

Wiffle Ball Rules

Tournament Rules:

- Each team is guaranteed three games.
- Each team will play a set of pool play games which will seed for a bracket.
 - Not every team is guaranteed to qualify for the bracket.
- Teams will have four-five players on them.
 - Only four players will be allowed on the field at a time.
 - Five players can be in the batting order.
 - You are able to play with three players; however, you will not get the benefit of a ghost runner.
- There will be no innings limit for pitchers. However, we do advise caution as the entire tournament will take place in one day.
- Pool play tiebreakers (in order):
 - Head-to-head
 - Run differential
 - Runs scored
 - Coin flip
- All bats used must be the official WIFFLE bats.
 - Bats will be provided. However, if you wish to bring your own, it must be an official WIFFLE bat.
 - The handle of the bat is allowed to be taped and/or decorated. However, the head of the bat must not be tampered with.
- All balls will be provided. No outside balls will be used.
 - If you wish to scuff up a ball, you can use one that we provide.

Field Dimensions:

- The distance down the lines will be 70-80 feet and roughly 90 feet to center field*.
- The bases are 40 feet down the line.
- The mound distance is 38 feet.
- The strike zone board we are using for this tournament has the following dimensions:
 - 34 inches tall
 - 22 inches wide
 - 17 inches off the ground
- There will be a half-circle that will be a "bunt line". Any ball that does not get past this line (15 feet) will be a foul ball.
 - Reason: there is no catcher

**Field dimensions vary*

Gameplay:

- Games will be three innings OR one hour.
 - It is up to the discretion of the umpire on whether another inning can be played or not.

- Games can end in a tie for pool play but will go into extra innings in bracket play.
- There are three outs per inning.
- There are four balls for a walk and three strikes for an out.
- If a batter is walked on four pitches, they are awarded two bases.
 - Reason: this helps with pace of play, particularly when pictures are struggling.
 - Baserunners only advance if they are forced to.
 - A runner on second would only advance to third.
 - A runner on third would stay unless forced home by a runner coming from second.
- The mercy rule for an inning is six runs, anything above six runs for an inning will not be counted.
 - This rule does not apply for the third inning or extra innings.
- The mercy rule for a game are as follows:
 - Any lead of 12 after two innings
 - Any lead of 15 or more at any point in the third inning or later

Batting:

- A hit by pitch is counted as a ball.
- A player cannot lean over the plate to get hit by a pitch. If the umpire deems that the pitch would have hit the board and is over the plate, then it will be ruled a strike.
- Once the pitcher begins their motion, the batter cannot step out of the box. If they do, the pitcher can complete their motion and take the result of the pitch.
- The batter is allowed to switch boxes during an at-bat, but not when the pitcher is in motion.
- Batting order must be submitted before the start of each game.
 - This cannot be changed unless a substitute is brought in.
 - If a player is subbed out of the batting order, they cannot be put back in the batting order.
 - All players in the field must be in the batting order. All players in the batting order must be on the field.

Pitching:

- The pitcher must be touching the mound at the beginning of their motion.
- Once the pitcher lifts their leg up to deliver their motion, they must either complete the pitch or attempt a pick-off. If they bring the foot down without doing either of those, then the pitch (if thrown) is nullified and the pitcher must reset.
 - Any leg, body, or arm motion is allowed as long as the foot doesn't come back down without a pitch or pickoff attempt.
- If a pitcher comes out of a game, they cannot re-enter that game as the pitcher.
- The pitcher must wait for the batter to get set. The umpire can nullify a pitch if they feel that the pitcher didn't allow this to happen.
- The pitch speed limit is 70 mph (all fields will have a radar to track this).
 - Any pitch that is 70 or 71 mph will be a warning. Two warnings in an inning will result in an automatic ball.

- Any pitch 72 mph or higher will be an automatic ball. This also counts as the first or second warning.
- If the batter swings at a pitch that is over the speed limit, they can either take the result of the swing or take the violation.
- Reason: with the mound being much closer to the plate than a baseball mound, speed needs to be reduced to allow for proper reaction time.

Baserunning:

- Runners can be out by force, tag, or pegging.
- Runners going home can be thrown out by throwing the ball either at the board or at the backstop before the runner gets home. The runner must be halfway between third base and home and have a clear intention of going home. Up to the discretion of the umpire.
- No stealing
 - If the pitcher attempts a pick-off move, the runner is allowed to try and advance to the next base.
- Lead-offs can be no further than the designated lead-off line. Runners must have at least one foot behind or touching the line until the ball is hit.
 - First violation of the inning is a warning.
 - Second violation of the inning (by that team) is a strike given to the batter.
 - Third violation of the inning is the runner being called out.
- If a base runner runs out of the baseline to avoid getting out. The baseline is defined as “the line the runner would take on a reasonable path”. Up to the discretion of the umpire.
- A ball thrown out of play awards each runner one extra-base from their current position.
- Sliding is allowed.
- If the runner runs over the defender, the runner will be called out. If the defender was blocking the base, the runner will be called safe.
- No appeals can be made for runners touching the bases on a home run.
- If the runner intentionally gets in the way of the fielder, they will be called out.
- If a ball in play hits a runner off the base, they are out.
- The order of the runners must coincide with the batting order.
- If a team is playing with three players, they will not get a ghost runner. If they get three players on base, they will forfeit the furthest runner back.

Fielding:

- Runners can be out by force, tag, or pegging.
- Four defenders (including the pitcher)
- No infield fly rule will be in effect.
- If a ball is touched by a fielder, but goes over the fence in the air, it will be ruled a home run.
- Once the pitcher receives the ball near the mound, the play is considered dead. The next play begins when the pitcher steps on the mound.
- Pitchers can attempt a pick-off of any runner, but the runner is allowed to attempt to advance if the pick-off is attempted.