



The Fields

B.F. Day Playfield is adjacent to B.F. Day Elementary School in Fremont, at the corner of Fremont Avenue N and N 41st Street.

General Rules

- This is a **FUN** tournament. Those that take it too seriously or don't laugh enough shall be penalized.
- Maximum time of a game is 50 minutes.
- Games will have a minimum 5 innings.
 - **If the game is tied after 5 innings:**
 - 1) One extra inning; and,
 - 2) If the game is still tied, a hit-off will ensue. Each team will choose their own team's pitcher and a batter. A coin flip will decide which team goes first. No defensive players will be playing. The batter will have a total of three pitches thrown to them. A ball or foul will count as zero points, a single, 1 point, a double, 2 points, a triple, 3 points and home run, 5 points. Total the points for each team. The team with the most total points wins. If the teams are still tied, the system shall repeat with a new batter. Teams may switch out pitchers. However, once a pitcher is removed from the extra inning contest, that pitcher may not return. This format shall continue until a winning team emerges.
- 10 run mercy rule in effect after completing three innings of play.
- 6 players in the field to play, however teams can play with less: 1 Pitcher, 1 Catcher, 2 Infielders, 2 Outfielders.



- Player substitutions are allowed. However a substitute can only play if not a member of any other Wiffle Ball team.
- Managers will turn in their line-up to the official scorekeeper. Batting order is defined at start of game and cannot change. If an at bat is out of order then the person batting is an automatic out.
- Home field determined by a coin flip between managers prior to the game.

Equipment

- Only bats and balls supplied by the Universe Series for this tournament will be allowed.
- No baseball mitts or gloves allowed. Batters are allowed to use batters gloves.
- Uniforms or matching attire is encouraged not required.
- Please bring a banner to hand on the outfield fence.

Field Dimensions

- Fair line is approximately 10 ft in front of home plate.
- Bases are 30 ft in length. Pitch to Home plate = 31 ft.
- Area within Lines along basepaths is considered Infield.
- Lines in mid area of outfield and before the Triple cones denotes area for potential Doubles.
- The area between the cones and the home run fence denotes area of potential Triples.
- Home Run is defined as a ball that clears the home run fence in the air.

Pitching

- A Strike Zone target will be placed behind home plate. Height of Strike Zone target and distance from home plate is determined and agreed to before the start of the game. It should not be changeable after game play has begun unless both teams feel it is necessary.
 - **Reasonable speed for Pitching. You should pitch commensurate of the batter's capabilities.**

Penalties when an umpire or a neutral PA Announcer is present:

If deemed that the pitcher is not using reasonable speed for a pitch, the following penalties shall be applied:

1. First infraction during a game - the pitch shall be ruled a ball and the pitcher warned.
2. Second infraction by the offending team during a game - the batter shall be awarded first base and the pitcher must wear a Viking helmet or other disgusting headgear for the rest of the game – in the field and at bat.

3. Third infraction by the offending team during a game – the pitcher will be removed from the game – offensively and defensively.

Penalties: when no umpire or a neutral PA Announcer is not present:

A manager can protest if the manager believes the opposing team's pitcher is throwing too hard. If the manager's mutually agree – and the benefit of the doubt will go to the team at bat. The following penalties shall be applied:

- First infraction during a game - the pitch shall be ruled a ball and the pitcher warned.
- Second infraction by the offending team during a game - the batter shall be awarded first base and the pitcher must wear a Viking helmet for the rest of the game – in the field and at bat.
- Pitching location ("rubber") is a designated and fixed area in the field in which all pitches must start from.
- Pitchers can change within any inning but once a Pitcher is removed during game play, they cannot return.
- Intentional Base Balls awards the batter ONE base. An Intentional Base on Balls is defined as delivering a batter 4 balls without a strike thrown.
- Walks with Base Runners: Base runners advance ONE base only when forced by a Walked batter.

Batting

- A strike is any ball that the batter swings and misses or hits anywhere on the "Strike Zone" target.
- A ball is any pitch thrown where the batter does not swing and the pitch does not hit the "Strike Zone" target.
- 3 strikes (3rd strike can be foul tip if caught or hit on the "Strike Zone" target).
- Foul outs - a ball caught anywhere in foul territory.
- Foul tips caught or hitting the "Strike Zone" target on the 3rd strike is an out, A foul tip is considered anything that is straight back to the catcher and below the shoulders of the batter.
- Hit balls that end up in foul territory but were touched by a player in fair territory are considered fair and base awarding rules described below still apply.
- Batters hit in head by pitch are awarded first base.
- No Bunting is allowed, you must swing the bat.
- Batters are not allowed to interfere with a throw to home when a ball is in play. If the catcher is interfered with by the batter while making a play, then the runner heading home is considered out.

- Batters are not allowed to interfere with a pitch thrown by use of their body in order to avoid a Strike onto the target. They must make a reasonable attempt to avoid contact. If contact is made deliberately by a batter, then a strike is given, if the 3rd strike the batter is out.

Base Runners

- Advance one base for each type of hit... single = 1 base, double = 2 bases, etc.
- Runners take the base earned, no "ghost runners". Home run trots are welcomed!
- Runners on 1st, 2nd or 3rd can TAG with a fly ball caught in the outfield by shouting "TAG" out loud while the ball is in the air. They are out if the outfielder is able to make the throw (3 seconds plus 1 step) to the advancing base and is caught cleanly by the catcher or fielder (within one step of the base either direction).
- No Base Stealing is allowed.
- Any Runner interference with throw to base is called out

Recording an Out(s) and Hits

Infield Plays

1. Single out

Fly ball caught is out

Ground ball grabbed cleanly by an Infield player only before it stops and before it crosses the Infield boundary line. If it is a close play to the line, it is determined by the placement of both feet of the fielder. They need to be inside the line when the play is made. If bobbled, contained before touching the ground.

2. Double Play

Field ground ball cleanly (see "Single out" section) then make the throw (3 seconds and 1 step) to the lead (or next) base (2nd, 3rd, or Home) where a catch needs to be made cleanly within the base zone (within one step of the base either direction).

Non-forced runners not affected by the Double Play and not at the end of an inning still advance.

Unassisted Double Play, field ground ball cleanly touch within the lead (or next) base zone within 3 seconds.

3. Hold Runner - used for a non-force situation

Field ground ball cleanly (see "Single out" section) throw to runner's next base (caught cleanly to hold). Could also be unassisted if touching next base within 3 seconds.

4. No Triple Plays.

5. Infield players can make plays in the Outfield although all rules pertaining to the Outfield below apply for determining bases.

Outfield Plays

1. Out - Fly ball is caught within the field of play or foul territory.

2. Single - Ground ball past infield line and stopped before crossing the Doubles line. If it is a close play to the line, it is determined by the placement of both feet of the fielder. They need to be inside the line when the play is made. If bobbled, contained before touching the ground. Fly ball dropped and hitting the ground during the act of catching in the Outfield before the Doubles line.
3. Double - Ground ball fielded past Doubles line in the outfield regardless of stoppage by the outfielder. Fly ball dropped and hitting the ground during the act of catching in the Outfield past the Doubles line. Ball stoppage rules do not apply. A ball which is touched by the outfielder, then continues past the triple line.
4. Triple - Any ball that ends up past the triple line without being touched by a fielder. Any fly ball which lands past the triple line, but before the home run boundary.
5. Outfielders cannot make plays in the Infield.

The Tournament and Playoffs

1. Each team will play a minimum of two games. Game schedule according to the bracket.
2. Seeding for the Playoffs
Best overall Win/Loss record.
Tie Breakers:
 - a. Win/loss record
 - b. Head to head result between the team that tied (if they played)
 - c. **Fewest runs** allowed during all games played
 - d. Coin flip
3. Eight total teams will advance to the playoffs.
4. We'll have pod winners advance to the playoffs. There will be four wild card teams, with the wild card teams determined by record/fewest runs allowed. Ties again broken by head to head games and then broken by coin flip.
5. If a team wins its pod, but can't play in the playoffs in the afternoon, then we will add another wild card team, who will be seeded #8.
6. For the playoff schedule, it will be like the NBA playoffs - #1 seed vs. #8 seed, #2 vs. #7, etc. Home team will be the higher seed.
7. Trophies and plaques to the top three finishers. The rest get ready for the 2016 Tournament.

Please help if you can:

1. Pick up of fences at Ingraham High School, 2 p.m., Friday
2. Set up of fields at 6 p.m. on Friday at BF Day
3. Final set up at 8 a.m. on Saturday at BF Day
4. Participate in Opening Ceremonies at 9 a.m. on Saturday at BF Day
5. Clean up at 6 p.m. on Saturday at BF Day