

# New Berlin Recreation Department



## Wiffleball Rules – 2025

### Rule 1 – League Purpose

The purpose of the New Berlin Recreation Department Adult Wiffleball League is to provide desirable physical activity and to foster ideals of good sportsmanship through wholesome recreation sports competition and participation.

It is the intent of the Recreation Department to retain teams in the sponsored adult sports league program on a fair and equitable basis and to include new teams in an orderly manner. The policies and regulations governing this program and their administration will be the responsibility of the Recreation Department as approved by the New Berlin Recreation Commission.

### Rule 2 – Players and Fees

1. All wiffleball teams should have all team fees paid on or before September 5th, 2025. Entry fee is non-refundable. League play is tentatively planned to begin September 5<sup>th</sup>.
2. Teams must have a minimum of 4 players and no more than 9 players on their roster. Each player must sign the roster form which is submitted to the Recreation Department by each team.
3. Teams are welcome to complete their registrations and payments in-person at the Activity and Recreation Center (15321 W National Ave) or online.
4. All players must be at least 18 years of age to participate in the Leagues.
5. Those teams which were registered during the previous season will have first priority to return to their same league.
6. Managers of returning teams will be considered to have possession of the registration slot, however in cases when the team sponsor and team manager both desire possession of the team registration slot, the following policy will apply:
  - a. The sponsor or manager registering the most returning players from the previous year's same team will take possession of the team registration slot. In case both the manager and the sponsor have an equal amount of returning players, the manager will take possession of the team registration slot.
  - b. If a manager is new, the new manager will obtain the right to the registration slot instead of the sponsor, provided there are a majority of the previous year's players registering with the new manager. In case of a tie, the new manager will obtain the registration slot.
7. Individual players seeking to leave a current team manager will be considered a new team.
8. Teams may add players to their team during the roster adjustment period. This is from the time between when player fees are due through June 13, 2025.

9. No accident insurance will be provided for teams and players in this program. Players should have adequate personal health and accident coverage before participating in this league.
10. Once the season begins, players are not allowed to transfer to another team.

### Rule 3 – Game Cancellation and Inclement Weather

1. The New Berlin Recreation Department Information Line **262-754-1700** is in service to provide game cancellation notices as efficiently as possible. This hotline will be updated for postponements no later than 4:30 PM on game days when field conditions are questionable. If inclement weather occurs after 4:30 PM, the hotline will not be updated and a decision regarding games will be made at the playing site.
2. Additionally, the City of New Berlin web site publishes rainout information at: <http://www.newberlin.org/475/Program-Status> and on the Rec. Dept. Facebook page.
3. Heavy rain on the day preceding game day may make it necessary to cancel a game. Department cancellations are judgmental and are made by 4:30 PM.
4. Postponed games may be rescheduled by the Wiffleball Coordinator in accordance with available facilities. The Department reserves the right to not reschedule games that have no bearing on 1<sup>st</sup> place. There is no guarantee that all 7 games will be played due to weather constraints.
5. Rainouts may be made up by rescheduling games as doubleheaders or extending the season as long as there are enough dates available.
6. No refunds of any fees if your team has not played all of its games.
7. Should a game be rained out, managers are responsible to check the website for the makeup dates. If for any reason a team does not report for a scheduled game, that team will forfeit the game.
8. If a game has been suspended due to inclement weather, the Umpire will mark on the sign in sheet how many minutes have been played up until the game was suspended/delayed. If the game resumes, the time the game resumed will also be noted.
9. If a game has been stopped due to inclement weather, we will utilize the following guidelines to determine whether the game is a complete game:
  - a. If we have completed 3 ½ innings and the home team is ahead, the game is complete (The visiting team has batted for 3 times).
  - b. If we have completed 4 innings, or during the bottom half of the inning, the home team has gained the lead of the game, the game is complete.
  - c. In cases where less than these innings amounts listed above are not met, we then utilize a **25-minute time factor**. At least 25 minutes of **actual game time** must be played to qualify the game as complete. It does not matter how many minutes were used to get to the previously completed inning, as long as 25 minutes of game time has expired, we will use the guidelines below to determine game winners:
    - i. If the game is in the top half of an inning, we will refer back to the previously **COMPLETED** inning to determine the winner.

- ii. If the game is in the bottom half of the inning, the home team must be ahead in the score to use the current innings score; otherwise, the score of the last **COMPLETED** inning will be utilized to determine the winner.
10. In case of inclement weather that causes the emergency sirens to be blown in New Berlin, all games will be automatically stopped immediately. Participants will be requested to seek shelter. The sirens are only utilized for a tornado warning, which means that a tornado has been spotted in the Waukesha County area. Tornado watches are not included in the sirens.

#### Rule 4 – Forfeits

1. **A (10) minute grace period will be granted before a game is forfeited.** Failure to field a team of at least (4) certified/registered players by this time would result in a forfeit.
2. A team that forfeits a game due to failure to provide required numbers of players must pay a forfeit fee to New Berlin Recreation Office before the team's next scheduled game. Teams who notify the Recreation Specialist 24 hours prior to forfeited game will pay \$15. No showing a game or notice less than 24 hours will result in a \$25 fee. Failure to pay the fee before a team's next scheduled game will result in forfeiture of said game. Fees can be paid in-person, via mailed check, or online.
3. Multiple forfeits:
  - a. A second team forfeit will return the team to new team status for the next season. Team must pay another forfeit fee.
  - b. A third forfeit may result in immediate expulsion from the league and possible disqualification from further participation in this league program.

#### Rule 5 – Protests

Protests on an umpire's judgment of play will not be accepted. Protests on interpretation of or violation of rules must be made at the time of the incident by notifying the Umpire and the Wiffleball Coordinator. A written protest must be received by The Recreation Office, accompanied by a protest fee of \$25.00 within 2 working days of the time of the protest. This fee is not refundable, unless upheld. Protests will be ruled on by the Recreation Specialist and Wiffleball Coordinator.

#### Rule 6 – Conduct and Discipline

1. Participating in this league is a privilege that may be denied or suspended for just cause.
2. At Valley View Park, no alcoholic beverages may be consumed in the dug-out or playing field during game times. A City ordinance prohibits alcohol carry-ins at Valley View Park without a permit. No alcoholic beverages or tobacco products are permitted by players or spectators at practices held at New Berlin Public School fields and youth games at Valley View Park; violators will be notified and removed from the premise if

needed. A concession stand serving alcoholic beverages and various other beverage/food options will be open during Adult Wiffleball League Play.

3. Good sportsmanship and proper discipline is a must in this league. Any player removed from a game for unsportsmanlike conduct will be subject to suspension or dismissal from League play. **Excessive amounts of swearing or other profanity WILL NOT BE TOLERATED**, and repeated violations of this may result in ejections/suspensions/forfeitures.
4. Verbal abuse from players or team fans towards any umpire or recreation or park employee will result in an ejection from the game/park with the possibility of a game forfeiture.
5. Players shall not throw bats. One warning will be called and any incident may result in a player ejection/suspension.
6. Maliciously running over another player is unsportsmanlike and will result in an automatic out and ejection.
7. Any player repeatedly arguing balls and strikes will be out and ejected from the game.
8. Any physical contact with any player or team fan will result in immediate ejection from the park and may result in permanent expulsion from the league. A Team Manager meeting with the Recreation Specialist will determine this punishment and a \$50 fine will be assessed to any team involved in physical contact with others.
9. Any player ejected from a game may be required to meet with the Recreation Specialist before resuming play. This player will also be suspended for a minimum of one additional game.

#### Rule 7 – Wiffleballs, Bats, Equipment and Team Uniforms

1. Wiffleballs and Bats will be provided by the Recreation Department during league games. In the event of a ball out of the field of play, additional balls will be accessible.
2. Uniforms are optional.
3. Athletic shoes or cleats are allowed. NO METAL CLEATS.
4. No jewelry shall be worn that, in the discretion of the umpire, may result in injury to any player on the field.
5. No gloves are allowed of any kind
6. The Recreation Department cannot be responsible for lost or stolen articles. Check with the concession stand for lost and found items.

#### Rule 8 – The Game

*Any rule that's not specifically discussed in this document will be in accordance with the American Wiffleball Association Rules. Please note that very few modifications have been made by the Recreation Department.*

1. The Recreation Department will provide one qualified Umpire for each league game. A Field Supervisor will also be present on each night of play. The Field Supervisor's responsibilities are as follows:
  - a. Enforcement of league policies
  - b. Identification of players by team rosters
  - c. Addressing inappropriate behavior in the park

- d. Act as liaison between Team Managers, Umpires and Recreation Specialist.
    - e. Representative of the Recreation Department pertaining to inclement weather cancellations in conjunction with the Head Umpire.
  2. In the event the game Umpire does not appear as scheduled, the teams will be expected to play with a Substitute Umpire mutually agreed upon by the teams involved.
  3. **Recreational Batting Order:** All rostered players that will be playing in a game must be listed on the "Wiffleball Sign-in Sheet" given to each team prior to a game. The players may be listed in any order and may be freely substituted on defense. Any player arriving after the game has begun shall be allowed to play and will enter last in the batting order. However, a player listed on the lineup and not present at their time of bat will be counted as an out and removed from the lineup not to be re-entered. The batting order may not be changed once it has been submitted without the following exceptions:
    - a. Late addition – A player arriving after the lineup has been submitted will be listed following the last player on the lineup.
    - b. Injury – An injured player will be dropped from the batting lineup and the batting order will resume with the next batter. If an injury occurs to a player while that player is on base, the last player who made an out will substitute for the injured player on base. Players leaving the game may not re-enter.
    - c. Emergency – Any player that leaves the game due to some emergency will be dropped from the batting lineup and the batting order will resume with the next batter. Players leaving the game may not re-enter.
    - d. Defensive Ejections – Ejected players will be dropped from the batting lineup and the batting order will resume with the next batter.
    - e. Offensive Ejections – Ejected players will be dropped from the batting lineup and the batting order will resume with the next batter. Players ejected while occupying a base will not be replaced and will be counted as an out one time only.
4. Field Dimensions
  - a. First and Third 45 feet from home plate, distance from second to third, and first 40 feet.
  - b. Foul lines angled at 75 degrees intersecting 4 feet behind the home plate.
  - c. Pitcher's Rubber is set anywhere from 36.5-38 feet from home.
  - d. There will be a temporary fence 100 feet from home plate
  - e. There will be a "No-Bunt Line" 8 feet from home.
5. Gameplay
  - a. Regulation games will consist of 6 Innings
  - b. No new inning may begin after 40 minutes
    - i. If the game is tied after the time limit, the game will end as a tie.
  - c. There will be an 8-run limit per inning. No run limit in the 6<sup>th</sup> inning.
  - d. There can only be 4 players on the field - Positions: 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, and Pitcher
  - e. "Mercy Rule"- 20 run lead after 3 innings, 15 runs after 4 innings, or 10 runs after 5 innings.
6. Outs in the Field

- a. Runner/Ball Contact - Base Runners hit by a ball are out
  - i. A defender may throw the ball at the runner, and if contact is made from the shoulders down, the runner is out if not safely on base
  - ii. A batted ball hits a baserunner, even if on a base
    - 1. Umpire can rule a dead ball/re-do for contact with a runner standing on third base if the ball was heading foul.
- b. The pitcher's circle can be used to get in replacement for a force out at first base.
- c. Outs at Home
  - i. Every team has a ghost catcher on their team
  - ii. A runner is out at home if the ball gets to the ghost catcher prior to the runner with enough time to make the play
    - 1. The ghost catcher remains behind the plate, however has the fastest tag of all time
  - iii. This is a judgment call from the umpire
    - 1. No specific lines or targets are used
  - iv. The play is dead after a throw is made to home
  - v. The red line on the third base line indicates a point of no return for the baserunner

## 7. Pitching

- a. This league follows a "slow pitch" format
  - i. Pitch from the designated mound at a speed that is easy to hit
- b. All pitches must be in accordance with the following:
  - i. The ball must go above the pitcher's release point
  - ii. Pitching motion must always be towards home plate
  - iii. Off-speed pitches are strictly prohibited (Intentional curveballs, sliders, knuckleballs, etc...)
- c. Umpires shall call for an illegal pitch verbally. If the hitter chooses to swing, the call is nullified, and the play is live and stands.

## 8. Balls and Strikes:

- a. The strike zone is a 23"x28" frame, the ball must hit the frame as called by umpire.
- b. Three strikes and the hitter is out
  - i. The pitch hits the strike zone
  - ii. The batter swings and misses
  - iii. The batter hits a ball foul
  - iv. A batter interferes with a pitch that would have hit the strike zone
- c. Four called balls and the hitter walks
  - i. If the batter is struck by a pitch, it will be declared a ball

## 9. Home Runs:

- a. There will be no limit to the amount of over-the-fence home runs hit.
- b. For all home runs hit over the fence, the hitter may immediately return to the bench without touching any base or making a motion towards 1<sup>st</sup> base.

## 10. Base Running

- a. No leading off. Runners may advance only after the ball has been hit.

- b.
- c. Sliding or Diving - There will be no sliding or diving by offensive players into any base. Runners doing so will be called OUT automatically. If a runner overruns a base, they may not fall or dive back to the base. Doing so will be an automatic out.
  - i. Unless a runner accidentally slips and falls, they must reach the base upright or the runner will immediately be called out.
- d. Runners are not permitted to maliciously or intentionally contact or "plow over" any fielder; violators will be called "out" and be subject to ejection/suspension or potential removal from the league as deemed necessary by the Umpire & League Coordinator.

11. Defensive players cannot block any base without having possession of the ball.

12. No fake tags. This is a safety issue and a warning followed by team "outs" will be called.

#### Rule 9 – Player Injuries

1. A player rendered unconscious shall not return to that game.
2. If a player has any open wounds or lesions in a game or practice, the game will be stopped and that player must leave the field for treatment. They may not return until bleeding has stopped AND any bloody clothing is removed/replaced.
3. Any player who leaves because of an injury will not be allowed to return to the game. Their team will not be given an out when that player is in turn to hit in the batting order.

#### Rule 10 – Awards

Individual awards will be presented to league champion teams. League champions will be determined by the total number of games won and lost. Playoffs may be arranged by the Recreation Department to determine first place, or the Department may award co-champions if necessary.