

# RULES FOR THE SPORT OF



---

## WHBL.ORG



**Attribution-NonCommercial-ShareAlike  
3.0 Unported (CC BY-NC-SA 3.0)**

# CONTENTS

<b>ALOHA &amp; WELCOME FROM/TO THE</b>	<b>2</b>
<b>WORLD HALFBALL LEAGUE (WHBL)</b>	
<b>BASIC RULES</b>	<b>3</b>
<b>PLAYER ARRANGEMENTS</b>	<b>4</b>
<b>DIMENSIONS FOR</b>	<b>5</b>
<b>DISTANCE AND WALL FIELDS</b>	
<b>EXTRA INNINGS</b>	<b>6</b>
<b>LEAGUE PLAY</b>	<b>WHBL.ORG</b>
<b><i>HALFBALLERS</i> (MAGAZINE)</b>	<b>COMING SOON</b>
<b>WIKIPEDIA ARTICLE ON HALFBALL</b>	<b>7—11</b>

---

**Dear Player/Reader,**

**Aloha & Welcome** from/to the World Halfball League. Whether you are a halfball veteran or completely new to the sport, we are honored to have you join the epic journey of agility and imagination embodied in this one-of-a-kind sport. To enter your local games and stats to the WHBL, all players must attest that games were played by the rules detailed on pages 3-6 of this document. You are in for a treat.

Half a ball. Twice the fun.

Halfball is played with a stick, which can be a wooden dowel or broomstick up to 1" in diameter and of any length and a half a ball. WHBL standard is a tennis ball cleanly cut in half. Some of the rules are the same as regular baseball, such as getting players to take bases by hitting the ball into the field or getting walked and scoring runs by getting a player to move to 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> base and back to Home Plate to finally score a run. There are 3 outs per inning and 4 balls equal a walk (batter takes 1<sup>st</sup> base), and batter hit by the pitcher's ball (before it hits the ground) automatically walks to first base. Unlike baseball, all running bases is done by 'ghost' or imaginary or 'virtual' runners. In halfball, a swing and a miss is an out. In lieu of baseball's 9 innings, halfball operates with a standard of 7 and the ability to play even shorter games as desired. Most importantly bases for hits are determined according to the height or distance depending on the field of play (see page 5). Other details follow.

## ❖ No running bases

- ❖ Coin flip starts the game: call it in the air and let fall. Winner chooses to bat 1<sup>st</sup> or 2<sup>nd</sup>.
- ❖ Players must have a safety leash connecting the halfball stick to the batter's wrist
- ❖ Walked batters only move other players on bases forward by forcing them (taking their place)
- ❖ All pitching is done underhand except for a palm down, side arm pitch
- ❖ 1 swing and a miss is an out
- ❖ If the ball does not reach at least the single mark, it's a foul tip
- ❖ 2 foul tips = 1 out
- ❖ Only play 7 innings (option to reduce as agreed)
- ❖ Pop up caught by pitcher in front of the single line on a fly ball = all 3 outs
- ❖ If the catcher catches first foul tip on a bounce or a fly = 1 out
- ❖ Any ball caught on a bounce or a fly = 1 out
- ❖ Players can change positions at any time (e.g. outfielder can become a pitcher)
- ❖ Calling balls and strikes: 3 strikes is an out and 4 balls is a walk to 1<sup>st</sup> base
- ❖ If you have 1 foul tip and then get 2 called strikes = 1 out
- ❖ If you have 2 called strikes and get 1 foul tip you still get another swing
- ❖ 2 called strikes and 2 foul tips = 1 out
- ❖ Sac-fly – must have runner on 3rd, a fly ball caught at either triple or homerun mark, runner scores from 3rd, runners from 1st and 2nd are not effected, Sac-fly is only possible with less than 2 outs
- ❖ Strike zone is slightly larger than in baseball
- ❖ Home plate is slightly larger than in baseball
- ❖ SKUNK: If a team is ahead 10 runs or more before the 7<sup>th</sup> inning, the underdog team must score a run on their next inning at bat otherwise game over, they lose.

# OF PLAYERS	ARRANGEMENT	NOTES
<b>1 PLAYER</b>	Self	Practice pitching at a strike zoned target. Find someone to pitch to you or pitch to yourself and find other players by visiting and sharing <a href="http://whbl.org">whbl.org</a> and wearing halfball <a href="#">swag</a> !
<b>2 PLAYER</b>	1 on 1	Players call the game between themselves (balls and strikes) no catcher and no umpire.
<b>3 PLAYERS</b>	1 on 1 with an umpire/permanent catcher	
<b>4 PLAYERS</b>	2 on 2	Pitcher and outfielder <i>or</i> catcher, No umpire.
<b>5 PLAYERS</b>	2 on 2 + umpire/permanent catcher	
<b>6 PLAYERS</b>	3 on 3	Each team has catcher, pitcher and outfielder, no umpire.
<b>7 PLAYERS</b>	3 on 3 + umpire	Each team has catcher, pitcher, and outfielder.

## DIMENSIONS OF EQUIPMENT AND STRIKE ZONE

- ❖ Home Plate = 23" width/13" length
- ❖ Stick = 1" diameter, any length      Ball = ½ Tennis Ball
- ❖ Strike Zone = For a pitch to be considered a strike, the batter must not swing at it (otherwise it would be a foul tip or an out) and it must cross above home plate somewhere above the batter's ankles and below their shoulders. Calls favor pitcher.
- ❖ Distance from Home Plate to Pitching Rubber = 13 Strides

## DIMENSIONS FOR A DISTANCE FIELD (adjust as needed)

- ❖ Total Length = 48 Strides
- ❖ Total Width = 26 Strides
- ❖ Pitching Rubber to Single Mark = 4 Strides
- ❖ Single Mark to Double Mark = 10 Strides
- ❖ Double Mark to Triple Mark = 10 Strides
- ❖ Triple Mark to Homerun Mark = 11 Strides
- ❖ Out of bounds = anything past 13 strides left or right of Pitching Rubber

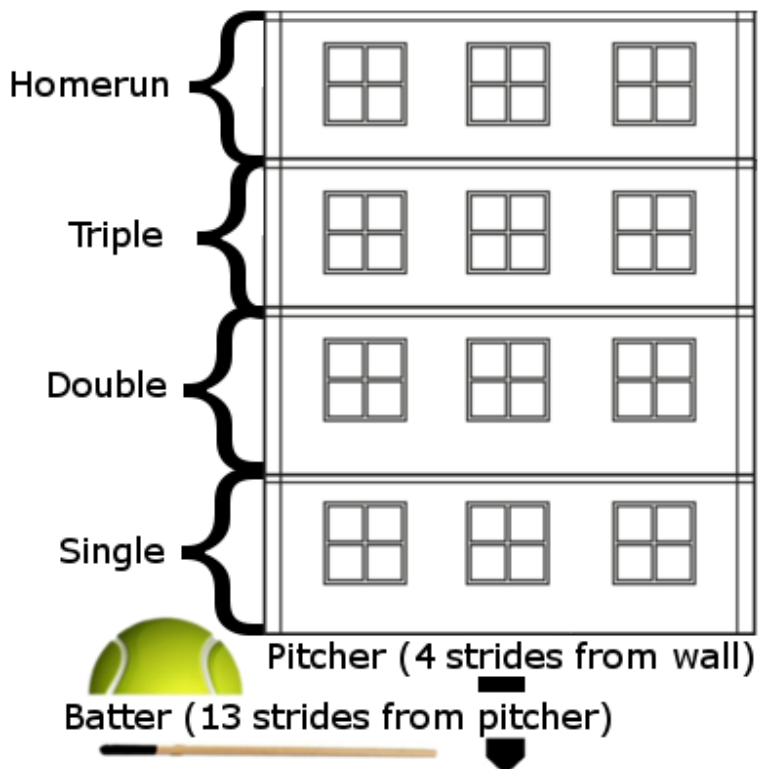
## DIMENSIONS FOR A WALL FIELD

Must have at least a 3 story tall building/wall to play a wall game.

Exact dimensions for wall fields are determined by agreement among players.

Use the features of the building to mark clear boundaries agreed upon.

Windows must have protection or it is not a valid play field.



# EXTRA INNINGS (in case of tie)

Top of the 8<sup>th</sup> automatically starts with bases loaded

Flip of coin decides who bats first, call it in the air and let it hit the ground.

Sudden Death, first team to score a run wins the game.

Grand slams make the hall of fame (video required), send to [info@whbl.org](mailto:info@whbl.org)



**SWAG – SHOP OR REQUEST CUSTOM: [WHBL.ORG](http://WHBL.ORG)**

