

**EQUIPMENT**

-Regulation Wiffle® plastic bats and balls will be provided. Only those balls provided by staff may be used for play in the event.

**ROSTERS**

-Wiffle® is an ageless game! In this event kids of all ages will play with their adult teammates. Parents, uncles, aunts, nephews, nieces, brothers & sisters, & more! \*Adults from separate households should form separate teams. Let's have fun!

-Teams will consist of 2-5 players, with everyone batting and a max of 4 players in the field at a time.

-Adults will play on the same team as the kids! Medium pitch, NO fast balls. Adults must pitch slow if pitching to kids. Kids can pitch at all times at medium speed. Event directors will monitor pitch speed.

**TOURNEY STYLE**

-The event will begin with group play, leading to single elimination playoff rounds, and the championships.

\*ALL teams will play in the playoff rounds. Separate playoff divisions will form based on results from group play.

**STRIKES & COUNTS**

-A pitch that hits any part of the strike zone target is a called strike.

-The count: 2 strikes with unlimited fouls allowed - 5 balls is a walk. Hit batters do not take a base.

-3 outs per inning, 3 or 4 innings per game. *Event Director's decision.*

**THE BASES**

-In extra innings, teams start with bases loaded.

-No base running. Ghost runners only. Runners move the following ways:

Walk = 1 base \*when forced. Single = All runners move 1 base. Doubles & triples = All runners come home!

**HITTING**

-Any fair ball stopping before the wall is a SINGLE, reaching the wall on a roll or bounce is a DOUBLE, hitting the wall in the air is a TRIPLE, and landing over the home run fence before hitting the ground is a HOME RUN.

-The batting order must include everyone on the team and remain constant all game.

-A 10-run mercy rule is in effect after each full inning. First team reaching 20 runs will end game on the spot.

**THE FIELD**

-The home run fence will be roughly 80' from home plate.

-The pitcher's mounds will vary in distance based on pitcher's age & abilities. Furthest mound will be 43' from target. Closest will be 35'.

-Neighboring playing fields are considered out of play.

-Fielders may play anywhere in fair territory no closer than the pitcher's mound to home plate.

**PUT OUTS**

-Ground balls must be fielded before they reach the outfield to be an out. Outfield line roughly 50' from home plate.

\*Bobbling is allowed but once the ball touches the ground after a fielder it will be ruled a hit.

-Outfielders must finish defensive plays inside the HR fence OR hit will be ruled an automatic triple. If the ball ends on outside of wall, even if caught, it is a HR.

**DOUBLE PLAYS**

-On any fielded out, and regardless of runners on base, the fielder can throw and hit the strike zone in the air for a double play. Any runners remain on base. The attempt must be made immediately and in one fluid step after the ball has been fielded.

**NO UMPIRES. Who Makes The Call?**

*Matters related to fielding & balls in play = Fielding team's call.  
Strike/Ball (Did it hit the strikezone? - Check swing?) = Pitcher's call  
Fair/Foul = Batter's call*