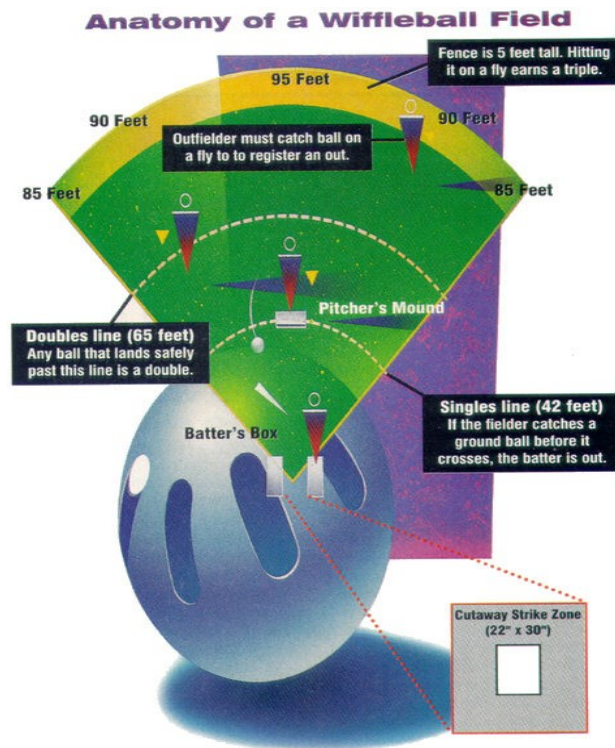


# 1<sup>ST</sup> ANNUAL DUGOUT SPORTS/ WILLOUGHBY HILLS BOYS LEAGUE

## WIFFLE BALL

### OFFICIAL RULES

### THE FIELD



1. The fields at Roemisch Park will be the site of the WIFFLE BALL tournament.
2. The singles line will be painted into the grass at 42 feet from the point of the tip of home plate. The doubles line will be painted into the grass at 65 feet. The home run fence will measure 90 feet. For the 7-10 age division there will be modified field dimensions. The home run fence will be at 75 feet, the singles line and pitching box at 40 feet, and the doubles line at 60 feet.
3. There is no base running, ghost runners only. **Hit balls that touch the ground on or past the singles or doubles line without being caught are singles and doubles.** A ball that bounces before the singles or doubles line but is cleanly fielded before touching the ground on or past the singles or double line is an out. Balls that hit off the fence on a fly are triples and balls that are hit over the fence are home runs.

4. Ghost runners advance the same number of bases as the hitter. One base on singles, two bases on doubles, and all ghost runners score on triples and home runs. On walks, runners only advance if forced.
5. A box will be painted into the grass from which pitchers must pitch inside of. The front of the box will be set at 38 feet from the tip of home plate and the back of the box will be 42 feet from the tip of home plate. It will be set at 31"-35" for the 7-10 age division. Tournament officials reserve the right to move up the distance of the front of the pitchers box if wind is a factor.
6. The field will be 90 feet wide from foul pole to foul pole, with foul lines painted into the grass on a straight line from the foul pole to the tip of home plate. The 7-10 age division field will be 75" wide from foul pole to foul pole.
7. Batters boxes will also be painted into the field measuring three feet wide and four feet long on both sides of home plate.
8. A strike zone target will be positioned behind home plate. The metal strike zone portion of the target will measure 22" wide by 30" tall, and start 15" off the ground. Pitched balls that hit the metal part of the strike zone target will be counted as strikes. A large net will be placed behind the strike zone targets to stop errant or fouled off pitches and to keep game play going.

## **EQUIPMENT**

1. Only the white baseball sized official "Wiffle Ball" (eight slots) will be used in this tournament. A small bucket of 10 Wiffle balls will be assigned to each field (to help keep game play moving). These are the only 10 balls that may be used in games. Any balls torn more than a ¼ of an inch will be removed from game play and replaced.



2. No foreign matter may be added to the ball. Balls may not be scuffed with any foreign objects during play. Violation of either rule results in a forfeit for the offending team.

3. The official skinny yellow Wiffle bats will be the only ones allowed for use in the tournament. Three bats will be assigned to each field/game, one with no tape on the handle, and two with a taped handle. Bats may not be modified in any other way. Outside yellow bats are not permitted, even the model shown below. Tournament issued bats must be used.



4. No metal spikes are allowed. Plastic cleats are allowed.
5. No baseball mitts (bare hands).
6. Batting gloves may be worn, but only when batting and not while in the field.

## **TEAMS**

1. Teams may consist of three or four players. All players bat in a predetermined order. Only three players play in the field, the pitcher and two fielders. On co-ed teams, one female must be on roster and play at least 2-full innings.
2. The names submitted at time of registration are the only players that can play on your team in the tournament. Revisions to team rosters will be allowed up until 24 hours before the start of the tournament. The age of the oldest person on your team as of Sept 1, 2017 determines which age division your team will be placed in.
3. You must have a minimum of two players to play. Less than two players present at 5 minutes past your scheduled start time results in a forfeit.
4. For four-five person teams, substitutions cannot take place in the middle of an inning, unless a pitching change is made. The three fielders you start the inning with must play that entire inning if no pitching change is made. The only exception would be in the event of an injury.
5. If a player is injured during the game and cannot continue, the team may continue on with two players if they choose to. The injured player cannot return to the game and is each time his spot in the lineup comes up, it counts as an out.

## **GENERAL GAMEPLAY RULES**

1. One hour will be allotted for each game. Three outs end each half inning. Games will last four innings. Extra innings will be played as needed to determine winners on games tied after four innings in both pool and bracket play.
2. A coin flip before the start of the game will determine the home team. The team who correctly calls the coin flip will be the home team.
3. The mercy rule is a 10 run lead after two innings or an eight run lead after three innings.
4. For pool play games on Saturday, there is a max runs per inning limit of 20. If any team reaches that total, that half inning ends immediately. There is no runs per inning limit for bracket play on Sunday.
5. The initial order of batters in the first inning establishes your batting order. Players batting out of order after the first time through the lineup are counted as outs, with one thrown pitch constituting an illegal at bat in that circumstance.
6. Four balls constitutes a walk. Three strikes is a strikeout. Pitched balls that hit the sheet metal portion of the strike zone target or pitches that are swung on and missed are strikes. Pitches that are not swung at that do not hit the strike zone target are balls. A foul tip with two strikes that hits the target is a strikeout.
7. Intentional walks are allowed, and must simply be called out by the pitcher, and may be done before an at bat or in the middle of a count.
8. There are no hit by pitches. A hit batsmen simply counts as a ball. The hands are considered part of the bat, balls striking the hands are live or foul balls. A ball that hits a batter (while legally standing in batters box) and that ricochets into the metal strike zone is not a strike.
9. Batters must keep both feet positioned inside the batter's box, if not, the thrown pitch automatically counts as a strike.
10. Batters who intentionally throw their bodies in front of pitched balls that could be headed towards the strike zone will be called for batters interference and called out after one warning. The one warning will be a strike. Balls breaking towards the zone must be given a chance to hit it if avoiding the ball hitting the batter is possible.
11. There are no bases or base running. All runners are ghost runners. Runners advance the exact number of bases as the batter. One base on singles, two bases on doubles, and all ghost runners score on triples and home runs.

12. Three players play in the field. The pitcher pitches inside the pitcher's box. The other two fielders may be positioned anywhere they want on the field, provided it is behind the 42' singles line. Fielders may come in front of the 42' singles line after the pitch is released.
13. The teams are responsible for calling out and agreeing on the score of the game at the end of every half inning.
14. Both teams are responsible for reporting the final score to a tournament official.

## **HITS & HITTING**

1. Balls that touch in fair territory on or past the 42' singles line are singles. This would include balls that land on a fly past the singles line, or ground balls that are not cleanly fielded before they pass and touch the ground on or past the line. Fielders must be behind the 42" singles line when pitches are thrown, but may come up in front of them to field ground balls to prevent them from being singles. This will be a common scenario.
2. Balls that touch the ground in fair territory on or past the 65' doubles line are doubles. Again, on the fly, or on the ground.
3. Balls that hit the home run fence in fair territory on a fly (even if tipped/touched by a fielder) are triples. If a line drive hits a fielder's hand standing behind the doubles line, bounces off and hits the fence on a fly, that is still a triple.
4. Balls hit over the home run fence between the two foul poles are home runs. Balls knocked over the home run fence by a fielder attempting to rob it are home runs. Balls that hit the foul poles are fair balls and home runs.
5. Any fly balls dropped by a fielder in fair territory are hits, either a single or double, depending on where the dropped ball lands. The only exception would be a ball that hits a fielder's hand and still hits the fence on a fly, which would be a triple. All hit balls that hit the fence on a fly are triples.
6. Popped up foul balls may be caught for outs. If dropped in foul territory, they are not considered singles.
7. Any ball that touches the ground in foul play past the singles line is considered a foul ball, even if it bounces back into fair play.
8. Ground balls that do not make it to or past the singles line that are not fielded before they stop rolling are considered foul balls. Fielders must field ground balls in front of the singles line before they stop moving or spinning for them to be counted as outs.

9. Cleanly fielded ground balls in fair play that do make it to or past the singles line are outs. The hitter is out and the runners do not advance.
10. Ground balls in fair play that touch the ground on or past the singles line before being fielded are considered singles.
11. Bobbled ground balls, defined as the ball hitting the ground again after hitting any part of a fielders body, are singles, even if bobbled/touched in front of the singles line.
12. There is no tag up, sacrifice fly play, or double play rules in this tournament. Caught fly balls are outs and the runners do not advance.
13. The field general will make calls if needed on whether or not check swings are strikes or balls, close plays on foul/fair balls, and whether or not a ball hits the ground on or past the singles/doubles lines.
14. Tournament field generals will be assigned to each field to settle any and all other disputes.

## **PITCHING**

1. A pitcher cannot pitch more than three innings in a game, with an “inning” being defined as throwing one pitch in any inning. This means teams may not pitch all pitchers in the first inning, needing to save one to potentially pitch the 2<sup>nd</sup>/3<sup>rd</sup>/4<sup>th</sup> inning, thus not exceeding the three innings pitched rule. The only exception would be an extra inning game that would see a team’s last pitcher have to throw more than three innings to finish the game.
2. Pitchers may not re-enter the game as a pitcher under any circumstances. Pitchers must face at least one complete batter before being replaced by a relief pitcher. If a team has expended all pitchers and is on their last pitcher, that must finish the game as the pitcher, even if it causes the pitcher to exceed the three inning limit.
3. New pitchers get five warm up pitches before the start of the game or when coming into the game. Pitchers re-entering the game get three warm up pitches. All pitchers get three warm up pitches before the start of the second and all subsequent innings.
4. At least one foot must be fully inside the pitching box when the pitch is released. The pitching box will be four feet long, start at 38’ from home plate, and the back of the box will be equal with the 42’ singles line.
5. Distracting jewelry or clothing (as decided by tournament officials) may not be worn by pitchers.

## **TOURNAMENT PLAY**

1. There are four age divisions in the Dugout Sports/ Willoughby Hills Boys League Bash wiffle Ball tournament.. 7-10, 11- 14, 15-29 and 30 and older. The age of the oldest player on your roster determines the division you will be placed in. For the purposes of this tournament, your age is defined as how old you are on Sept. 1, 2017
2. Each of the three age divisions has its own pool play schedule and bracket. Teams will all play two pool play games on Saturday, with all teams that go 2-0 or 1-1 advancing to single elimination bracket play on Sunday. Those teams will be seeded, first off W-L %, then off run differential. So the 2-0 team with the highest run differential will be the #1 seed, and the 1-1 team with the worst run differential being the lowest seed. If run differential is tied, the next tiebreakers (in order) are: fewest runs allowed, total runs scored, and then the team with the youngest player on their roster.
3. Pool play matchups will be determined via a blind draw on Wed. Sept. 20, 2017
4. Any disputes over game outcomes will be handled by the tournament official assigned to the game field. Requests to escalate issues further will be directed to the tournament director, whose decision is final and binding.
5. Rainout refund policy will be as follows: In the event of rain Saturday that prohibits or limits play, every effort will be made to complete the tournament as a single elimination tournament on Saturday night/Sunday. If we are unable to complete the tournament as a double OR single elimination event, the following rainout entry fee refund policy will apply: 0 games played - 75% refund, 1 game played – 50% refund.

**ANY QUESTIONS????**

**Direct them to us at**

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