

Brewski Park Rulebook

Pitching:

- Your batting order is your pitching order (Team of 3 example – batter 1 will pitch innings 1 & 4, batter 2 will pitch innings 2 & 5, batter 3 will pitch innings 3 & 6. This order continues and remains in extra innings)
- 6 balls is a new count, 3 strikes is an out
- In extra innings 6 balls is a walk
- A foul tip into the k zone with 2 strikes is an out
- After the first count reset of an at-bat, if any following count resets at 6 balls and 0 strikes, the batter has the option of taking first base
- Every player **must** pitch their assigned innings
- Rules regarding pitch speed limits:
 - NO WHIPPING
 - DO NOT BE A DICK. YOU WILL BE CALLED OUT
 - IF YOU REMAIN A DICK YOU WILL NOT BE WELCOMED BACK
 - Please refer to the ruling of *Brewski Park V. Andrew Fiumedora*

Fielding:

- Teams can field 2 players other than the assigned pitcher. There are no requirements for fielding a certain number of innings. (Team of 6 example – if player 4 does not want to field, they do not have to play the field other than their assigned pitching innings)
- Pitcher's poison – any player with the ball in hand and touching the pitcher's mound will be able to get out the maximum of any force out available.
- Pegging – allowed. Runners may only take 1 extra base on an overthrow
- Double Plays:
 - As mentioned above, pitchers poison gets the highest possible force out. So, for example, if a runner is on first base and the batter grounds to the pitcher, the runner is immediately out at 2nd base. At that point, the batter must get to first base before a fielder with the ball, or before they are pegged to avoid the double play
 - Pitchers poison also acts as a force out on caught balls. For example, if a runner is on any base and a line drive is hit and caught, the runner must get back to their base before a fielder, with the ball in hand, is touching the mound.
- Tagging up – If there are zero outs and the ball is caught, runners may tag their base and attempt to beat the fielders to the next base before they are pegged or tagged.
- Bushes/Fence/Interference – if any ball gets stuck in any way, runners are limited to only 2 bases. Nothing is automatic, but they are restricted to only 2 bases if a ball gets stuck
 - **If a fielder calls out that the ball is stuck, the runners may take their 2 bases automatically**
- K zone may act as a force out at home

Running:

- Runners may only begin moving once contact is made.

- If you over-run 2nd/3rd base (past generous clear white lines) on a force out, you are out.

General:

- Homeruns near trees will be judgmental call based on projected trajectory
 - If you (grown ass adults) continue to bicker about calls it will be ruled a triple, so nobody wins
- Plays at 1st base may be challenged but if you waste our time and are proven wrong, you will be fined \$50
- Slaughter Rule:
 - Round 1
 - 10 runs after 2 innings done
 - 8 runs after 3+ innings done
 - Round 2 (5 Inning games if round 1 not complete by 2pm)
 - 8 runs after 2 innings done
 - 6 runs after 3+ innings done
 - Round 3
 - 10 runs after 3+ innings done

Brewski Park V. Andrew Fiumedora

In Spring of 2011, Andrew Fiumedora “Fumie” arrived at Brewski Park for the annual tournament. This was prior to the batting order/pitching order requirement. He pitched every inning for his team and continued to whip the ball. By this point in society, members of the town of Westwood had continued to play Wiffleball at Brewski Park with no restrictive pitch speed limit and no competitive issues. On this day, however, Andrew arrived and pitched the ball as hard as he could. He went full toolbag. You should never go full toolbag. Other players called him out and told him to tone it down. However, he continued. His team went on to win the championship. Even his team members thought that he had ruined the tournament. After this barbaric performance, he has never been invited back. He brought shame to not only his team, but his entire family.