

GOLDENSTICK WIFFLE®



RULE BOOK

May 13, 2016 Edition

**Game Play, Rosters, &
Formatting Highlights**

Golden Stick 101



*GSWL Field sizes & shapes vary

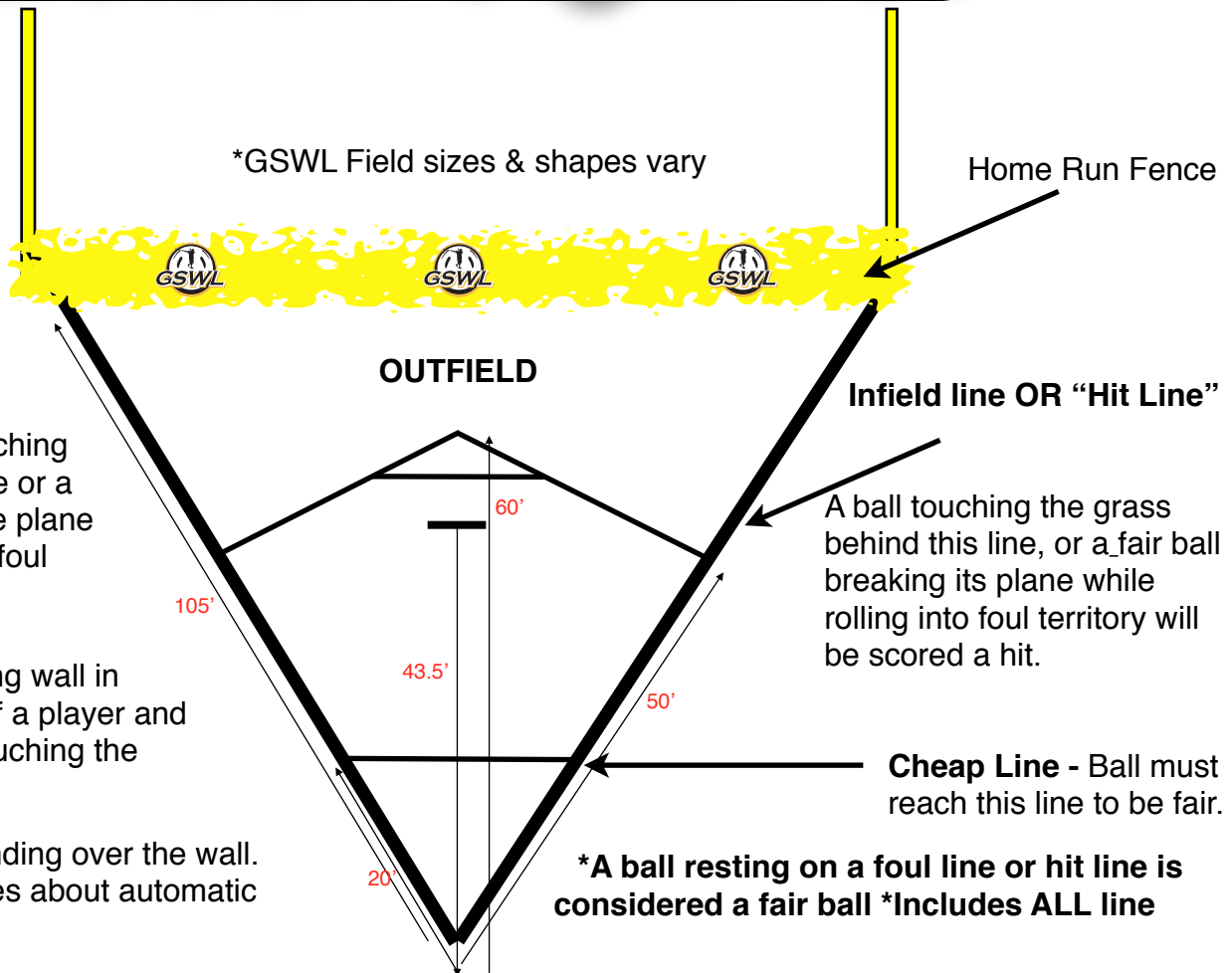
SINGLE = Any hit not reaching the wall

DOUBLE = A ball reaching the wall after a bounce or a fair ball rolling past the plane created by the wall in foul territory.

TRIPLE = Ball reaching wall in the air or deflecting off a player and into the wall before touching the

HOME RUN = Ball landing over the wall.
See Defense for rules about automatic HR's.

CLEAN SINGLE - Defined as **ANY** ball touching the outfield grass without being touched by a defender first.



FIELD STYLES



YARD (MEDIUM-PITCH)	SETUP REQUIREMENTS	FAST PITCH
8'X8'	BACKSTOP SPECS.	8'X8'
24" x 28.5" and stand 15" off ground	STRIKEZONE SPECS	24" x 28.5" and stand 15" off ground
43.5'	MOUND TO ZONE DIST.	48'
60'	HOME TO 2ND BASE	60'
110'	BACKSTOP TO FOUL POLE	90'
90-100'	HOME TO CF DIST.	95'+
50'	HOME TO 1ST/3RD BASE	45'
90'	FIELD WIDTH (FOUL TO FOUL)	APPROX 125'
20'	CHEAP LINE	20'

GAMEPLAY

OFFENSE

LINEUPS

- Batting lineups can be up to 5 players in size.
- When a batter is swinging, his hands are an extension of the bat. If a ball hits the batter's hands and the batter checks the swing it's a ball
- Batting out of order - If a team bats out of order and it is substantiated on the field before the first pitch of the next at bat, one out is scored, offense is erased, and the order starts with the skipped batter. Hitter must take a pitch for call to be made. *If the 2nd out of order at bat receives a pitch, the bating order will continue on in order from that batter forward with no penalty.
- A player arriving late MAY be entered into the back of the lineup as long as he is announced prior to the game starting.

BASE RUNNING

- Ghost Runners used - There is no actual base running.
- Infield singles will move runners 1 base.
- Clean singles will move all runners 2 bases. *See definition below.
- Doubles & triples clear all bases in all situations.
- Base running on all HRs is mandatory; regardless of situation/opponent. Failure to do so will result in an out instead of a HR.

****CLEAN SINGLE - ANY ball touching the outfield grass before being touched by a fielder.**

***Fielders only need to get a hand on it before it drops onto outfield grass to keep runners from advancing 2 bases. *Includes dropped pop flies.**

TAG RULE

- With runners on base and less than two outs, any member of the hitting team can yell "TAG" while a ball is in the air to try and advance the base runners. Once a tag call is announces it cannot be taken back. If successful all runners advance
- **DEFENSE OF TAG** — Throw to Backstop (in air) = Holds Runners
- ————— Throw to Zone (in air) = Lead runner is out

WHO MAKES THE CALL?

- Did the pitch hit or miss the K-Zone? — Hitter
- Did the batter check his swing? — fielder opposite batter; or pitcher
- Yard League Pitch Speed - Hitter
- Did the throw to home hit the K-Zone in the air? — Hitter
- Did the throw to home hit the Backstop in the air? — Hitter
- Was a hit ball Fair or Foul? - Batter
- Was an infraction caused on a Wall Catch? — Fielder
- Did the ball touch the wall following a hit? — Fielder
- Did the ball pass IF line following a ball in play? — Fielder
- Did the fielders foot touch the bag during Double Play attempt? — Batting team
- Was the fielder "fluid" in completing a defensive play? — Batting team

GAMEPLAY - CONT'D

DEFENSE

GENERAL FIELD POSITIONING

- Teams will have a pitcher and 2 fielders during defensive play.
- Fielders can line up anywhere in fair territory but no closer than the end of the pitchers rug.
- It is the responsibility of the batter to leave the lane between the fielder and strike zone unobstructed. If the throw hits the batter while standing in the throwing lane the defensive result will equal that of hitting the STRIKE ZONE.
- Any adjacent fields are considered out of play. To record an out a fielder must gain possession prior to their feet touching inside an adjacent field. (or Tournament Directors discretion)

PUT-OUTS & FIELDING

- Put outs are recorded when a ball is caught or fielded cleanly*, and any defensive play is completed effectively, and with fluidity**
- Any grounder fielded cleanly must be thrown to the backstop/K-zone on a fly to complete play
- Throw to backstop= Out at first recorded and runner(s) advance.
- Throw to strike zone= Lead force out and no runners advance.
- The leg and back pipes of the strike-zone are considered to be the same as the backstop
- In a force situation a fielder may tag 2nd base himself (within 1 step) to end an inning.
- On a **CLEAN SINGLE**, with a runner on 2nd, fielder can throw a (still rolling) ball from the outfield to the strike-zone (with fluidity) to throw out the runner coming home. Runner either scores or is thrown out. There is no way to hold him.
- If a fielder finishes over HR wall after touching, or with the ball, a HR will be recorded. FIELDERS **MUST** STAY INSIDE THE HR WALL.

DOUBLE PLAY SITUATIONS

- A double play is executed when a fielder fields the ball cleanly* and relays to the man tagging 2nd base, who then throws to the strike-zone OR backstop, hitting it in the air for the second out. Fielders can tag 2nd themselves with any part of their body, if done within 1 step. All components of DP must be done with fluidity**.
- Fielder covering 2nd must be in contact with the 2nd base or marked area when they catch the ball.
- Throw: 2nd to Backstop = Outs at 1st and 2nd with runners advancing.
Throw: 2nd to strike-zone = Lead forced runners are out & runners do not advance.
- Outfielder MAY contribute to a double play.
- An infielder MAY allow an infield fly ball drop on purpose with the intentions of turning a double play.
- In a double play situation, simply flipping to 2nd without a throw home will record an out at first, all runners advancing. Teams are incentivized to ALWAYS attempt the double play!

* **Fielded Cleanly** - Ball can be bobbled but cannot touch the ground. Ball cannot be bobbled in an attempt to shorten throw home.

** **Fluidity** - When making a defensive play the defender must maintain uninterrupted and deliberate motion in the completion of the play. Any break in motion OR change of intention ends the play. (Ex, body turns to second, then throws home=NOT FLUID)

GAMEPLAY - CONT'D

PITCHING

PITCHING - GENERAL

- Yard League: 4 Ball/2 Strike count - - - Fast Pitch: 4 Ball/3 Strike count
- With 1 strike remaining, 2 foul tips into the zone will result in a strike out.
- Foot Positioning - At the time of the release of the ball, his back foot be in contact with the mound. In the event the pitcher throws the ball and is not in contact with the mound the pitch will not count. The count will remain where it was.
- Strikes - A pitch is scored a strike when the ball makes contact with any part of the zone (except leg/arm).
- Called balls - A pitch is recorded as a ball when it misses the zone, the batter does not swing, or checks his swing.
- Only, 1 ball is allowed on the field at a time. Once a ball has been deemed illegal it must be turned in to the director of the event. A ball discarded by a pitcher by choice two times is done for game unless new ball breaks.
- Starting pitcher must be announced PRIOR to the start of the game. See Home & Away for

PITCHING - INNINGS & RELIEF

- Yard League teams must have a min. of 2 starters per event.
- Starting pitcher cannot be relieved until 3 runs given up, or 2 full innings pitched.
- Pitchers cannot start back to back games *Earned Byes reset rotation*
- A pitcher may not re-enter a game in which he was relieved unless the game goes into extra innings, OR as the result of injury.
- In the event of a tie, the pitcher who finishes regulation must pitch to the first 3 batters of



YARD LEAGUE SPEED RESTRICTION



*Yard League speed limit is “medium pitch”. While a numerical speed limit is difficult to assess, event directors and league veterans help administer what is/is not acceptable. If the batting team suspects a pitcher is throwing too fast they should warn the opposing pitcher. Following the warning, batting team can rule “pitch over” for any ball deemed too fast. Event director and region’s vets will assist in administering proper speed and to keep game in line with Yard League standards and on track. Teams **cannot** agree to match speed in excess of medium pitch. Yard League games **must** remain medium pitch.*

GAMEPLAY - CONT'D

MISCELLANEOUS

Penalties

- It's the responsibility of the opposing team to question a pitcher's availability before a game.
- If a team does not have 2 pitchers in YARD League, they must start respective games down 4 runs. *Rule may not apply to rookie teams. Rule does not apply to 1 day teams.
- In a down 4 runs game, the first 3 innings pitched do not count toward an opposing pitchers totals.
- Teams playing with less than the required number of players will start down by 4 runs

Extra Innings

- First extra inning starts will start clean — no base runners
- 2nd extra inning will start with a man on 1st and 2nd in all rounds of regular season play.
- All innings there after start with the bases loaded.
- The pitcher that finished the game must pitch to the first three batters of extras *See Pitching - Inning& Relief for more on how extra innings pitching works.
- Tournament Directors have authority to modify Extra Innings based on time/weather/etc.

Slaughter Rule



- 10 Run Rule – If a team is behind by ten or more runs after having two at bats in a game the game is called. *Home team gets last ups.
- 20 Run Rule – If a team reaches 20 runs, they win immediately and the game is over.
**No minimum # of at bats apply for either team*

Home & Away - Reg. Season Event Seeding & Tie Breakers

- 1) Record (on the day)
- 2) Head to Head Record (on the day)
- 3) Throw to Zone Duel

- Top seed chooses Home or Away
- Home team announces starter first
- Away team must announce starter prior to first pitch of game.

Golden Games

- Golden Game Finals pitching limit = max 12 outs/pitcher.  Starter must go 3 innings OR 4 runs. In extra inn. Those over the limit must alternate innings STARTING with the 13th out. 

Rules not covered in this rule book will default to major league baseball when applicable.

EQUIPMENT

BATS

- Fast Pitch Bats will be a limit of 38" in length and no more than a 2 3/4" barrel.
- Yard League bats will not exceed 38" in length and will feature a 1 5/8" barrel. Any bat other than modified Wiffle® & Moonshot Stik must be individually approved.
- Yard League bats allow for ONE standard weight inner/bike tube slid over the barrel as a lining.
- Tape can not be added to a bat for reasons of performance. Only tape used for bat maintenance is allowed.
- Golden Stick allows bats to be extended by gripped-over wooden dowels secured into the grip of the bat.
- No bats inordinately damaging to the ball will be allowed.
- All bats subject to approval.
- JMX & all other Metal bats are not allowed during gameplay

BALLS

- Only Wiffle Inc. of Shelton CT's baseball sized balls are allowed in a Golden Stick league event.
- Scuffing of the ball is allowed provided nothing is added to the ball and the structural integrity of the ball is not compromised.
- Balls scuffed too thin, becoming too soft, or with more than a 1/4 crack in it will be deemed unusable.
- The league/event director reserves the right to disallow any ball.

MISCELLANEOUS

- Batting gloves may be worn.
- No gloves may be worn in the field *Unless approved due to medical reasons.
- All equipment subject to Golden Stick & Wiffle Inc. approval.

Yard League Format Related Notes:



- Positioning in the Regional & National Standings will be determined by pts earned for ALL wins in season.
- If a team no shows from an odd #d team event the bracket(s) will be re-drawn
- If a team no shows from an even #d team event, their opponents will receive W, pts, & Bye.
- League can try to replace the opponent.
- Day's record dictates choice of home & away as rounds progress.

PERSONNEL

Rosters

- Yard League rosters will be comprised of 3-5 players with a max of 3 Yard veterans per roster
 - A Yard League veteran is someone with previous playoff qualification in Yard League
- Rookie teams can play as a 2-man throughout the regular season but must qualify a 3rd player for postseason
- Exceptions to the 3 Vet MAX in Yard League are as follows:
 - *Rosters which came into Golden Stick whole and have not added any veteran GSWL free agents
 - *Rosters with a core of 3 VETS + 1-2 Yard League rookies signed by same team in previous season(s).
 - *Veteran JOURNEYMEN
 - A Journeyman is a board approved player who does not offset the balance of a roster OR free agency.
- *Signed Rookies & players with Journeyman status can remain with their team in subsequent seasons.
- **Any off-season roster changes will result in it's review and the likely forfeiting of any grandfathered exceptions.
- ***Teams who do not disrupt the competitive balance, and or free agent market can petition for traveling exceptions.

Post Season Qualification -

2-Man

*For league teams only:

Parameters on 2 player teams:

- Teams must qualify & play with min. of 3 players for post season.
 - 3 full innings = 1 game & 2 games = 1 week of play
 - Yard League players need a min. of 3 separate day's appearances (Includes Backyard Games)
 - Returning Player Clause - Previously qualified GSWL players returning to their **LAST PLAYED FOR** franchise qualify by:
 - 1 season with franchise = 1 week of play in current season
 - 2 > seasons with franchise = 0 weeks of play necessary
- Roster spot for the returning player must be left open throughout the regular season. All qualification rules apply.

Substitutions & Replacements

- Teams may use unlimited 1 time subs from FA market. **Contracted players may not sub on other official teams.**
- Teams will need 2 members of their core roster in order to accumulate points from a regular season event.
- If a free agent subs onto a team for a 2nd time in a season, the team will have to have a roster spot free for them, OR will need to cut a player to make room for the substitution.
- A player may not return to a roster after being cut in the same year.
- A Free Agent can only be used as a substitute up to 2 times in a given season unless signed/payed for.
- **REPLACEMENT PLAYERS:** Weeks played and qualified statuses can be inherited by equal or lessor players replacing lost player. *Does not apply to players cut by team. **All replacements need be approved

Post Season Qualification & Standings -

- Yard League teams can play in any scheduled Super-Qualifier regardless of location.
- Yard League teams can play in any Region's Championships provided they play 1+ regular season Super Qualifier in that region.
- Positioning in the National Standings will be determined by points earned throughout the season.

1 Day Teams

- 1 Day Teams are welcomed to enter Golden Stick Regular Season events to try the league, compete for cash, and just have fun! *All Regular Season events resemble a traditional tournament.