



Inaugural
Valley Christian
Wiffleball Championship
Saturday January 28th, 2017

Official Tournament Rules

- 1. Sportsmanship** - All teams are expected to conduct themselves in a manner consistent with the intents and purposes of the event and that is befitting followers of Christ.
- 2. Umpiring** - Teams will umpire their own games. Captains will settle all disputes over calls. Tournament officials will not rule on judgment calls. The home team will be decided by a coin toss or “the bat thing,” unless designated by the tournament schedule.
- 3. Equipment** - All bats used in league play must be regulation, yellow Wiffle® bats. They may not be altered in any way; however they may have one layer of plastic or thin cloth tape on the handle. Balls must be baseball size Wiffle® brand. **No metal cleats allowed.**
- 4. Rosters** – Teams must have a minimum of three and up to a maximum of six players on their roster.
- 5. Players in the field**– Three players will be in the field. One pitcher and two fielders
- 6. Batting** – Teams must bat a minimum of three players and up to a maximum of six players. Should circumstances dictate that an active roster fall below three players during a game, the spot in the batting order that is vacated will be an out.
- 7. Positions & Switches** – Outfielders may play anywhere in the field. Players may switch defensive positions at any time, including pitchers. Designated hitters will not play the field, however they may switch their DH position with any defensive player at any time. Regardless of position switches, batting orders will stay the same for the duration of games.
- 8. Substitutions** may be freely made on defense. On offense, once a player leaves a game, that player may not return to the same game.* However, his now vacated spot in the batting order will not be counted as an out as long as the three player minimum is maintained.
**Exception: If a player suffers a tournament-ending injury, a player who has previously left the game may re-enter that game as a sub.*
- 9. Innings and slow play** – All games will be five innings. Unless a game is tied after 30 minutes, new innings will not be initiated. In the event of a tie game after both 30 minutes and the end of any inning, extra inning rules will commence. (See rule 18.)

10. Pitching - All pitches must be of slow or medium speed. No excessive speed will be allowed. Balks are legal. The pitcher must have one foot on pitcher's line when the ball is released. (No back pedaling will be allowed during a pitch.)

11. At bats – Batters will begin with a 1 and 1 count. **However, any pitch that hits the target without being offered at will result in a strike out regardless of the count.** Hit batters will not advance. One-handed batting will not be allowed, save for ADA players. **In addition, due to the significant movement by the balls, batters must make an attempt to get out of the way of a pitched ball or it is ruled a strike.**

12. Bunting – Bunting is not permitted. In addition, there will be a line, 15ft. in front of the plate that all batted balls must cross in order to be considered in-play. If ball does not cross line it is a strike.

13. Pitcher's Hand - All force plays on the batter going to first base may be made to the pitcher, who must have both feet within the pitcher's circle. The runner may also be put out by force at first base. All other force plays must be made to the bases or to home plate.

14. No infield fly rule will be in effect.

15. Stealing and leading off - **Base runners may not lead off nor steal.** Runners leaving their base before the batter makes contact with the ball will be out.

16. Runner/ball contact - Base runners in contact with a base that are hit with a batted or thrown ball will be safe. Base runners between bases hit with a batted or thrown ball will be out. Fielders may throw the ball at runners. Runners struck below the neck will be out. Runners hit below the neck with a thrown ball which first hits any player, a base, or the ground, will also be out.

17. Sliding – Sliding is not allowed. **Anyone sliding will be out.**

18. Extra innings – Each team will begin its half of all extra innings with two outs. The batter who made the last out in the previous inning will go to third base and the next batter will bat first.

19. Mercy rule - If after 3, or at the end of any subsequent inning, a team leads by 8 runs or more, the game will be over. (If the home team leads by 8 or more runs after the top of the third or any later inning, the game will be over).

20. The Tournament Director may resolve any and all conflicts regarding the interpretation of the above rules – or any loopholes therein – at his or her discretion. The director will not umpire judgment calls.

Updated 11-9-16