

# OFFICIAL DUNDEE CLASSIC RULES

## 2018 EDITION

The Dundee Classic features a unique style of wiffleball due to field dimensions and irregularities of the Kelly Family Confines. As such, the game departs from many traditional wiffle rules.

### 1.00 - PLAYING THE GAME

1.01 - Teams will consist of no less than four and no more than five players.

*Only four players are allowed on the field at one time.*

1.02 - Batting order will remain unchanged within the duration of a game.

*Batting out of order will result in an out.*

1.03 - Players cannot be on more than one team.

*Barring an executive decision by the league, of course.*

1.04 - If a team's fourth player is ejected, suffers a tournament-ending injury, etc., a substitute must be called from the crowd.

*In line with 1.03, this substitute can't have played for another team.*

1.05 - Teams will ump themselves.

*Do NOT look to the commissioners for a ruling. If an impasse is reached on a call, consult the crowd or quickly re-do the play.*

1.06 - Two outs per team, per inning.

1.07 - Five-inning games.

*Games may be shortened due to daylight or bracket constraints...or if your performance is so abysmal that stopping the game is in everyone's best interest. All teams guaranteed two games.*

1.08 - No leading off or stealing bases.

1.09 - No walks or hit by pitch.

*Hitters, don't be ridiculously picky at the plate. Pitchers, pitch to contact.*

1.10 - If a ball does not go past the foul circle in front of home plate, it is a foul ball.

*If you can execute a swinging bunt, good for you. As long as it goes outside the foul circle it's legal. But don't be surprised if the opposing team wants to meet you in the parking lot afterwards.*

1.11 - No bunting; batters must execute a full swing and keep their hands from separating.

1.12 - Pitcher's hand.

*A defensive player must be inside the designated pitching circle with the ball before the hitter reaches first to record an out. It does NOT have to be the pitcher. Only the lead runner is out; that is, on a groundout with a runner on first, double plays cannot be recorded by simply throwing to the pitcher's circle and beating the runner. Only a one force-out occurs. However, if a ball is caught in the air and then thrown to the circle before a runner has returned to his original base, or if a force-out-throw-out play is initiated, then a double play occurs. No pegging.*

1.13 - Wiffleball pitch type is unrestricted.

*But don't be a jackass and throw 90 mph.*

1.14 - In the event of extra innings past five innings, the following rules will be enacted:

(a) Sixth inning will be played normally.

(b) In the seventh inning, a runner (the previous batter) will be placed at second base to begin each half-inning.

(c) In the eighth inning, two runners (the two previous batters) will be placed at both second and third base to begin each half-inning. This will be the policy for any and all subsequent innings.

1.15 - If a fielder intentionally drops a ball with runner(s) on base in an attempt to deceive the runner(s) and turn a double play, the batter, and ONLY the batter is out; the ball is dead, and runners shall return to their original bases.

*You can stop practicing those dekes in your bathroom mirror; middle infielders; that's not going to fly in this tournament.*

## **2.00 - EQUIPMENT AND UNIFORMS**

2.01 - Only metal and wood bats allowed.

*Due to field dimensions and wiffleball type, plastic bats are outlawed. And for the record you can use a wood bat but you're an idiot if you do. There will be metal bats of all sizes available for use on the day of the tourney, but many bring their own. Or if you're Nick Novoa, just find a stick.*

2.02 - No cleats allowed.

*Wear regular tennis shoes. Thanks, Tom Grant.*

2.03 - No gloves or mitts allowed.

*Every year we debate whether or not to mention this because it should be a no-brainer; and every year there's at least one moron who shows up with his Chipper Jones Mizuno. Leave it at home.*

## **3.00 PLAYING FIELD**

3.01 - The roof and house are LIVE. As such:

(a) Any batted ball rolling back off the roof can be caught for an out.

(b) Any batted ball that hits the house can be caught for an out.

(c) Any batted ball that clears the right-field house without rolling or bouncing is ruled a

home run.

(d) Any batted ball that clears the right-field house rolling or bouncing is ruled a double.

(e) Any batted ball hit into the gutter or stuck on the roof/house is an automatic out.

*In the cases of (c, d, e), everyone will start looking for 98 cents or another ball not signed by Babe Ruth.*

3.02 - Foul lines are marked with spray paint, foul poles, and/or reflective tape.

*The basketball court lines up perfectly with the left-field foul line. Therefore, these calls are easy because everyone has ears. If it hits concrete, it's a fair ball. If it doesn't, it's foul. Also, the drain pipe on the house in right field doubles as a foul pole, and is lined up with the right-field foul lines.*

3.03 - The basketball hoop functions as an extension of the left-field fence.

*That is, if a ball hits any part of the hoop, it CANNOT be caught for an out. The hoop usually takes away a few home runs, and believe it when we tell you it plays no favorites.*

3.04 - Trees (including its branches) are LIVE. As such:

(a) Any batted ball that hits a tree/branches can be caught for an out.

(b) Any batted ball that hits a tree/branches in foul ground is a foul ball.

(d) Any batted ball that hits a tree/branches in fair territory and lands in fair territory is a fair ball.

(d) Any batted ball that hits a tree/branches in fair territory and lands in foul ground BEFORE third base is a foul ball.

(e) Any batted ball that hits a tree/branches in fair territory and lands in foul ground AFTER third base is a fair ball.

*There's just no other way to do this. Feeling cheated because of a damned tree is one of the intangibles of the Dundee Classic. When in doubt, baseball instincts will prove hopeful.*

3.05 - Any playable batted ball hit to dead center is LIVE.

*A fence does not connect the house to the left-field wall. Because of this, batted balls hit over the center-field house that land in this area are playable. If you hit the ball that far you have a good shot at an inside-the-parker because the outfielders have to deal with wacky dimensions. So in other words if you don't get a homer, you only have your own slow ass to blame.*

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Unless explicitly stated above, the Dundee Classic operates under the rules of the Major League Baseball Handbook. For example, interference and obstruction, while not referenced above in the scope of wiffleball, can be dealt with accordingly per MLB protocol.