

# TREASURE VALLEY SPORTS LEAGUES

## WIFFLE BALL TOURNAMENT RULES

### PLAYING FIELD

- Bases are 35' apart
- Pitching rubber to strike zone is 35' away
- Right/left fields will be approximately 95' from home plate.
- Players judge whether the ball is fair or foul using their best judgment.

### EQUIPMENT

- Official wiffle balls and bats will be used and provided by Treasure Valley Sports Leagues.
- No modifications to the ball will be allowed.
- If hole is on the bottom, it must be kept open. Tape is allowed only on the handle.
- Closed toed footwear must be worn, cleats allowed.
- 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

Team shirts will be provided by TVSL the morning of the tournament so please show up early!

## TEAMS

- Teams may have up to 7 people on their roster.
- A team may be comprised of men and women but at a minimum always one women
- Teams can play a minimum of 2 and maximum of 4 in the field: a pitcher and 3 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

- Games will be 3 innings or 30 minutes, whichever comes first.
- Home team will be determined by rock, paper, scissors (one & done) each game.
  - Once bracket play starts, the higher seeded team will be the home team.
- If a close play occurs and teams can't agree on the call, the call will be decided by rock, paper, scissors (one & done).
- **Tie Breaker Rule:** if game finishes in a tie after 3 innings or 30 minutes, then one more inning will be played.
  - Teams will start with bases loaded or however many players they have to fill the bases. After the additional inning is over, the winner will be determined by a home run derby of 5 pitches from the team's own pitcher to their chosen hitter.
- **Outs:** 3 outs per team per inning.
  - **Count:** 6 balls is a walk, 2 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.
  - Any pitch that hits the strike zone without hitting the ground is a strike.
    - Strike zone legs and base do not count
  - Any pitch that does not hit the strike zone is a ball.
  - Any pitch that hits the batter is a ball.
- There are no balks.
- Pitchers foot must be on the rubber when pitch is released.

## BASE RUNNING

- Batters must run the bases to be safe after contact.
- To get lead runners out, fielder must throw the ball to teammate at the advancing base.
- Runners CAN GET HIT by the wiffle ball to be called out.
- NO HEADSHOTS
  - If it hits the ground and then hits the runner, they are out.
- No leading off, no stealing.
- 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.
- **Pitch Speed:** Batter may ask pitcher to slow down pitches if they feel pitches are too fast.

## PITCHERS

- This is a “pitch to hit,” (slow-medium speed) tournament. If the batter feels the pitcher is throwing too hard, he or she may ask for them to slow it down.
- A pitcher does not have to start his/her wind-up from the pitching rubber, but must have at least one foot touching it when he/she releases the ball (violation is a ball).
- No balks.
- A mid-count relief pitcher takes over count and base runners as is.

## OFFICIATING AND SCORE KEEPING

- **Referee:** The players will umpire their own games.
- Both teams will do their best to keep the integrity of the game by making honest calls.
  - Fair/foul calls (batter/defense)
  - Base running calls (defense)
  - Check swings (batter)
  - 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 one of the TVSL coordinators at the bracket board.
- **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.