

Wiffleball Rules

General

Wiffleball Exhibitions can be played in two ways, Team-Based or Solos-Based.

Teams-Based must have at least 8 players.

Solos-Based can be played with any amount of players.

Time/Score Limits

For teams-based, the time limit is 3 full innings. There is no score limit.

For solos-based, the time limit is three-full batting rotations. There is no score limit.

Roster/Roles

For teams-based, rosters will be chosen via captain drafts. Teams will swap between fielding and batting/pitching.

Away captain will receive first pick while home captain's team will bat second.

For solos-based, the batting order will be decided based on player arrival. Players will rotate between positions every at-bat.

Ruleset

Teams-Based

The objective of the game is to score more points than your opponent.

The game ends once the last out is recorded, no matter the score. Highest point total wins.

Solos-Based

The objective of the game is to score on the higher echelon of players participating to secure the win. Players can do so by collecting bases (1), outs (1), and out assists (0.5).

The game will feature four full batting rotations.

The game ends once the last batter has hit. Have more points than the lower echelon players to win.

Fantasy Point Tables

Category	Multiplier	Stat	Score
OFFENSE			
Out	-0.2		0
Single	1		0
Double	2		0
Triple	3		0
Homerun	4		0
RBI	1		0
Run	1		0
Strikeout	-1		0
Walk	1		0
At Bats	0	-----	0
Total Bases	0	-----	0
Batter Value	(TBs / ABs) * 3	-----	#DIV/0!
DEFENSE			
Innings Fielded	3		0
Outs Recorded	2		0
Out Assists	1		0
Defensive Gems	3		0
Errors	-1		0

PITCHING				
Innings Pitched	5			0
Strikeouts	1			0
Walks	-0.3			0
Allowed Hits	-0.5			0
Allowed Runs	-1			0