



Wiffle Ball Tournament Rules

1. A team will have a minimum of 3 players and a maximum of 7. The batting order can consist of up to all 7 players, but only 3 are allowed to play in the field, including the pitcher.
2. Players may substitute fielding positions freely, the batting order will not be adjusted however.
3. Players arriving late may be added to the batting order.
4. A game shall consist of 5 innings or 30 minutes, whichever comes first. No new inning shall begin after 30 minutes.
5. In the event of a tie, both teams will begin extra innings with the bases loaded.
6. A maximum of 10 runs per inning is allowed.
7. **Due to time restraints, pitchers are allowed a maximum of 5 warm up pitches before their first inning, and 3 thereafter.**

PLAYING RULES

8. No baserunning, imaginary (ghost) runners only.
9. No base will be awarded for being hit by a pitch. The pitch will be ruled a ball.
10. An out will be recorded when a hitter does one of the following:
 - a. strikes out
 - b. hits a fair ball that stops before the singles line
 - c. hits a fly ball that is caught by a fielder
 - d. hits a ground ball that is fielded "cleanly" before it hits the wall. Ground balls that are bobbled will still be outs as long as the ball does not touch the ground.
11. A ball landing on or past the singles line in the air is a single. A double, triple, or home run will be awarded when the ball, lands on a fly, in the appropriately marked zone.
12. On a walk, runners only advance when forced. On a hit, runners advance the same number of bases as the hit.
13. All fielders must start out behind the singles line, but may move a step inside once the pitch has been thrown.
14. On a ground out, if there is a double play (force) situation, the fielder can attempt to throw and hit the strike zone *in the air* for a double play. If successful, the batter and runner on first base are out. If unsuccessful, only the batter is out. In both cases, all other runners hold. The attempt must be made immediately after the ball has been clearly fielded cleanly.
15. If there is a runner on third base and the batter hits a fly ball, the batting team can call out "TAG" while the ball is still in the air. After the fielder has made the catch, he may immediately throw to hit any part of the strike zone target to get the runner out at home. The throw may bounce, roll or pass between the strike zone supports. If successful, the runner on third is out. Otherwise, the runner tags and scores. In both cases, all other runners hold. If the batting team does not yell "TAG", no play can be made.
16. There will be no infield fly rule.
17. All games will be self-officiated. The team batting must keep track of runs scored.