

The **RBA Winter Wiffle®Ball Bash** will utilize the same rules used in Major League Baseball with the following exceptions:

**Playing Field:** The field is indoor and turf. The bases shall be 40 feet apart. The pitching rubber or designated pitching line shall be approximately 30 feet from home plate. Home plate shall be considered in fair territory. The distance from home plate to the outfield fence shall be approx. 75 feet along the foul lines and 90 feet in center field with 15 foot high fences. All batted balls that clear the outfield fence shall be ruled home runs. All balls off the ceiling are live and in play unless they hit in fair territory before 1<sup>st</sup> and 3<sup>rd</sup> base and bounce foul prior to it being touched or land in foul territory after the bases in the air.

Captains should meet prior to each game to agree upon ground rules.

**Umpiring:** Teams will umpire their own games. Any disputes shall be settled by an RBA staff member. If an agreement cannot be reached, a “do-over” play is allowed. **THE BALL NEVER LIES.** Umpires may be used at the **RBA Winter Wiffle®Ball Bash Finals.**

**Equipment:** Equipment used will be the Official WIFFLE® Bat and Ball. Bats and balls will be supplied, but players may use their own **current model yellow bats (rounded tip, bubble letter logo). Bats may have tape on the handle only. Also, the hole on the knob of the bat must be open/uncovered.** No gloves will be permitted in the field. Players may not wear cleats, rubber or metal. *NOTE: Any player caught using an illegal bat will be ruled out on the first offense of the tournament and ejected on the second offense.*

**Roster:** Four or five players will be utilized in each game. Teams unable to field at least 3 players, at any time, will forfeit that scheduled game. Teams are allowed a maximum of 5 players on the roster for the weekend. In accordance with the Steaming Teabag Act (2013), no roster changes can be made after the start of the tournament. Players may not switch teams after their team is eliminated.

**Defensive Alignment:** Four players will play the field (pitcher, catcher, and two fielders). All fielders, except for the catcher, shall be positioned in fair territory at the time of the pitch. Fielders may switch positions at any time. Teams who end up having only 3 players due to injury or no show must have a catcher, pitcher and only one fielder.

**Batting Order:** The batting order will consist of at least four players. Teams can choose to bat an extra hitter. The number of hitters in a team’s lineup shall be established prior to each game. The batting order shall not change during a game. If you have 5 members on the team and only 4 to start the game and want the 5<sup>th</sup> player to bat, that player will be an automatic out, come his/her spot in the lineup until he/she arrives.

**Game:** All games will be six innings long with a max of 7 runs per inning. If a game is tied after six innings, extra innings will be played. Games are 20 minutes in time and no inning can start after 20 minutes. Championship game has no time limit and is 6 innings. If the

game is tied at the end of regulation, the last out of the prior inning will be put on second base with 1 out. Both teams get their equal ups.

**Pitching:** This is a slow pitch, or “pitch to hit,” tournament. Curve balls, knuckle balls and other trick pitches are allowed but must be thrown slow. Pitchers must have at least one foot on the pitching rubber (or designated pitching line) when releasing the ball. There are no balks. If the batter feels the pitcher is throwing too hard, he or she may ask an RBA member for help and ask for them to slow it down.

**Batting:** There will be no called strikes, balls, or walks. Batters can strike out swinging. Foul tips caught by the catcher with two strikes will also be a strikeout. With less than two strikes, a foul ball must rise above the batter's head to be caught for an out. Batters may not advance to first on an uncaught third strike. Batters must be prepared to swing and if are deemed to be delaying for time a strike will be called. One handed swings will not be allowed for non-ADA players.

**Bunting:** Bunting is not allowed in slow-pitch Wiffle®Ball.

**Pitcher's Hand:** All force plays on the batter going to first base may be made to the pitcher, who may be anywhere in fair or foul territory. The runner may also be put out by force at first base. All other force plays must be made to the bases or to home plate. Once the pitcher has the ball on the pitchers line all runners have to stop advancing unless they are being forced to the next base by the runner behind them.

**Base Running:** Players will run the bases. No ghost runners will be used. Runners may not lead off or steal any base. Runners must remain on the base until the batter makes contact. After hitting a home run, a player does not have to run the bases.

**Infield Fly:** No infield fly rule will be used.

**Pegging:** Fielders may throw the ball at runners to record an out. Base runners struck anywhere by a thrown ball will be ruled out. Additionally, base runners in fair territory, but not in contact with a base, will be ruled out if hit by any batted ball. The ball remains live after a pegging attempt, successful or not.

### **Special Scoring Rules:**

- There are no errors in Wiffle®Ball.
- Starting pitchers must complete one inning to qualify for a win.
- Everything is a save situation.

### **Tournament Procedures:**

This is a double elimination tournament. All teams are guaranteed 2 games.

Rock-paper-scissors (best of 3) will be used to determined home team. Winners may choose to be the away team.

Teams will be provided with a game schedule. The complete schedules and brackets will also be available at the scorer's table and posted on the tournament website. If your designated field is open prior to your scheduled start time, both teams may agree to start the game early. Teams will be allowed a 7-minute grace period after the scheduled start time to arrive. If a team fails to show up within 7 minutes of the game-time, the team present will be allowed to take a forfeit victory. Forfeits will be scored 6-0.

Modifications to the rules may occur up to the day of the tournament, a complete rules sheet will be available to teams at check-in. A rules meeting will be held before the start of the first games for every team

Thanks,

Matt Vriesenga

Rockford Baseball Academy