

Wicomico Wiffle Ball Tournament

OFFICIAL RULES

The WWB Tournament will utilize the same rules used in Major League Baseball with the following exceptions:

Playing Field:

The field shall be a level playing surface of grass turf or dirt.

The bases shall be 40 feet apart.

The pitching rubber or designated pitching line shall be 33 feet from home plate.

There shall be ten-foot arc in front of Home Plate this will be considered Foul Territory.

The distance from home plate to the outfield fence shall be 100 feet along the foul lines.

The length of the center outfield fence from Home Plate shall be between 100 to 115 feet.

All batted balls that clear the outfield fence in fair territory shall be ruled home runs.

Ground rules for irregular fields must be approved by the League Commissioner and Program Director before playing a game on that field.

Captains should meet prior to each game to agree upon ground rules.

Umpiring:

Umpires will be assigned by the Tournament Director to this event.

The umpire will be responsible for all calls on the field.

Any disputes shall only be discussed by the team captains and the umpire.

Equipment:

Equipment used will be the Official WIFFLE® Bat and Ball.

Bats and balls will be supplied by the tournament.

However, players may use their own official yellow WIFFLE® Bat (all generations). **Bats may have tape on the handle only. Also, the hole on the knob of the bat must be open/uncovered at all times.**

NOTE: Any player caught using an illegal bat will be ruled out on the first offense of the tournament and ejected on the second offense.

No gloves of any kind are permitted in the field.

Only Tennis Shoes are permitted for play.

Cleats of any kind are **NOT** allowed. You will be asked to remove them.

Roster:

All Rosters must be signed and turned in before the first game of the tournament.

All Rosters will be frozen once the tournament begins.

Players may not switch teams after tournament has begun, even if the players team has been eliminated.

Rosters must consist of a minimum of four players, but no more than six players.

Teams unable to field at least four players, at any time, will forfeit that scheduled game.

In order to appear in any tournament games, a player must appear on the team's roster prior to the start of the tournament.

If a game is already in progress when a player is found to be ineligible, this game will be ended as a forfeit and the team with the illegal player will be removed from the event.

Defensive Alignment:

Four players will play the field (pitcher, catcher, and two fielders).

All fielders, with the exception of the catcher, shall be positioned in fair territory at the time of the pitch.

Fielders may switch positions at any time.

Batting Order:

The batting order will consist of at least four players.

Teams can choose to bat up to an additional two extra hitters.

Giving a team a maximum of six batters in a line-up.

The extra hitter cannot be used as a Designated Hitter position.

All players who play the field must bat.

The number of hitters in a team's lineup shall be established prior to each game.

The batting order shall not change during a game.

Extra Hitters:

The extra hitters are allowed to play defense at the beginning of any inning.

Extra Hitters may not enter as a defensive player in the middle of an inning unless there is an injury to a defensive player that must leave the field of play.

If substitutions are used, a player may re-enter the batting order in the same position that was vacated at the time of the substitution. (unless in the case of a game-ending injury).

Game:

All Buy-in and Bracket games will be five (5) innings or 40 minutes whichever comes first.

No inning will be started after 40 minutes.

Three Outs will be considered a completed half inning.

If a game is tied after five (5) innings, or if time has expired then extra innings will be played to determine a winner.

Extra Innings or Time will consist of placing the last out on 2nd Base for the first extra-inning.

Additional Extra Innings, team will place a runner on 2nd and 3rd base until a winner is determined.

Mercy Rule:

Any team that is winning by 10 or more runs after 3 complete innings of play or 2 ½ if the Home team is winning.

Pitching:

This is a slow pitch, or "pitch to hit," tournament.

Pitchers must have at least one foot on the pitching rubber (or designated pitching line) when releasing the ball.

Once a Pitcher starts an inning they must finish the inning.

Any pitched ball that records a speed great than 30 MPH on the radar gun will be called a ball by the umpire even if it hits the strike plate. Unless offered by the batter.

There are no balks in Wicomico Wiffle Ball Tournament.

Batting:

Any pitched ball that is pitched 30 MPH or less and hits the strike plate will be a strike.

Any pitched ball that DOES NOT hit the strike plate shall be called a ball.

Three strikes swinging or called will be considered an out

Four balls that miss the strike plate will be considered a walk.

Any batter that is hit by a Pitched ball will just be recorded as a ball.

Intentional Walks are NOT allowed in Wicomico Wiffle Ball Tournament

Foul tips caught by the catcher with two strikes will also be a strikeout.

With less than two strikes, a foul ball must rise above the batter's head to be caught for an out.

A ball that is hit into fair territory but does not go completely past the 10-foot arc, will be considered a foul ball. A ball that stops on the arc line will be considered a foul ball.

Third strike drop rule DOES NOT APPLY IN Wicomico Wiffle Ball Tournament

Batters must be prepared to swing.

One handed swings will not be allowed for non-ADA players.

Bunting: Bunting is not allowed in the WWBL

Pitcher's Hand:

All force plays on the batter going to first base may be made to the pitcher, who may be anywhere within the pitcher's circle.

A ball thrown and caught by the pitcher in this circle before the batter-runner reaches first base will be called out by the umpire.

All other force plays must be made to the bases or to home plate.

Example:

Runners on 1st and 2nd with one out. A Batter hits a ground ball to the infielder playing near 3rd base. The infielder picks the ball up and tags third before the runner at 2nd gets there and then throws the ball to the Pitchers Hand and the pitcher has control of the ball within the circle before the batter-runner reaches first base. In this case we have a double play.

Base Running:

Players will run the bases.

No ghost runners will be used. If a player is on a base and it is his/her turn to bat the last out will now become the base runner.

Runners may not lead off, steal or advance on any pass ball or ball thrown back to the pitcher from the catcher.

Runners must remain on the base until the batter makes contact.

After hitting a home run, a player does not have to run the bases.

Infield Fly: The Wicomico Wiffle Ball Tournament will not utilize The infield fly rule

Pegging:

Fielders may throw the ball at runners to record an out.

Base runners struck anywhere by a thrown ball in the judgement of the umpire will be out.

Additionally, base runners in fair territory, but not in contact with a base, will be ruled out if hit by any batted ball in the judgement of the umpire.

If a pegging attempt is missed the ball will remain live and base runners may advance until the ball is back to the pitcher and time has been called by the umpire.

Stopping a Play:

A play is considered over and time shall be called by the umpire as soon as the ball has been controlled by the pitcher anywhere in fair territory of the grass infield area.

Any runner that is either advancing and has not made it pass the white commitment line and a play is not being made on them, must return to the base they came from.

If a runner has already advanced pass the commitment line and a play is not being made on them they will be allowed to advance to the base they were heading to before time is called.

Tournament Procedures:

Because The Wicomico Wiffle Ball Tournament takes place at the Henry S. Parker Athletic Complex, the consumption of alcohol or the use of tobacco is prohibited on the playing fields.

Teams will be provided with a game schedule prior to the tournament beginning.

All teams should be prepared to play 10-minutes prior to your scheduled start time.

Games will start ahead of time if the opportunity allows for this.

Teams will be will not be allowed a grace period after the scheduled start time to arrive.

If a team fails to show up on the game-time, the team present will be allowed to take a forfeit victory.

Forfeits will be scored 5-0. (1 run per inning)

Tournament Format:

All teams will complete a One (1) game buy schedule with the winner and loser of each game being placed in a pre-determined bracket slot in the Double Elimination Tournament.

Once all four buy-in games are completed, the Double Elimination Tournament will begin.

Elimination Home and Away Format:

1. Coin Toss will determine Home and Away for each game for each buy in game and Double Elimination game except for the Championship game.
2. Championship Match
 - a. Undefeated team has the choice of Home or Away
 - b. If Game, the winning team from previous game has choice of Home/Away