

Wiffleball Tournament Rules - Fast Pitch Division

Game Setup

1.00 The Playing Field ([Anatomy of a Wiffle® Ball Field](#))

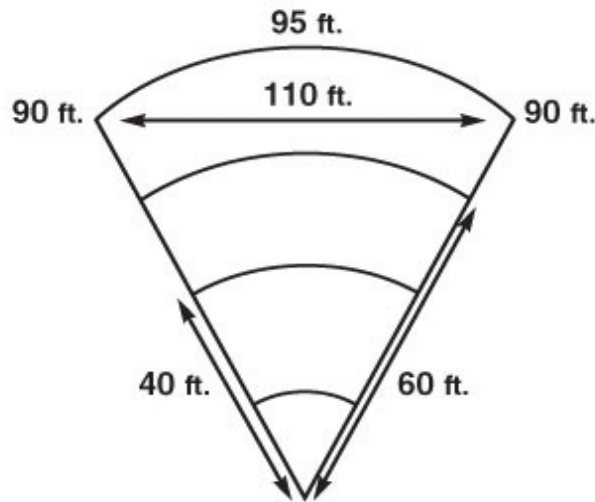
1.01 The Field shall be laid out using the instructions below, supplemented by Diagram 1.

1.02 The OUTFIELD must be enclosed by a fence or wall. Fences shall be no less than 4 ft., or greater than 16 ft. in height. The distance from home plate to the base of the nearest foul pole shall be no less than 80 ft., or greater than 105 ft. The distance from home plate to the base of the center field fence shall be no less than 80 ft. or greater than 125 ft.

1.03 The INFIELD shall be marked with a 40 ft. singles line, extending from Foul line to Foul line, and a 60 ft. double's line, also extending from Foul line to Foul line.

1.04 The Fair Play line is 12-15 feet in front of home plate from foul line to foul line.

Diagram 1



1.05 A Pitcher's Mound shall not be used. The distance from home plate to the front edge of the pitching rubber shall **be 45 ft.**, as shown in Diagram 1. The distance from the pitching rubber to the backstop shall be **48 ft**

1.06 The batter's box will be no less than three feet wide and four feet long and no more than four feet wide and six feet long and placed 7-10 inches on either side of home plate. Batter's boxes are optional.

1.07 The Strike Zone/Backstop shall be located 3 ft. directly behind the back tip of home plate. The Strike Zone area of the backstop shall be 22" wide by 30" tall and start 12" off the.

2.00 Equipment

2.01 The Ball – The official Wiffle® Ball (baseball size, eight slots on one side) shall be the official ball of the Pekin Marigold Festival Wiffleball Tournament. Balls will provided for the games, but you may bring your own if you wish. Balls may be scuffed ,but are subject to approval by tournament officials. Overly scuffed or altered balls will not be permitted. Denting the ball or use of foreign substances is not permitted.

a) No more than (2) balls will be allowed on the field during a game.

b) Any ball with greater than a 1/4" crack or tear will be thrown out of the game.

2.02 Bats – Players may use any brand bat (Moonshot, Screwball, etc) provided that the barrel is no wider than 2 3/4" in diameter. Metal and wood bats are not allowed. The official yellow Wiffle® Ball Bat is the only bat that will be provided, and the only bat that is allowed in the Non-Competitive Division. Bats cannot be filled, taped on the barrel, or in any way altered. Bats are subject to approval by tournament officials.

2.03 Gloves – Baseball gloves are not allowed. Batting gloves may be worn by the batter only when at bat.

3.00 Umpiring ***Players will be monitoring themselves during games and are expected to act in a respectful and fair manner for the entirety of the tournament. The "Honor System" is in effect***

3.01 All BALLS and STRIKES are designated by the backstop. If the ball hits the backstop in the strike zone area, it is considered a strike. If the ball does not hit the backstop in the strike zone area, and is not swung at by the batter, it is considered a ball. A pitched ball that hits the batter is also considered a ball. If a batter has 2 strikes on him, and foul tips the ball off the strike zone area of the backstop, it is considered strike 3. A ball that strikes a player in the head is considered a HIT BY PITCH and the batter is awarded the base.

3.02 Three outs per inning for each team.

3.03 It is the responsibility of the batter to make all FAIR and FOUL calls, because he is looking down both foul lines.

3.04 LINE CALLS (Single, Double, Triple) – It is the responsibility of the fielder closest to the ball to make the line call.

3.05 CHECK SWINGS – It is the pitcher’s responsibility to make all check swing calls.

3.06 OFFICIAL SCORE – The home team has the official score, in case of a discrepancy. The 2nd team listed on the schedule or bracket is home. Score cards will be provided by the PPD.

3.07 SITUATIONS – a) The batter says the situation as he enters the batter’s box. Example: “Runners on 1st and 2nd, 1 out.” He must dictate the base runners and the number of outs. b) The pitcher says the count before each pitch. Example: “2 balls, 1 strike”.

4.00 Starting/Ending the Game

4.01 All Round Robin games will consist of 4 innings or a 45-60 minute time limit (depending on the number of teams), unless extended because of a score or shortened because (i) either team holds a ten run or greater lead at the end of the 2nd inning or (ii) the home team needs none of its half of the last inning, or (iii) either team holds a 15 run or greater lead at the end of ANY inning.

4.02 TIME LIMIT – Tournament games will have a 45-60 minute time limit (depending on the number of teams). The clock will start when the first pitch of the game is thrown. At the end of the time limit, no new inning (full inning or half inning if the home team is leading) may be started. Definition: a new inning starts with the third out of the previous inning. Note: The clock continues to run under all circumstances: injuries, protests, etc. A game is official after the clock has stopped. The team ahead at the end of the full inning is the winner, regardless of how many innings have been played.

4.03 REGULATION GAME – If the game is called it is a REGULATION GAME if four innings have been completed and either team has the lead.

4.04 SUSPENDED GAME – If the game is called, it is a SUSPENDED GAME if four innings have been completed and neither team has the lead.

*NOTE: A Suspended Game shall be continued from the point at which it was called until its conclusion or it meets the REGULATION GAME parameters and is called for again.

4.05 POSTPONED GAME – If the game is called, it is a POSTPONED GAME if fewer than four innings have been completed.

4.06 EXTRA INNINGS – If the score is tied after six complete innings, play shall continue until (i) the visiting team has scored more runs than the home team at the end of a completed inning, or (ii) the home team scores the winning run in an uncompleted inning.

*PLEASE NOTE: In extra innings, both teams will begin with a man on 2nd base.

4.07 PROTESTING GAMES – In a protested game, the decision of the Tournament Officials or League Director is final.

a) The only protest allowed will be for the use of illegal players.

5.00 General Game Rules

5.01 Roster – Teams shall carry a minimum of three and no more than five players on their roster.

a) Teams shall employ no more than three players (pitcher & two fielders) in the field.

b) Players will appear on one roster only.

Tournament Note: If a player leaves the game and the team has no other available roster players to take his spot in the line-up, his team may continue play with fewer than three players.

c) Starting Line-Up – A team's starting line-up consists of all players who appear in the batting order at the start of the game.

d) Batting Order – A team's batting order shall have no fewer than three and no more than five players.

e) Bench Players – All roster players not appearing in the field are considered bench players.

5.02 Substitution

a) PITCHER (i) A pitcher may be substituted for at any time after he has faced a minimum of one complete batter. (ii) A pitcher being replaced maintains his spot in the batting order.

b) FIELDERS (i) Substitution of fielders is permitted among players in the starting line-up between innings, unless there is an injury. Fielders being replaced in the field by starting players shall maintain their spot in the batting order.

5.03 Batting Out of Order

a) A batter shall be called out, on appeal, when he fails to bat in his proper turn, and another batter completes a time at bat in his place.

NOTE: The proper batter may take his place in the batter's box at any time before the improper batter completes a time at bat, and any balls or strikes shall be counted in the proper batter's turn at bat.

b) If an improper batter becomes a runner or is put out, the defensive team must appeal the legality of his at bat before the first pitch to the next

batter. If this is done, the umpire shall (i) declare proper batter out; (ii) nullify any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a walk.

c) If an improper batter becomes a runner or is put out, and a pitch is made to the next batter before an appeal is made, the improper batter becomes the proper batter and the result of his time at bat becomes legal and shall stand.

d) If the proper batter is called out because he failed to bat in turn, the next batter shall be the batter whose name follows that of the proper batter in the batting order.

e) If an improper batter becomes a proper batter because no appeal is made before the first pitch to the next batter, the next shall be the batter whose name follows that of the now legalized improper batter.

5.04 Bunting

a) Bunting is illegal and will not be permitted. An attempt to bunt shall be considered a strike.

Game Play

6.00 The Count – The official count shall be 4 balls and 3 strikes. A strike shall be called if a pitched ball (i) hits the target strike zone area in the air, (ii) is swung at and missed by the batter, or (iii) is fouled by the batter. The at-bat shall begin with a 0-1 count. Fouls are unlimited. A foul tip hitting the target will result in an out with two strikes only.

NOTE: The hands of the batter shall be ruled as an extension of the bat. If a batter swings at the pitch and hits a fair ball off of his hand(s), the ball shall be ruled a fair ball.

6.01 HIT BY PITCH – Any pitched ball which hits the batter legally positioned within the batter's box and not in the act of swinging shall be called a ball. No base awarded.

6.02 BATTER INTERFERENCE – Once the batter has legally positioned himself within the batter's box, he is not required to move out of the path of the pitch. However, if the batter is ruled by the pitcher to have intentionally moved into the path of the pitch in an attempt to block the pitch from hitting the target zone, he shall be called for batter interference, and the pitch shall be called a strike.

NOTE: The issue of Rule 6.02 is not whether the pitch *would* have hit the target strike zone, but whether or not the batter intentionally moved into the path of the pitch.

7.00 Offense

7.01 Each offensive player shall bat in the order that his name appears in the batting order.

7.02 The batter shall take his position in the batter's box promptly when it is his turn to bat. The batter's legal position shall be with both feet completely within the batter's box.

7.03 The batter has legally completed his time at bat when he is either put out or becomes a runner.

8.00 Hits/Game Situations

8.01 All ground balls must reach the fair play line to be playable; otherwise it is a foul ball. If a batted ball does not touch the fair play line it will be ruled a foul ball. Infielders may NOT record ground ball outs until the ball touches the fair play line. *Ground outs cannot be made in the foul play area in front of the batter. *If a batted ball rolls to or past the singles line it is ruled a single.

8.02 A ground ball that comes to a complete stop in the infield (ex. On or past the fair play line and before the singles line) is ruled an infield single.

8.03 Any ground ball that lands before the singles line and rolls all the way to fence is a single.

8.04 Any fair ball that touches on, or beyond the singles line is a single.

8.05 Any fair ball that touches on, or goes beyond the double line on a fly is a double.

8.06 Any fair ball that hits the fence on the fly is a triple.

8.07 Any fair ball that goes over the fence is a home run.

NOTE: A player can catch the ball and fall over the fence. The player must catch the ball though.

8.08 Any fly ball that is dropped by a fielder in fair territory is considered a hit in whatever area it *lands* in: single area, double area or triple if dropped and then it hits the fence.

8.09 Base runners advance the same amount of bases as the batter.

8.10 Sacrifice Fly – (only pertains to runner on 3rd base) batter has option of tagging – must say “sacrifice fly” while the ball is in the air. The defender who catches the ball must throw and hit the strike zone area of the backstop on the fly from where he caught it. If he does, it's a double play, if not, then the run scores.

8.11 Double Play Rule

if a player hits a ground ball in the infield with less than two outs and a force situation, the fielder may attempt a DOUBLE PLAY. The fielder must field the ball (cleanly or juggled with no retouch of the ground) before the singles line. The fielder has three seconds once control is established to throw the ball in attempt to hit the strike zone (or backstop if applicable) in the air for a DP. No bounces. If it hits the zone, the two lead forced runners are out, if the throw misses

the strike zone, then only the lead runner is out. Runners only advance as far as the batter if not called out in the double play.

Situations – Force Only

a) Ground ball is fielded with no retouch of the ground and the throw hits the strike zone on the fly.

Result – Double Play – the 2 lead runners in the force situation are out.

b) Ground ball is fielded with no re-touch and the throw misses the strike zone on the fly.

Result – Lead runner in a force situation is out and the runners advance as far as the batter.

*Example: 1st & 3rd, the runner on 3rd would score.

c) Ground ball is fielded for a ground out (cleanly or juggled with no retouch) and no double play throw is attempted.

Result – Batter is out and all the runners stay where they are.

d) A defensive player allows a fly ball or line drive to drop in the infield area (between the fair play line and the singles line) on purpose without touching it and then fields it cleanly on the bounce.

Result – Batter is out. DP throw attempt is allowed.

*The ball must be moving, rolling or bouncing when it hits the ground in order for this situation to happen. If the ball lands and is in a complete stop in the grass this will be ruled a single.

8.12 Any ball that touches beyond the single line in the foul territory is a foul ball, even if it bounces back into fair territory.

8.13 Out rule for the singles line –A ground ball fielded before rolling past the singles line is an out. A ground ball may be juggled or deflecting to the same fielder in the air is an out, as long as the ball does not retouch the ground, if it does it is a single. **A ground ball that comes to a complete stop in the infield (On or past the fair play line and before the singles line) is ruled an infield single.**

*To get an out on a ground ball before the singles line, the defensive player must field the ball (fielder can juggle or deflect to himself, no retouch though) before the line.

9.00 Defense

9.01 Positioning

a) All Fielders must start in fair territory behind the single's line, but may field the ball in front of the line after the pitch is made.

b) A defensive fielder shall not position himself behind the pitcher within the batter's hitting background. If a fielder does position himself in this fashion, the batter must appeal to the pitcher to have the offending fielder reposition himself out of the batter's hitting background before the pitch is delivered.

c) A defensive player shall not engage in any action or movement with the intent to distract the batter.

9.02 The Pitcher- A pitcher must start his wind-up from the pitching rubber.

a) The pitcher shall be allowed 6 warm-up pitches before his first inning or work. Each succeeding the pitcher shall be allowed 4 warm-up pitches.

b) A pitcher entering the game must face one complete batter before being replaced.

c) A pitcher may not wear any type of distracting jewelry or clothing.

d) There are no balks.

10.00 Base Running/Runner Advancement

10.01 Physical running of the bases shall not be employed. Instead, “ghost” or imaginary runners shall be used. All runners automatically advance the same number of bases as the batter.

10.02 Automatic Runner Advancement

a) The batter earns a walk – all runners that are forced to advance by the advancement of the batter to first base advance one base.

b) The batter hits a ground rule single, double, triple, home run, or reaches on an error, all runners advance the same number of bases as the batter.

c) Batter grounds out to an infielder, all runners stay where they are.

*See the Double Play Rule also.

10.03 Hits with Two Outs

a) With two outs a double scores all base runners. With two outs a single advances baserunners two bases. (ex. With two outs and a man on first, a single would move that runner to third)

11.00 Tournament Tie Breakers

11.01 The following is how tie breakers will be decided for tournaments:

a) Head to Head competition

b) Score Differential in Head to Head competition

c) Score Differential in overall games

12.00 Miscellaneous

12.01 Wiffle® Ball team names should not include inappropriate language. The Pekin Marigold Festival retains the right to reject or accept any and all team names.

12.02 All participants must have filled out the roster/waiver & release form and signed the said form. ***Waiver forms must be signed at check-in by all team members***

12.03 Sportsmanship- All teams engaging in unsportsmanlike conduct will be removed from the tournament IMMEDIATELY at the discretion of the tournament staff. This type of conduct will not be tolerated and is grounds for dismissal. Because of the confined nature of the game and unique umpiring setup, fans and players watching games must refrain from commenting on calls. Failure to comply will result in removal from the park or facility.