING FIELD

1. THE FIELD: The angle created from the front of home plate will be 70 degrees from foul line to foul line.
2. THE INFIELD: Infield lines will be drawn from foul line to foul line at the following distances. A fair play line will be drawn in front of home plate at a distance of 12 feet. Anything past this line is in play and considered a single. Another line will be drawn at 52 feet from the plate to designate doubles. The triple line will be 85 feet from home plate.
3. THE OUTFIELD: The foul poles and lines will determine fair or foul balls. Any ball leaving the playing field over the fence in fair territory will be a homerun.
4. PITCHER'S RUBBER: The pitcher will throw from a distance of 42 feet from the tip of home plate. A pitching rubber will be used to designate the mound. The pitcher must have one foot in contact with pitching rubber when he begins his windup. The pitching area must be the same height as the playing field.
5. STRIKE ZONE TARGET (SZT): will be 23 inches wide by 27 inches high/long and will stand 12 inches off of the ground. It will stand three feet behind the rear tip of home plate.
6. FOUL TERRITORY: The playing field area will be kept clear of all objects and players. A batted ball will be considered fair or foul by where it crosses the double line. Foul ball rules follow MLB rules.
7. FIELD MARKING: Paint or Port-a-field marking will be used for foul lines and distance lines. Distance to the left, center and right field walls will be marked clearly.
8. DOUBLE-PLAY TRIANGLE (DPT): This triangle will extend 5' from the center of the double line. All double plays and sacrifice flies will take place in this area.

II. THE PLAYING EQUIPMENT

1. THE BALL: Only the original baseball size Wiffle brand Ball, (eight slots on one side) will be used for play. League rules allow the ball to be scuffed with sandpaper, etc. prior to the start of the game only. Two to three balls should be brought to each game by each team. If a ball is torn more than ¼ inch it will be ruled illegal for play and will be removed from the game. A ball may be kept exclusively in the possession of a pitcher as long as it is ruled legal. No foreign matter can be added to the ball except penned teams logos, quarter size or smaller.
2. THE BAT: Only the yellow, plastic Wiffle Ball brand bat may be used in league play. Bats cannot be filled with any material. Bats may be painted and the handles may be taped. Taping on handles cannot extend more than 12" up the handle of the bat. Bats may not be sanded.
3. FOOTWEAR: Proper footwear is required. Molded spikes, turf shoes and other athletic shoes are allowed. Metal spikes and cleats may not be worn.
4. GLOVES: Baseball gloves/mitts are not allowed. Batters may wear batting gloves if they choose while they are batting only.
5. TEAM IDENTIFICATION: All team members will be expected to wear matching jerseys for each game.

III. TEAMS AND ROSTERS

1. TEAMS: Teams will consist of three to seven players total with the seventh player being on the inactive list. Three to five players can play per game. Players may play any position but only three may be in fair play at any given time, consisting of one pitcher and two fielders. The fourth player is encouraged to play catcher to help speed up the game. The fifth player will be the designated hitter. A pitcher, catcher and one fielder defense is a legal defense.
2. BATTING ORDER: All players playing for each team will bat. The batting order will be determined before the game begins and must be followed the whole game. Batting out of order will result in an out. If a player is injured and cannot continue to bat, his at bat will be considered an out unless he is substituted for.
3. PITCHER SUBSTITUTIONS: A pitcher may only pitch once per game. Once a pitcher is substituted for he may not pitch again that game. A pitcher must face one complete batter before being substituted for. A pitcher may pitch up to seven innings a two-game series unless that game goes extra innings, then that pitcher can keep pitching. Whenever a pitcher starts a game it automatically counts as six innings pitched regardless of how long he pitches. A pitcher may only start one game per two-game series.
4. PLAYER SUBSTITUTIONS: Players may be substituted for but may not re-enter the game after subbing out. Fielders may move to DH but cannot take the field again after they leave it.
5. ROSTER MOVES: Teams may make changes to their roster (trades/adding free agents/inactive players) up to the 48 hours before that week's games. Each new player is also expected to have a team jersey. Players may only appear on one roster. Player moves must be announced on the Player's Forum on the website.
6. INACTIVE LIST: Each team may have one player on the inactive list for any reason.

IV. THE GAME

1. THE GAME: Each game will consist of six innings. A ten run mercy rule is in effect after the third complete inning.
2. OUTS: Three outs per each team, per each inning.
3. THE COUNT: Five balls is a walk, three strikes is an out, foul tips are unlimited. A foul tip hitting the SZT will result in an out with two strikes. A foul tip may be caught by the catcher or another player for an out.
4. PITCHING: There are no restrictions on pitching speeds. A pitcher may pitch as fast or slow as he likes.
5. GROUND BALLS: Ground balls must pass the fair play line to be considered in play. Infielders may not record a ground ball out on a ball that hasn't crossed the fair play line. No ground balls can go for anything but a single. Any ground ball that passes the double line will automatically be considered a single. Balls must be fielded cleanly with minimal bobbles.

6. FLY BALLS: Any batted ball over the double line in the air will be considered a fly ball. If a fielder drops a fly ball and it hits the ground it will be ruled an error. Fly balls must be caught for outs. Fly balls over the double line count for a double, over the triple line count as a triple and over the fence is a homerun.
7. BUNTING: Bunting is not allowed and will be an automatic out.
8. EXTRA INNINGS: Play will continue until one team has a higher score than the other team. There are no ties in the CCWA.
9. GROUND RULE DOUBLES: Any fly ball hitting a fielder more than six feet from the fence and then continuing over the fence will be ruled a ground rule double. If the fielder is within six feet of the fence and the fly ball continues over the fence it will be ruled a home run.
10. DOUBLE PLAYS: Whenever runners are on base and a player hits a ground ball the defensive team may attempt a double play. The first defensive player must field the ground ball cleanly and transfer it to the defensive player covering the DPT. That player must catch and release the ball (in one fluid motion) and hit the SZT to complete the double play. The ball may bounce before it hits the SZT but it must contact it. If the first defensive player is one step away from the DPT he may take a step and attempt the throw himself. If the double play is completed the two lead runners are out.
11. SACRIFICE FLIES: Whenever the offensive team has a runner on third base with less than two outs they may attempt a sacrifice fly. The batter must call out sacrifice fly while the ball is in the air. The defensive player must catch the ball and either throw at and hit the SZT or throw it to another defensive player covering the DPT who may then attempt to hit the SZT. If the ball hits the SZT the runner on third is out, if it misses the runner scores.

V. THE PITCHER AND BATTER

1. BALKS: There are no balks.
2. BATTER INTERFERENCE: The batter may not intentionally stay in the path of a pitch. If he does, he will be called for batter interference and the pitch will be called a strike. A warning must be given first and a "no pitch" will result. The warning remains with that particular batter for the remainder of the game. The batter's hands are considered part of the bat only if the batter is swinging.
3. FOUL BALLS: The batter may not touch foul balls until they come to a complete stop. Any ball that passes the double line and then goes foul will be considered fair.

VI. BASE RUNNERS

1. BASE RUNNING: There is no base running or stealing. All runners will be imaginary/ghost.
2. MOVEMENT: Base runners will advance as follows. One base on a single, two bases on a double and three bases on a triple. Runners do not advance on errors unless they are forced.
3. GROUND OUTS: On ground outs, the lead runner is always out. All other runners advance one base.

VII. OFFICIATING AND SCORE KEEPING

1. FAIR AND FOUL CALLS: The batter will be responsible for fair and foul calls, because he is looking down both foul lines.
2. LINE CALLS: (Single, Double and Triple) Will be made by the fielder closest to the ball.
3. CHECK SWINGS: The batter will call check swings.
4. FOUL OFF OF THE HANDS: The batter will be responsible for calling foul balls off of the hands.
5. BATTER'S INTERFERENCE: The pitcher will call batter's interference.
6. OFFICIAL SCORE: The home team is responsible for keeping the official score.
7. OTHER RULES: Rules not stated herein, will follow the rules of Major League Baseball.
8. FINAL SAY: The team captains have the final say on all calls/game situations. If an agreement cannot be made by the captains the league commissioner will settle all disputes.
9. SCHEDULING MATCHUPS: It is the home team's responsibility to contact the away team and schedule the weekly matchup. You have from that Sunday to the following Saturday to schedule your series.
10. DELAY OF GAME: Any team that is 15 minutes late (without contact) from the stated starting time forfeits the first game. Another 15 minutes late is a series forfeit.
11. RESCHEDULING: Weekly series may be re-scheduled but must be played within two weeks of their originally scheduled week (unless commissioner gives special permission).

VIII. PLAYOFFS AND CCWA CHAMPIONSHIP SERIES

1. ELIGIBLE TEAMS: Each team that wins their Division will make the playoffs. The two remaining playoff spots will go to the top two teams in each League. The playoffs will be matched up according to season records with the #1 seed playing the #4 seed and the #2 and #3 seeds matching up.
2. SERIES LENGTH: The Divisional round and League Championship Series will be in a best-of-three format. The CCWA Championship Series will be a best-of-five format.
3. CCWA CHAMPIONSHIP SERIES: The two teams advancing in the playoffs will meet in the CCWA Championship Series. The winner will take home the CCWA Trophy.

Visit www.leaguelineup.com/ccwa for rosters, schedules, standings, and statistics