



Schools Out Wiffle Ball Tourney

When: Friday, June 18th

Where: Jack Bourne Park

Time: TBD based on registration. Targeting younger age groups first.

Cost: \$50/team of 6 players or \$10 individual (we will pair you with a team)

An adult must supervise each team!

A minimum of 2 games will be played by all teams. Teams must have a team captain who is responsible for communicating the schedule to team members and ensuring attendance.

Teams must wear the same color shirt. Get creative!

MUST register online at www.glenallensports.com

Age Groups: 7/8, 9/10, 11/12 and 13/15. We will also have an adult only tournament Friday evening!

This is going to be tons of fun! Compete for bragging rights! Brackets will be drawn at random and games will be dependent on registration numbers.

We will have Kona Ice and Food Trucks on site.

WIFFLE BALL Tourney RULES

PLAYING FIELD

- Bases are 35' apart
- Pitching rubber to strike zone is 42' away
- Right/left fields will be approximately 95' from home plate as marked by spray paint/cones.

EQUIPMENT

- Official wiffle balls will be used and will be provided.
- No modifications to the ball will be allowed.
- Official wiffle ball bats will be used and provided.
- Closed toed footwear must be worn. Metal cleats are NOT allowed.
- Gloves in the field are not allowed. Hats are not allowed to catch a ball.
- You may use batting gloves when batting.

UNIFORMS

- Uniforms are not provided or mandatory. Same colored team shirts are required.

TEAMS

- Teams may have up to 6 people on their roster. A team may comprise of girls and or boys with players being within that age division.
 - o Players parent must sign a waiver prior to playing.
- Teams can play a minimum of 2 and maximum of 6 in the field: a pitcher, a catcher and 4 fielders.
- Free and unlimited substituting during the game is allowed.

- Batting lineup must consist of everyone on your team who is present, and cannot be altered. If a player shows up late, they can be placed at the bottom of the batting order as long as you have not gone through it once.

GAMEPLAY

- Game will be 5 innings or 45 minutes, whichever comes first.
- Home team will be determined by paper, rock, scissors (best of 3) each game.
- Tie Breaker Rule: if game finishes in a tie after 5 innings or 45 minutes, then one more inning will be played. Teams will start with bases loaded or how many players they have to fill the bases. After additional inning is over, winner will be determined or it will end in a tie.
- Outs: 3 outs per team per inning.
- Count: 4 balls is a walk, 3 strikes is an out, unlimited fouls.
- Strike Zone: A strike zone will be used that is approximately 31” high and 24” wide. The bottom of the strike zone will be approximately at the knees.
 - o Any pitch that hits the strike zone without hitting the ground is a strike.
 - o Any pitch that does not hit the strike zone is a ball.
 - o Any pitch that hits the batter is a ball.
 - o There are no balks.
 - o Pitchers foot must be on the rubber when pitch is released.
- Base running: batters must run the bases to be safe after contact.
 - o To get lead runners out, fielder must throw the ball to teammate at the advancing base.
 - o Runners can get hit by the wiffle ball to be called out. If it hits the ground and then hits the runner, they are out.
 - o No leading off, no stealing.
 - o No ghost men. If a player is on base when due to be up again, a different player may pinch run.
- Tagging up is legal.
- Infield fly rule: In the event of an infield pop-up and base runners on, a ball that hits the ground either on purpose or on accident can only result in 1 out.
- Bunting: No bunting is allowed.
- Ball in play: Any ball hit in “fair play” is in play.
- Ball caught in the air is an out.

BATTERS

- Switch-hitting: Batter may switch sides at any time in the count, but must notify the pitcher, and cannot do it during the delivery. Doing so, will result in a strike.
- Batter’s interference: A legally positioned batter does not have to move out of the path of the pitch, but if batter leans into the pitch to interfere with a strike, then strike will be called anyway.
- Hit by pitch: A legal hit by pitch is a ball.
- Batter’s hands: Hands are part of the bat, if swinging bat and ball hits hand, ball is either foul if foul, or in play in fair.
- Foul balls: Offensive team should not touch foul ball unless completely stopped.
- Batting gloves: May be worn during batting only not on defense.
- Batter may ask pitcher to slow down pitches if they feel pitches are not at “medium” speed.

PITCHERS

- This is a “pitch to hit,” (slow-medium speed) league. If the batter feels the pitcher is throwing too hard, he or she may ask for them to slow it down.
- No balks.
- A mid-count relief pitcher takes over count and base runners as is.

OFFICIATING AND SCORE KEEPING

- Referee: We will have volunteer “umpires”. Both teams will do their best to keep the integrity of the game by making honest calls.
 - o Fair/foul calls (batter/defense)
 - o Base running calls (defense)
 - o Check swings (batter)
 - o Batter’s interference (pitcher)
- Scorekeeping: Players will announce score after each run scored and agree on score after each half inning.
- Final score will be home team’s responsibility to report the final score to the ball coordinator onsite.

PINCH RUNNING

- Pinch running is allowed if runner comes back up to bat.
- If runner comes up to bat and no teammates can pinch run, offense loses that base runner to allow runner to go up to bat.
- Teams can use one pinch runner per game to upgrade the runner.

FORFEIT

- Team forfeits if they are not ready to play at game time.