

DIVISIONS & SEEDING -

Divisional Draft:

The process for drafting divisions is still being refined. We are working to find a perfect combination of randomness, fairness, diversity, and excitement. *If you have suggestions, feel free to email them to the league office. gswl@goldenstickwiffle.com

Seeding:

Seeding will be based on points after group play NOT record.

Straight win = 3 pts

Straight loss = 0 pts

Tie after 2 innings = 1 pt

Total offense winner in the event of draw = +1 pt

Total offense scoring:

Walk = .5

Single = 1

Double = 2

Triple = 3

Home Run = 4

*It is the responsibility of the players to keep track of their total offense through the two innings of each game.

*Total offense will only dictate the winner of the extra point after a draw.



Example of 3 way tie after group play:

	<i>W</i>	<i>L</i>	<i>D</i>	<i>D+</i>	<i>pts</i>
<i>Player 1</i>	3	1	1	0	10
<i>Player 2</i>	2	1	2	2	10
<i>Player 3</i>	1	0	4	3	10

Tie breakers:

1. Total points

2. Head to head record

*A tie between more than 2 players in a division, with no head to head disparity, will result in all tied players entering a "Swing Off". *See Below for explanation of swing offs.

Swing offs:

All swing offs will be held on the GSWL Finals Field. *120' deep to center & 85' down the lines.

Swing offs will take place after group play.

Each player in a swing off will be allowed one swing to hit a home run until only one player remains.

Byes:

8 first round byes will be given after group play.

The #1 seed in each of the six groups will earn a bye.

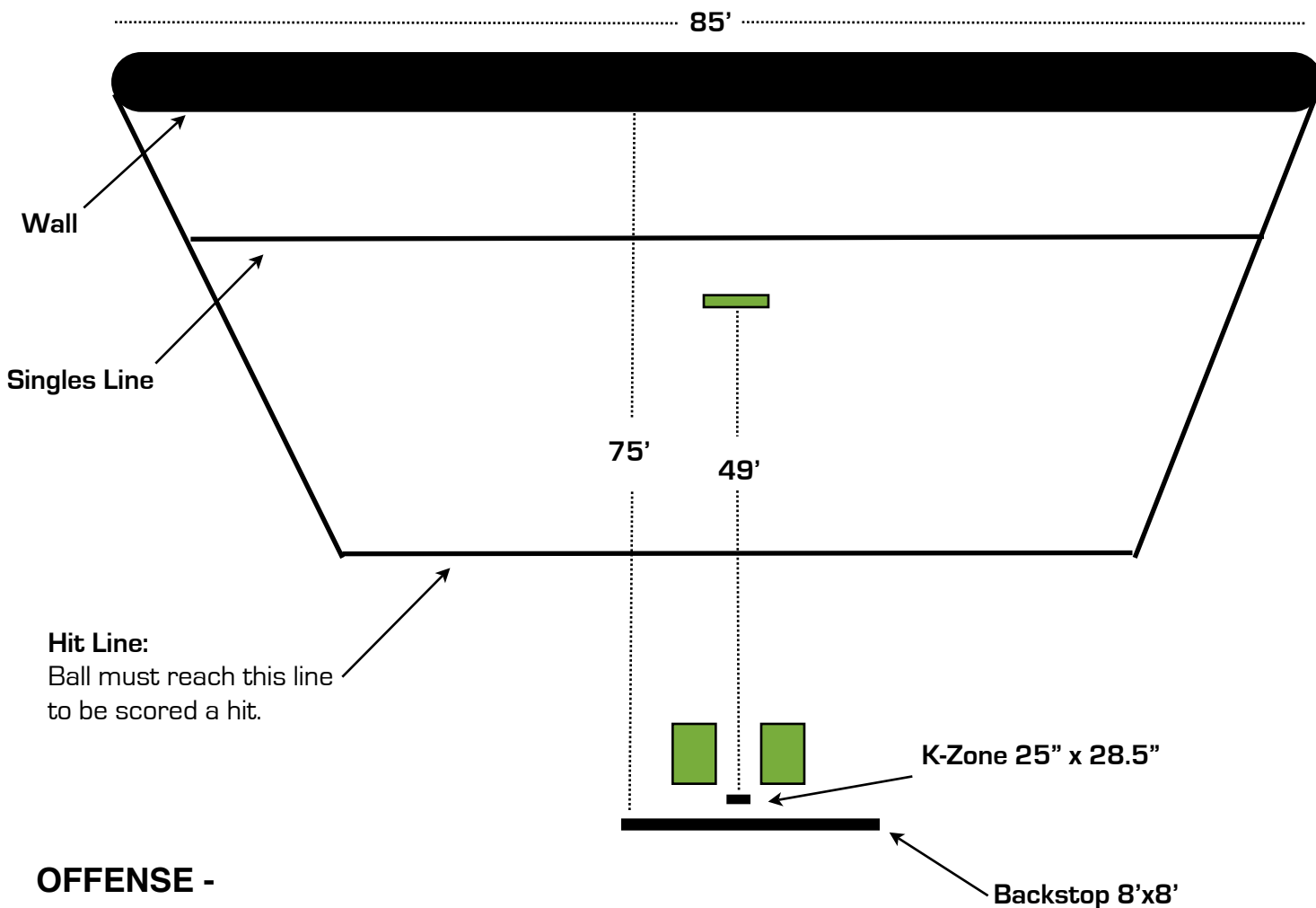
All six #2 seeds will enter a swing off for the remaining two byes.

HOME & AWAY

Group play - Coin flip before each game - Winner gets choice of home or away.

Bracket play - Seeding - Winner gets choice of home or away.

The Field



OFFENSE -

Hitting:

Single - Any ball making contact with the singles line OR the area behind it

Double - Any ball reaching the wall or the wall extended after contact with the ground

Triple - A ball reaching the wall in the air

Home run - Any ball landing over the wall

The hands are an extension of the bat in a swing.

The hands are considered the body in a check swing

Mercy rule:

10 run lead after 1st inning ends game.

Base-running:

All base runners move the value of the hit.

*No stealing

Tag Rule:

ANY lead runner can tag.

A throw to the backstop in the air = Lead runner holds

A throw to the K-zone for a strike = Lead runner is out



DEFENSE -

Fielding:

All ground balls must be thrown to the backstop or K-zone.

Any ball thrown in the air to the backstop will result in an out at first.

In ANY force situation a fielders throw hitting the K-zone for a strike will stand for the lead runner.

A fielder is allowed to bobble a ground ball provided it does not contact the ground after initial touch.

A fielder may not advance his positioning by intentionally bobbling.

Wall catch:

If the fielder catches the ball prior to any part of his body touching the ground on the opposite side of the wall, the catch will be ruled an out.

Equipment:

Pitchers will only be allowed to have 1 ball in the field at a time.

All forms of altering a ball are allowed provided: A. Nothing is added to the ball B. The integrity of the sphere is not compromised.

All bats must be no greater than 2 3/4" in diameter.

Warm ups:

Pitchers are allowed 10 pitches from the mound before a game.

Pitchers are allowed 5 pitches before an inning or in the process of replacing a game ball.

On-site bullpens will be available.

UMPIRING -

There will be no umpire.

In game decision making - "The Calls"

Pitcher's Calls:

Strike or not a strike?

Batter's Calls:

Fair or foul?

Foul tip?

Check swing?

Did a defensive throw hit the backstop in the air, or did it bounce first?

All other batting calls - Batter's call

Fielder's Calls:

Ball rolling or stopped? *Split decisions go in favor of batter.

Value of hit?

All other defensive calls - Fielder's call

Any situation not properly covered in a rule above will default to Official GSWL Rulebook when applicable then to tournament director's discretion.

The Ultimate Wiffler Tournament is not responsible for incorrect mid-game calls after the fact. If you have a question, stop the game and ask.

