



RULES

GENERAL RULES

1. HAVE FUN!
2. SPORTSMANSHIP, SPORTSMANSHIP, SPORTSMANSHIP!
 - a. BE RESPECTFUL of your teammates and opponents, the volunteer event staff, and the fields and event site.
 - b. DO NOT COMPLAIN, ARGUE OR PROTEST CALLS.
 - c. PARENTS: Attend and cheer, but do not actively coach the game. LET THE KIDS PLAY!
3. EQUIPMENT: Only official Wiffle Ball baseballs and bats (skinny yellow) provided by event staff are permitted. No modifications – such as tape on bats – or outside bats and balls!
 - a. OPTIONAL: Uniforms, numbers, batting gloves
 - b. NOT ALLOWED: Spikes, fielding gloves/mitts

TOURNAMENT RULES

1. Four (4) teams per field for round-robin play.
2. Each team is guaranteed three (3) games. One should be played against each of the other three teams assigned to the team's field.
3. After three games of round-robin play, the top two (2) teams will advance to the playoff round. Teams will qualify (and ties will be broken) based on:
 - a. Win-loss-tie record
 - b. Run differential
 - c. Runs allowed
 - d. Runs scored
 - e. Coin toss

4. If only one field per age group, the top two teams on that field will play for the division championship.
 - a. If two fields per age group, the top two teams on each field will play for the division semifinal, and the winners of those games will play each other for the division championship.
 - b. If four fields per age group, top two teams on each field play for the division quarterfinal, and the winners advance to the division semifinal. The winners of the semifinal games then advance to the division final.
5. Teams need at least three (3) and no more than five (5) players.
 - a. ON THE FIELD: No more than three (3) players – one (1) pitcher and two (2) fielders. Substitution of fielders can be made freely during game play.
 - i. One player can pitch no more than one (1) inning per three-inning game. If the game goes into extra innings, the player can pitch one additional inning.
 - ii. If a pitcher is removed before completing an inning, he or she cannot pitch again during the game.
 1. Example: I pitch in the first inning, and record two outs. I cannot return in the second or third inning with eligibility to record one additional out.
 - b. BATTING: All players must bat in a consistent order! No pinch hitting!

GAME RULES

1. Games are three (3) innings.
2. Extra innings may be played if game is tied after three innings.
 - a. A full inning must be played for final score to count.
 - b. If an extra inning is not completed, final score reverts to last completed inning.
3. No new innings may begin after thirty (30) minutes of play.
4. Game must end after forty (40) minutes, even if game remains tied, to clear field for next game to begin.
5. Maximum five (5) runs per inning for the first two innings. Runs are unlimited for the third inning and after.

6. No “mercy rule” – game is not finished until three innings are completed or full time.
7. Rock/paper/scissors to determine home and away teams for all games.
8. PITCHING
 - a. Count should be announced by pitcher or scorekeeper before every pitch
 - b. Pitched ball hits any part of the top of the target (screen or frame only; no legs) = STRIKE
 - c. Pitched ball misses target OR hits batter = BALL (no hit by pitch)
 - d. THREE STRIKES (combination of called and swinging) = STRIKEOUT
 - e. FOUR BALLS = WALK
9. BATTING
 - a. THERE IS NO BASE RUNNING!
 - b. “IMAGINARY RUNNERS” will advance
 - i. Batter is walked = Imaginary Runner advances to first base
 - ii. Total bases of hit
 1. Ball reaches “Single” line = Imaginary Runner advances to first base
 2. Ball reaches “Double” line = Imaginary Runner advances to second base
 3. Ball clears outfield fence = HOME RUN!
 4. Imaginary Runner on base advances total bases of subsequent hits
 - a. Example: Runner is on first base. Batter hits double. Runner advances to third base, Batter to second.
 5. Any ball that touches the line is granted the result that favors the batter
 - c. If batted ball fails to reach “FOUL” line = FOUL BALL (STRIKE)
 - d. If batted ball crosses “FOUL” line but fails to reach “SINGLE” line = OUT

- e. If batted ball is caught by pitcher or fielder = OUT
 - f. No sacrifice flies or fielder's choice
 - g. Lead Imaginary Runner cannot advance on any out
 - i. Example: Runner on third when batter grounds out → runner stays at third
10. If player leaves game due to injury, his or her spot in lineup is skipped, but no out is recorded. Player cannot return to that particular game. His or her team can finish the game with less than three players in the field.

HOME RUN DERBY

1. \$5 per single entry. Payment can be made when the participant's team signs in to play or at the Home Run Derby field. There is no limit to the number of entries per participant.
2. Participant may elect to use his or her own pitcher, or to have a member of the event staff pitch.
3. Participant is permitted one (1) warm-up hit before his or her round begins.
4. Each ball hit over the fence counts as one (1) home run.
5. Round will continue until participant records twelve (12) "outs." An out is any hit that fails to clear the fence.
6. After recording twelve outs, the participant will be permitted to hit one "Moneyball." If hit over the fence, the Moneyball will count as two (2) home runs.
7. Event staff alone determine the final count of home runs.
8. Top two participants in each age group will qualify for a final round. Rule #s 2-7 apply.
 - a. There must be at least three participants in each age group for a final round to be held.
 - b. If the top two scores are shared by more than two participants, all will qualify for the final round.
 - c. Participant home-run counts start over in final round. There is no carryover from their qualifying scores.
 - d. Rock/paper/scissors to determine participant order.
 - e. Highest scoring participant wins!