

RULES AND REGULATIONS FOR WIFFLE BALL TOURNAMENT

I. TEAMS

1. **TEAMS:** A team's roster may consist of a maximum of five players and a minimum of three players. All five players may change positions at any time defensively, but only three will be on the field defensively at one time, a pitcher and two fielders. A pitcher and one fielder are not legal.
2. **BATTING ORDER:** A team may choose to bat a maximum of five players and a minimum of two players. The team must choose to do this at the start of the game and continue that way until its conclusion. If a player is injured during the game and cannot continue to bat, his turn at bat will be considered an out. A batting order will not be changed during the game and if a team bats out of order, that batter is ruled out.

III. THE GAME

1. **THE GAME:** Six innings equal a normal game. A 10run rule is in effect after four complete innings, a 20run rule after two complete innings.
2. **OUTS:** Three outs per inning for each team.
3. **THE COUNT:** Four balls to a walk, three strikes is an out, fouls are unlimited. A foul tip hitting the target or going through the target (hole) will result in an out **WITH TWO STRIKES ONLY.**
4. **THE STRIKE ZONE:** A strike zone made out of any solid material with a hole in the center will be used.
5. **BASE RUNNERS:** There is no base running or base stealing. All runners will be imaginary.
6. **BUNTING:** Bunting is illegal and will not be permitted.

IV. GAME SITUATIONS

1. All batted balls must reach the fair play line to be playable; otherwise it is a foul ball.
2. A ground ball fielded before coming to a complete stop is an out. Juggling or deflecting to the fielder in the air is an out, as long as the ball does not hit the ground.
3. If a batted ball is dropped by a fielder and the ball falls on the ground, it will be ruled an error.
4. A ball hitting a cone is fair, all runners advance one base.
5. Any ball that touches beyond the infield line in foul territory is a foul ball, even if it bounces back into fair territory.
6. A ground ball that comes to a complete stop in any of the marked areas is ruled the corresponding marked area.
7. A fly ball hitting the fence first and then being caught by a fielder is an out and base runners cannot advance.
8. A fly ball clearing the fence is a home run. If a fielder touches a fly ball and the ball goes over the fence, it will be ruled a home run.
9. A fly ball hitting the top of the fence and continuing over the fence will be ruled a home run.

V. BASE RUNNERS

1. Base runner's move as follows: One base on a single, two bases on a double and three bases on a triple.
2. On ground outs, the lead runner is always forced out. All runners advance one base.
3. With a runner on third base and less than two outs, a team may try and score the runner on third base on a fly ball. When the ball is in the air, the offensive team can yell, **TAG UP!** to activate the runner. The fielder must catch the ball and throw home attempting to hit the backstop (6 feet high by 8 feet wide) in the air, bounce or roll. If the throw hits the backstop the runner is out, if it misses, the runner scores. All other base

runners stay where they are. The offensive team must yell, TAG UP! as soon as the ball is hit, without delay. The fielder has three seconds and one step to make the throw after the catch.

VI. THE BATTER

1. SWITCH HITTING: The batter may switch sides at any time in the count. The batter must notify the pitcher before doing so and may not switch sides during the delivery of a pitch, if so, the pitch will be ruled a strike.
2. HITTING THE BATTER: There is no hit batsman rule. A ball that hits the batter will be ruled a ball.
3. BATTER'S HANDS: The hands of the batter are considered part of the bat. If a ball hits a batter's hand(s) and lands into fair territory, the ball will be ruled a fair ball.
4. FOUL BALLS: The batter will not touch foul balls until they come to a complete stop. Foul balls have been known to spin back into fair play and are NOT to be touched until they stop spinning or moving in any way.

VII. THE PITCHER

1. A pitcher may not wear any type of distractive jewelry or clothing, such as; white long sleeve shirt under his uniform top.
2. The pitcher must have at least one foot touching the rubber when he releases the ball. If a ball is pitched in violation of this rule, the pitch will be ruled a ball.
3. BALKS: There are no balks.
4. WARMUPS: A pitcher will get ten warm up pitches before the start of the game once he takes the mound and seven between innings. If a relief pitcher comes into the game due to a result of an injury to the active pitcher, a reasonable amount of time will be allowed for the relief pitcher to warm up.
5. Pitchers cannot throw as hard as he/she can. A reasonable speed is allowed.

VIII. OFFICIATING AND SCORE KEEPING

1. FAIR AND FOUL CALLS: Will be the responsibility of the batter because he is looking down both foul lines.
2. LINE CALLS: (Single, Double and Triple) Will be made by the fielder closest to the ball because he has the best view of the play.
3. CHECK SWINGS: Will be the responsibility of the batter.
4. TAG RULE: If the offensive team yells TAG UP! too late, it will be the responsibility of the defense to make the decision.
5. OFFICIAL SCORE: Will be the home team's responsibility.
6. All equipment is supplied by BGSC

IX. TOURNAMENT PLAY

1. All tournaments will be SINGLE elimination throughout the entire schedule.
2. COIN TOSS: A coin toss in the beginning of each game will decide the Home team and the Visiting team. The coin toss is worked out between the two teams at the start of each game.
3. WEATHER CONDITIONS: Games will be played in all weather conditions unless the BGSC MANAGER OR BOARD MEMBER indicates otherwise.