



AISLEN CIPRO

WIFFLE BALL TOURNAMENT

1 — General Game Rules

- 1.00 — Teams must submit a roster of at least four players, with no maximum number of players. Teams may start the game with as few as three players if needed.
- 1.01 — Games are scheduled for five innings with extra innings if needed.
 - 1.01a — If extra innings are necessary, the last batter of the fifth inning will start the sixth inning as a base runner on second base. If a seventh inning is necessary, the inning will start with the bases loaded.
- 1.01 — There is a 10-run mercy rule after three complete innings.
- 1.02 — All bats and balls will be supplied by tournament officials.
- 1.03 — No spikes or cleats of any kind will be permitted. Players are advised to wear sneakers but may play in socks or bare feet at their own risk.
- 1.04 — The tournament is a fundraiser for a non-profit organization that benefits the youth of Southbridge and for a nine-year-old girl battling cancer ... please remember this while playing as good sportsmanship is expected from all participants and fans.

2 — Pitching

- 2.00 — Four balls equals a walk while three strikes (fouls are strikes unless a batter has two strikes on them) equals a strikeout.
- 2.01 — A hit-by-pitch is considered a ball and no base is awarded.
- 2.02 — There are no intentional walks.
- 2.03 — If a batter blocks the path of the ball on its way to hitting the strike zone, its an automatic strike.
- 2.04 — Pitching speed is to be moderate and reasonable, the equivalent to playing catch. If asked to slow down the speed by opposition, pitchers are encouraged to do so. If necessary, the tournament may employ “pitch police” who may issue an automatic walk for throwing too hard or force a pitcher to be removed from the mound for the remainder of that game or the tournament.
- 2.05 — Each team rotates a different pitcher per inning and each player on the roster must pitch an inning or give up four runs before being relieved. (If a roster has more than five players, any players who did not pitch shall be the first to pitch in any subsequent games)
- 2.05 — There will be a strike zone behind home plate for each field. Any pitched ball hitting the strike zone and not swung at will be a called strike.
- 2.06 — If, with two strikes, a foul ball hits the strike zone, it will result in a strike out (the equivalent of a catcher catching a foul tip with two strikes).



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3 — Offense

- 3.00 — There is no bunting, leading or stealing. Runners must remain on the base until the ball is hit.
- 3.01 — All bases are occupied by real base runners, unless none are available, at which time ghost runners are used. Ghost runners advance the same amount of bases as the batter.
- 3.02 — Teams may use as many Designated Hitters as they wish.
- 3.03 — Base runners must make every effort to avoid any potential contact with a fielder at all costs.
- 3.04 — There is no sliding into bases to avoid potential injuries. Base runners may overrun each base, so long as they run straight through the base or turn to the right as if normally running through first base.
- 3.05 — For a \$1 donation each time it is used, there will be a special bat available to all teams up to twice an inning.

4 — Fielding

- 4.01 — Teams may have as few as one pitcher and two additional fielders and as many as one pitcher and four additional fielders.
- 4.02 — Fielders must have both feet in the field of play in order to “rob” a home run. Fielders may not go beyond the field of play to take a home run away from an opponent.
- 4.03 — “Indian Rubber” or “Pegging” is allowed from the chest down. Any base runner hit above the chest will not be called out and will be awarded the next base. Unnecessary force will be considered unsportsmanlike conduct and is possible grounds for dismissal from the tournament.
- 4.04 — There is no catcher, however, the pitcher or other fielders may cover home plate during a play.
- 4.05 — There is free substitution on defense.
- 4.06 — The Infield Fly Rule will be in effect.

5 — Playoffs

- 5.01 — Playoff spots will be seeded based on record in the round robin portion of the tournament. The number of playoff spots will be announced at the captains’ meeting.
- 5.02 — Tie-breakers for playoff spots/seedings will be first determined by head-to-head results, then total number of runs allowed, then total number of home runs hit, and lastly, if necessary, a coin toss.