

LITTLETON WIFFLE BALL 1-DAY TOURNAMENT

1. Regulation Wiffle® plastic bats and balls will be provided. Only those balls provided by staff may be used for play in the event.
2. The event will begin with group play, leading to single elimination playoff rounds, and the championships. *All teams will play in the playoff rounds. Multiple divisions will form based on results from group play.
3. A pitch that hits any part of the strike zone target is a called strike.
4. The count: 2 strikes with unlimited fouls allowed.
5. 5 balls is a walk. Hit batters do not take a base. 5. 3 outs per inning, 3 or 4 innings per game. Event Director's decision.
6. In extra innings, teams start with bases loaded.
7. No base running. Ghost runners only. Runners move the following ways: Walk = 1 base *when forced. Single = All runners move 1 base. Doubles & triples = All runners come home!
8. Any fair ball stopping in infield, or reaching the outfield grass is a single, reaching the wall on a roll or bounce is a double, hitting the wall in the air is a triple, and landing over the home run line before hitting the ground is a home run.
9. The batting order must include everyone on the team and remain constant all game.
10. A 10-run mercy rule is in effect after each full inning. First team reaching 20 runs will end game on the spot.
11. The home run fence will be roughly 80' from home plate.
12. The pitcher's mounds will vary in distance based on pitcher's age & abilities. Furthest mound will be 43' from target. Closest will be 35'. NO fast balls. Event directors will monitor pitch speed.
13. Ground balls must be fielded before they reach the outfield to be an out. Outfield line roughly 50' from home plate.
14. Neighboring playing fields are considered out of play.
15. A pitcher should finish pitching to any batter they begin to face.
16. Removed pitchers may re-enter to pitch.
17. Maximum of 4 fielders, including pitcher. Fielders may play anywhere in fair territory no closer than the pitcher's mound to home plate.
18. Outfielders must finish defensive plays inside the HR fence OR hit will be ruled an automatic triple. If the ball ends on outside of wall, even if caught, it is a HR.
 ****DOUBLE PLAYS****
19. On any fielded out, and regardless of runners on base, the fielder can throw and hit the strike zone in the air for a double play. Any runners remain on base. The attempt must be made immediately and in one fluid step after the ball has been fielded.
20. Seeding within pools is based on record, with head to head, and run differential as tie breakers. If still tied, a 1 inning playoff will break tie. Head to head is always used when applicable.

NO UMPIRES. Who Makes The Call?

Matters related to fielding & balls in play = Fielding team's call. Strike/Ball (Did it hit the strikezone? - Check swing?) = Pitcher's call
Fair/Foul = Batter's call