HOW TO CATCH A
JOHNNY DRIP DRIP

DD - HOW TO CATCH A JOHNNY DRIP DRIP - JDD - JOHNNY DRIP DRIP - JDD - HOW TO CATCH A JOHNNY

COMPLETE RULES AND GUIDELINES

First Edition

@DRIPDRIPBASEBALL

JOHNNY DRIP DRIP
GAME FORMAT

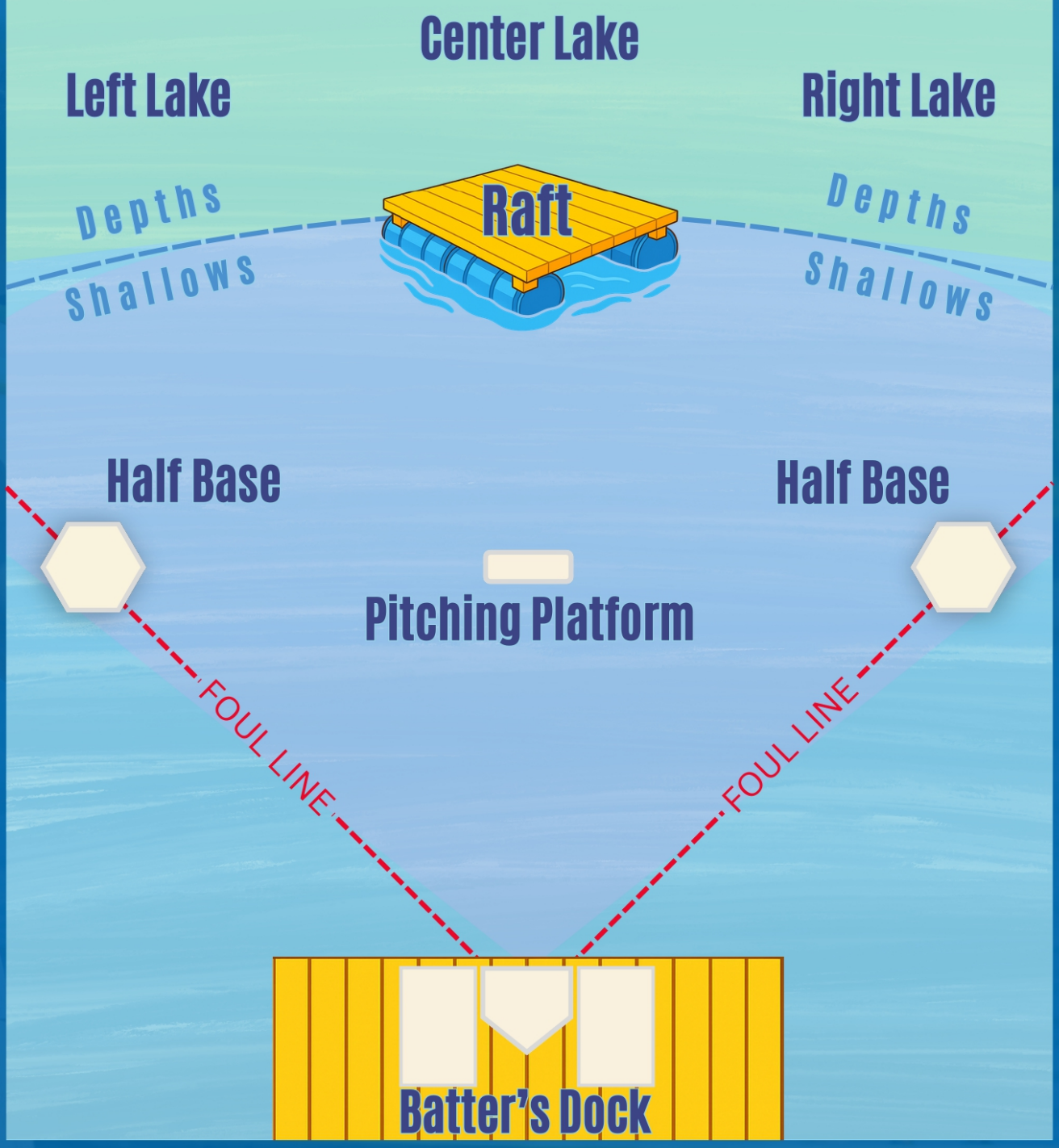
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Johnny Drip Drip, also referred to as JDD or Drip Drip, is an aquatic wiffleball hybrid sport with rules derived from baseball but with very key distinctions. JDD games are split into innings where teams each have a half an inning on offense and a half an inning on defense. Standard games of JDD are 4 Innings but games can be shortened to 3 Innings at minimum.

Like in baseball, the team on defense pitches to the Batter. JDD uses a standard baseball strike zone. 3 Strikes is a Strikeout. 6 Balls is a count reset. Pitches are to be relatively slow, there is no official maximum speed, but players are expected to follow the gentleman's rule. Batters should alert the Umpire if pitches are too fast so they can issue the Pitcher a warning. Half Innings end after 3 Outs.

JOHNNY DRIP DRIP
FIELD OF PLAY

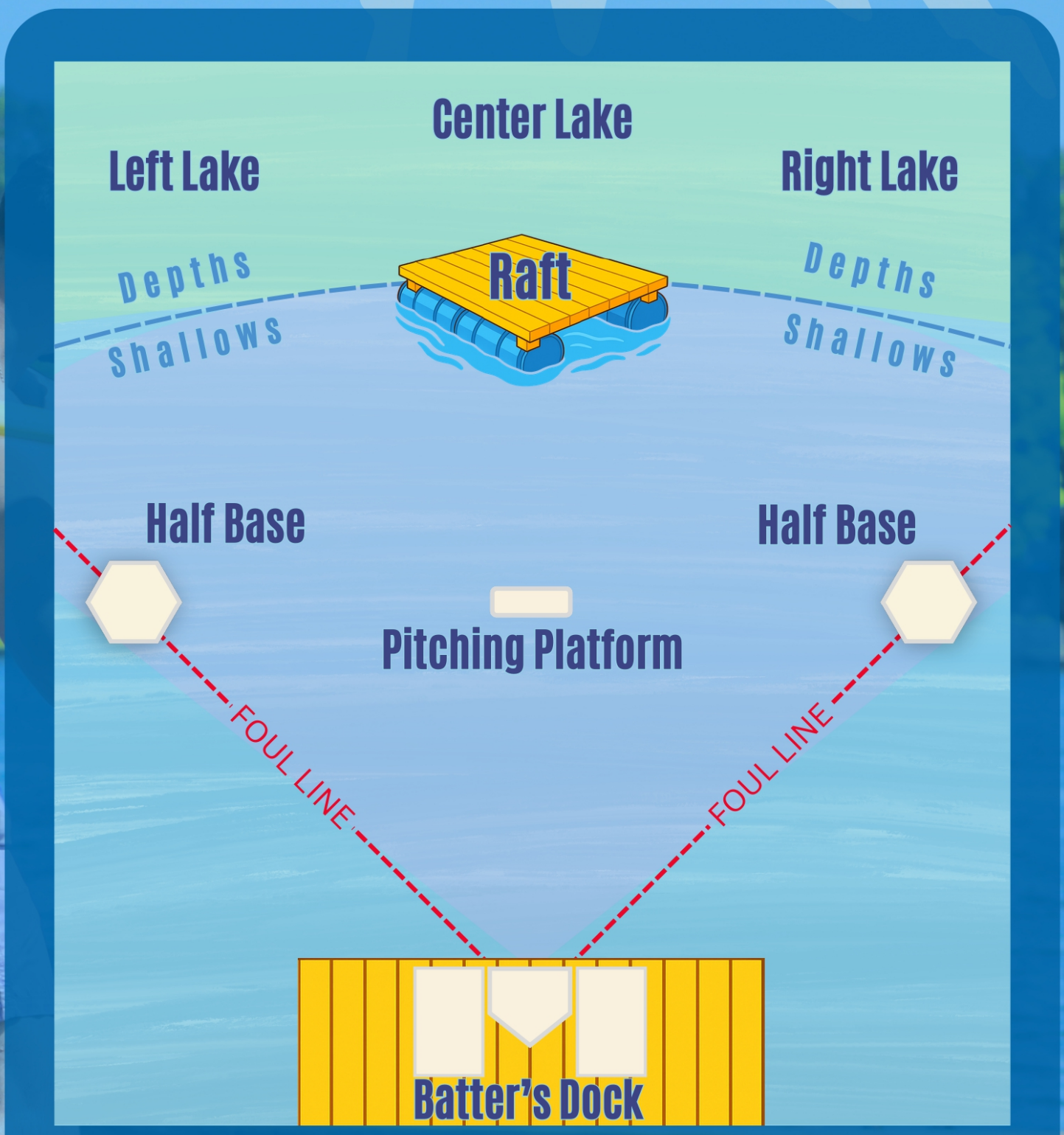
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Johnny Drip Drip is played in a body of water, typically a lake, and utilizes a dock and a floating raft. Both the Dock and Raft should be in water deep enough to jump or dive into the water safely!

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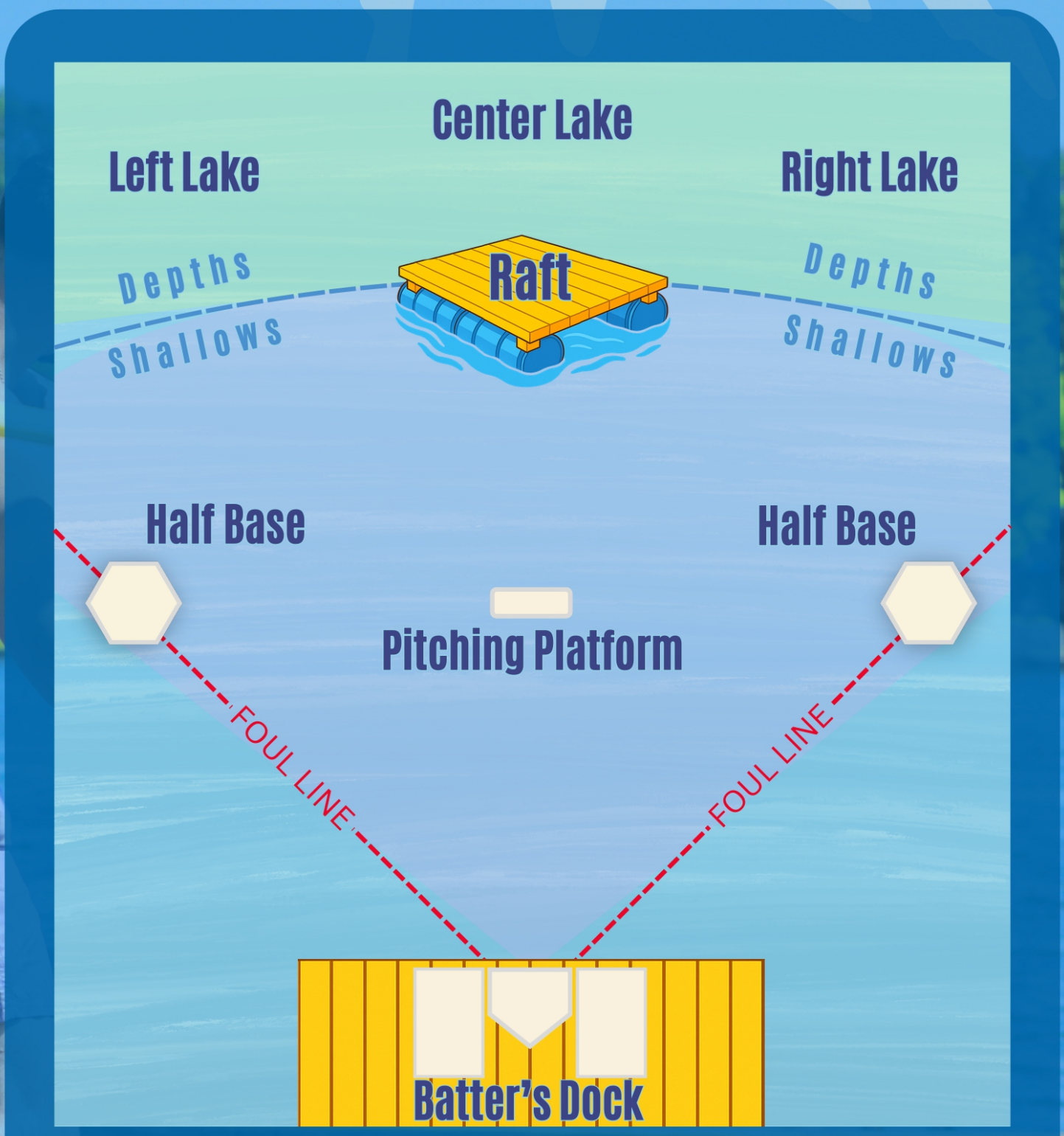


The Raft should be aligned straight out from the Dock with a platform for the pitcher placed midway between them. This could be a chair or step ladder and should allow the pitcher to stand on it and have at least their shoulders out of the water.

JOHNNY DRIP DRIP

FIELD OF PLAY

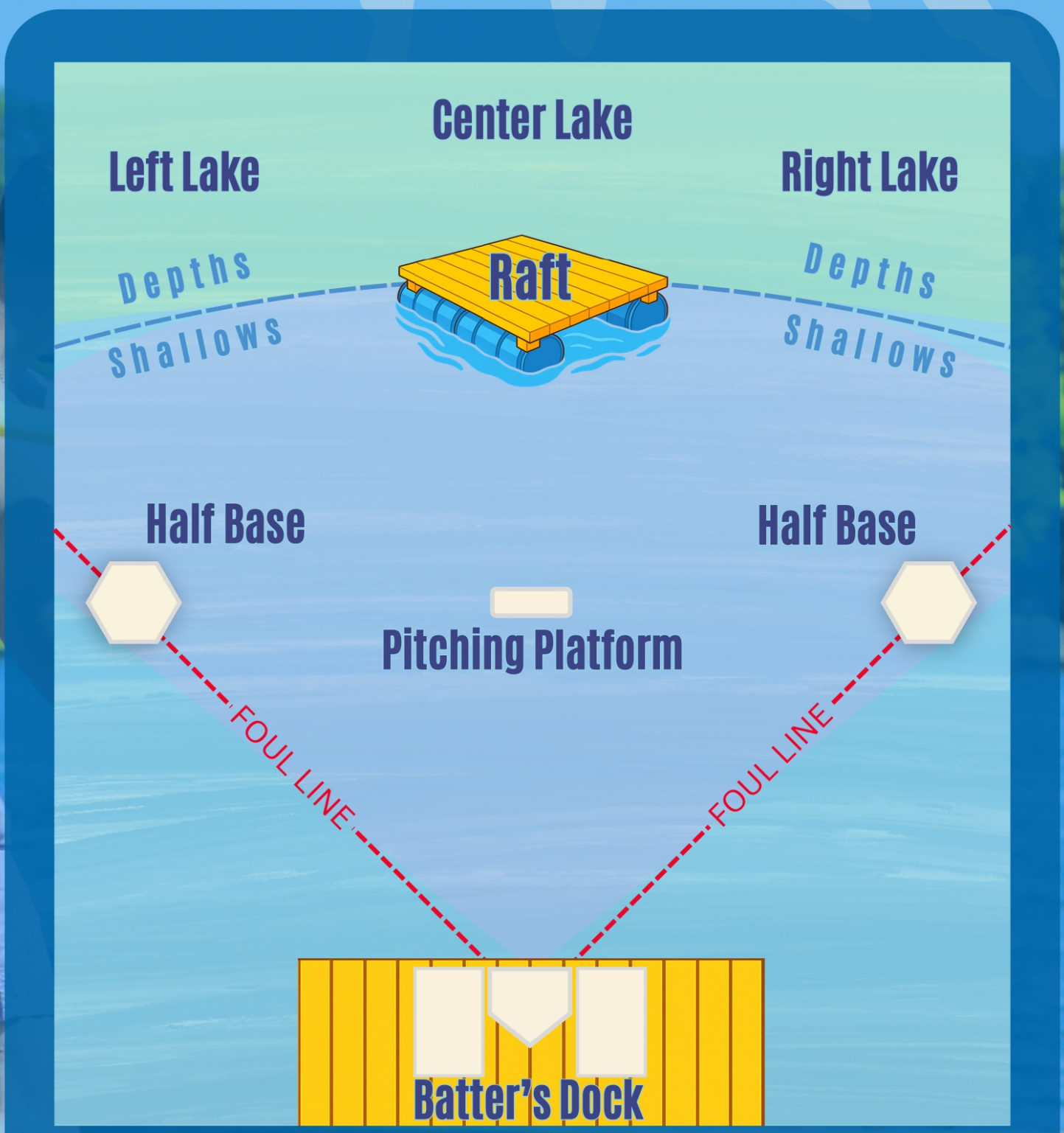
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Floating Half Bases are anchored in place on each side of the field, aligned with the pitcher's mound so that a diamond is formed by the Dock, two Half Bases, and the Raft. A chair should be placed near each Half Base for players to stand on.

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A marking is put down on the Dock to represent home plate. Imaginary lines extend from home plate through the left and right Half Bases and out into the lake to differentiate fair and foul territory.

JOHNNY DRIP DRIP
POSITIONS

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Teams must have between 4 and 8 players.

Offensive Positions

Batter - The player at bat on the Dock

Swimmer - Any offensive player in the field

All players must bat and the batting order can not be changed. No pinch-hitting or pinch-swimming is allowed.

Defensive Positions

Pitcher - Defender that pitches

Half Baseman - Defender in the Shallows

Deep Sea Dripper - Defender in the Depths

Sentinel - Defender on top of the Raft

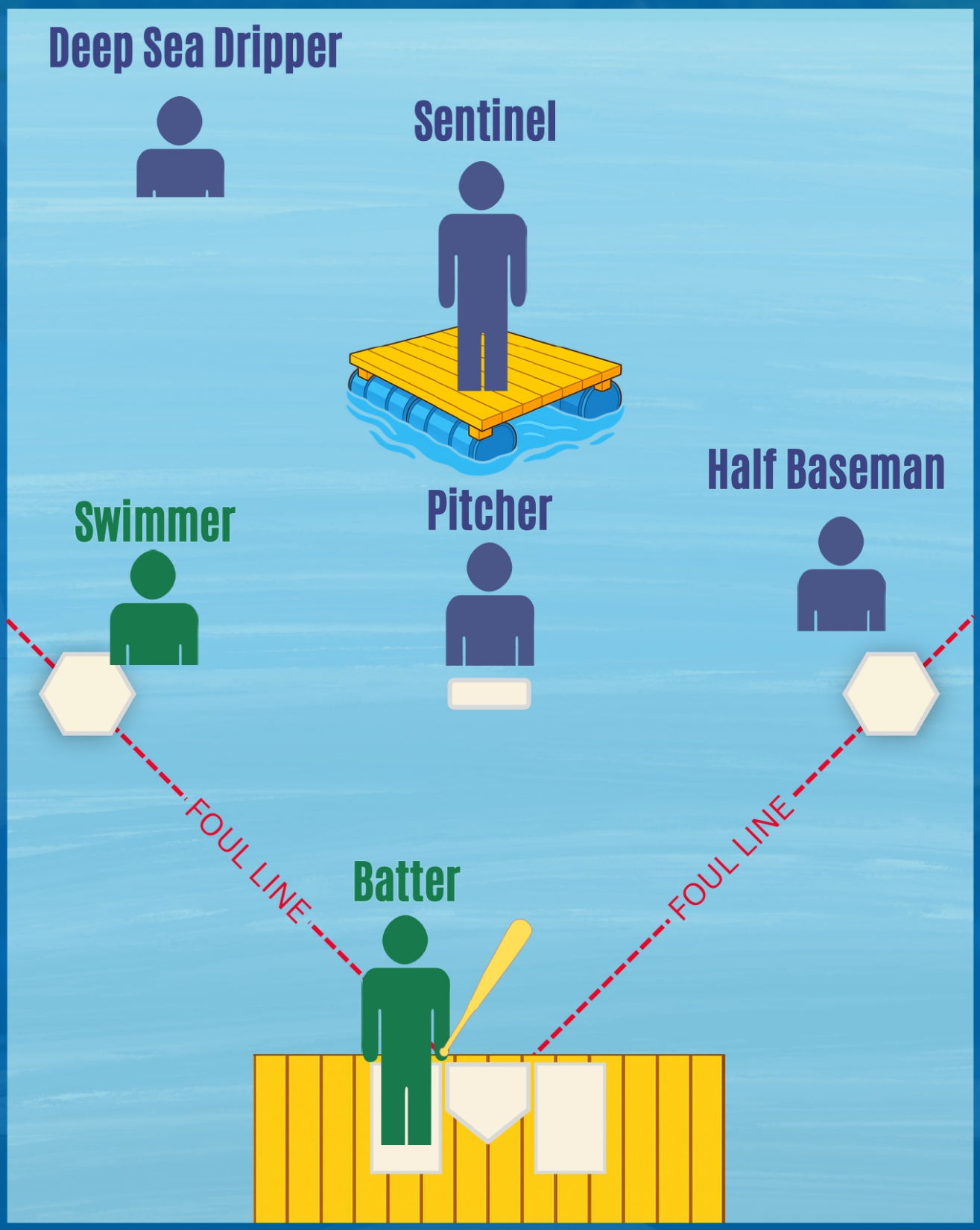
Bench - Defenders not in the field

Only 4 defenders are allowed on the field. Defenders on the Bench may only switch with defenders on the field between plays. Defenders on the field may switch with one another at any time even during a live ball.

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POSITIONS

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The Sentinel can leave the Raft and another player can climb on to be the new Sentinel mid-play. Only 1 defender can be on the Raft at any given time.



JOHNNY DRIP DRIP
OFFENSE

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The objective of the team on offense is to score points by climbing onto the Raft. This is called a Raft Mount. The Batter must hit the ball into fair territory to jump in the lake. A Raft Mount is only recorded when a Swimmer climbs on top of the Raft and has their entire body out of the water.

The Batter may choose to swim to safety at either the left or right Half Base instead of the Raft. It does not matter which base you swim to after a hit but only one Swimmer can occupy a Half Base at a time. Swimmers may lead off, switch Half Bases, or steal a Raft Mount but risk being tagged out if they are not touching the Half Base.

If both Half Bases are occupied during an at bat then the two Swimmers must attempt to mount the Raft when a ball is hit in play. The batter may swim to a Half Base.

JOHNNY DRIP DRIP
DEFENSE

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The objective of the team on defense is to prevent the offensive team from mounting the Raft and recording 3 Outs to end the inning. Outs Recorded can come in the form of Strikeouts, Tags, Snags, Deletions, or Total Deletions.

Only the Sentinel is allowed to physically prevent Swimmers from mounting the Raft. In return Swimmers can get physical with the Sentinel. If the Sentinel is pulled off the Raft they may no longer make contact with Swimmers while in the water. After Swimmers mount the Raft they may no longer make contact with the Sentinel.

Strikeouts and Tags follow the same rules as baseball. Snags are recorded when a hit ball is caught in the air. If the Sentinel catches a live ball while jumping from the Raft an Aerial Snag is recorded.

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DEFENSE

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When both Half Bases are occupied, both Swimmers are forced to go to the Raft on a hit ball. If the Sentinel taps the ball on the top of the Raft before any offensive player mounts the Raft then the 2 swimmers are Out. This is called a Deletion. The Sentinel must be on top of the Raft to tap the ball and record a Deletion. The Batter is not required to go to the Raft on a hit ball and may choose to swim to Half Base instead. If the Batter is tagged out by the Sentinel after recording a Deletion then a Total Deletion is recorded. If the ball is caught in the air by the Sentinel on the Raft and they tap the ball to the raft it is also a Total Deletion. If the ball is caught in the air by a defender not on the raft then there is no longer deletion opportunity as Swimmers are no longer forced to go for the Raft.

JOHNNY DRIP DRIP
OVERTIME

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If the score is tied at the end of regulation the teams will play through a series of Overtimes until the tie is broken. Overtime rounds have changed a lot over the past few seasons but the rules for JDD 2026 are as follows:

OVERTIME - 2v2s

Teams bat through the lineup one time each. Only the Pitcher and Sentinel are on the field for the defense. The player before the Batter in the batting order starts on a Half Base. Both the Batter and the Swimmer must either mount the Raft or be tagged out, no returning to half base.

DOUBLE OVERTIME - Home Run Derby

Each player gets one at bat against the opposing team's Pitcher. Balls hit past the Raft are counted as Raft Mounts. Balls hit in the Shallows are counted as Outs.

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OVERTIME

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TRIPLE OVERTIME - 2v1s

Teams bat through the lineup one time each. Only the Pitcher and Sentinel are on the field for the defense. The offense does not get a Swimmer on Half Base. The Batter must either mount the Raft or be tagged out, no returning to half base.

FINAL OVERTIME - Feat of Strength

Four players from each team will line up on the dock. A 45 second timer will be set by the Umpire. At the end of the timer each team will be awarded a Raft Mount for the number of players currently on top of the Raft. All players may physically prevent one another from mounting the Raft. Players can be removed from the Raft. Only players on the Raft with their entire body out of the water when the time expires will be granted a Raft Mount.