

2020 FWILL TOURNAMENT RULES

10. ROSTERS

11. All rosters must have a minimum of 3 players and a maximum of 4 players
12. Rosters can have both male and females

20. PLAYING EQUIPMENT

21. **Ball-** Only unaltered baseball size Wiffle brand balls will be used. The WILL will provide all the balls, these are the only balls allowed to be used in gameplay.

Comment: Anyone caught modifying balls will be ejected from the tournament and their team will forfeit that game

22. **Bases and Pitcher's Plate-** All bases will be 45 feet apart and the front edge of the pitcher's plate will be 40 feet from the back point of home plate.

23. **Strike Zone-** The strike zone will be provided by the WILL

24. **Bat-** The official Yellow Wiffle Ball Brand Bat will be used. Tape is allowed on the barrel and handle. Tape only no other foreign objects are allowed on the bat.

Comment: Teams may bring their own bats, in that case they must be certified by the tournament director before the start of the tournament. The tournament director has the right to disallow the use of any bat at any time for any reason.

25. **Gloves-** Baseball gloves are NOT allowed.

26. **Footwear-** Metal spikes are NOT allowed. Plastic cleats or turf shoes will be permitted.

30. TEAM AND GAME REGULATIONS

31. **Team/Player Requirements-** Minimum of 2 players per team to play a regulation game. 4 player's maximum may be in the lineup in a game. Any batters who are not in a designated fielding position shall be considered Extra Hitters. Extra hitters are treated the same as the fielding positions for defensive substitution purposes, and may be freely rotated

32. **Pitcher Rotation-** Pitchers may pitch unlimited innings. Once a pitcher is removed from that position, the player will be allowed to return to that position again in that game, as long as the player is not removed from the lineup. Same rule as baseball.

33. **Fielding-** Teams are recommended to have 3 fielders. (2 fielders and 1 pitcher). A minimum of 2 players must be on field for play to be legal.

34. **Gameplay-** Games will be 5 innings with 2 outs per half inning.

35. **Mercy Rule-** Games shall be over if either team leads by 10 runs after 3 innings, or after 2.5 innings if the home team is ahead.

36. **Team Tardiness-** If a team does not have enough players to field a team 15 minutes past the scheduled start time of the game, the tardy team shall forfeit the game to the team present, at a score of 6-0.

37. Leaving/Injured Players- If a player starts the game, they must finish the game, or they are considered an automatic out when they are due up. If the team has a substitute not in the current lineup, but on the roster, they can sub him into the game in place of the leaving or hurt player.

Comment: If a player is injured the tournament director will determine if it will be automatic out or a skip

40. PITCHING

41. Speed- Pitching speed is medium (umpire discretion). Each pitcher will get ONE warning for pitch speed, which will result in a no-pitch. If the umpire declares a pitch speed infraction after the first warning, the next case (2nd infraction) will result in an automatic ball. On the third (3rd) pitch speed infraction, the pitcher will be removed from that position and will not be able to pitch in the rest of that game.

Comment: The batting team will have the option to accept or decline each pitch speed in fraction, if they accept the infraction will be enforced, if they decline the result of the play will result as normal.

42. Style and Grips- Any type of throw, overhand or underhand is allowed. Any type of grip is allowed, but no deforming or altering the ball. No "loading" the ball with rocks, dirt or other debris.

43. Balks- Balks are legal. Pitchers must have their foot in contact with the pitching rubber when they release the ball. Pitchers cannot fake a throwing motion with either arm while pitching, if a pitcher does a ball will be called.

50. BATTING

51. Bunting- Bunting or intentional check swings will be allowed.

52. Strikes- Batters will be charged with a called strike when 1) a legally delivered pitch hits the strike board without first touching any other object, including the ground, 2) a batter, intentionally or unintentionally, extends any part of his body outside of the batter's box and interferes with a pitched ball before it has passed the strike board. 3 Strikes result in an out.

53. Balls/Hit By Pitch- A ball will be called if a legally delivered pitch does not hit the strike board or hits any other object before it hits the board. A batter who is hit by a pitch and does not swing will be awarded a ball. 6 Balls result in a walk. 2 Hit By Pitches will result in Base on Balls as well.

54. Foul Tips- A ball which is fouled off the bat and then hits the strike board without first touching any other object, including the ground is a foul tip. A foul tip that hits the strike board will be an automatic out if it is done with 2 strikes on the batter. All other instances it will be a foul ball and automatic dead ball

55. Foul Ball Arc- An arc will be drawn 8 feet from the back point of home plate in front of home plate connecting the foul lines. Any ball that does not reach the line will be foul. A ball that is touched while on the line is a fair ball.

60. BASE RUNNING

61. Leads- There shall be no leading off. A runner, who is not stealing, must remain in contact with the base until the batter makes contact with the ball.

Comment: A base runner who is not stealing and leaves base before the batter makes contact with the ball shall be warned once then called out each preceding time.

62. Steals- Teams will have 2 steal attempts per game. After the pitcher begins their wind-up, but BEFORE the pitcher releases the ball, a batter attempts a steal by shouting "STEAL" and leaving the base. The pitcher must throw the ball home; they may not step off the mound.

- If the ball misses the zone, the runner is **SAFE**
- If the ball hits the zone, the runner is **OUT**
- If the batter fouls off the pitch, an attempt **will** be counted as used; the runner will return to the base
- If the batter puts the ball in play, it is live and the attempt **will be counted** as used
- NO stealing of home
- NO double steals are allowed
- Only 1 runner with an open base in front of them may attempt at a time
- If multiple runners attempt:
 - The trailing runner(s) will be called out for leaving their base before the ball is put in play
 - The lead runner's attempt will play out as normal

62. Ghost Runners- In the event that a batter is due up to bat in the batting order and is still on base, another player from the player's team may run in their place without being counted as a substitution. If no player is available as a courtesy runner, the team may use a "ghost runner". The ghost runner must be the trailing runner on base. All ghost runners must be forced to advance to the next base by the batter-runner, and a force out at a base for the ghost runner can be made if the fielder completes the force play before the batter-runner that is forcing the ghost runner reaches first base.

Comment: The bases are loaded, but a ghost runner is on first base because a team only has three players and one of them has to bat. A ground ball is hit to the left fielder, who grabs the ball and steps on second base before the batter-runner gets to first base. The ghost runner is forced out at second, and the batter-runner is safe at first on a fielder's choice.

63. Missed Pegging Attempts- Runners may advance at will, as long as the overthrown ball stays inside the field of play. Any ball thrown into the bench area or in/around/beyond the backstop will be considered out of play. If a ball goes out of play, out of play will be signified by the tournament director prior to games, all runners attempting to advance will be awarded the base to which they were going.

Comment: A runner is trying to stretch a single into a double, and the fielder throws the ball to try to peg the runner as he's sliding into second base. The ball misses the runner, and rolls past the pitcher and into the back stop so that it is out of play. The runner has

passed second base by the time the ball rolls out of play, the ball is dead. The runner is awarded third, since he was not at that base yet.

64. Pegging- Fielders may throw the ball at runners. Runners struck will be out. Runners struck with a thrown ball which first hits any player, a base, or the ground first, will be out. Any balls that strike a runner, regardless of whether the runner is safe or out, will cause an immediate dead ball situation.

Comment: A runner that is tagged with a ball is treated the same as pegging with a ball. It does not matter if the ball is knocked loose on the tag, as long as the ball "strikes" the runner, the runner is out.

65. There shall be a line placed 10 feet from 2nd, 3rd, and home base. In the event where a runner is attempting to advance to the next base and the play is deemed dead (due to situations described above) and the runner is still in progress the following will occur. If the player has stepped on (with at least 1 foot) the line or over the runner will be awarded the base. If the runner has not reached the line yet then (s)he will be sent back to the base (s)he came from.

Comment: Runners are on 2nd and 3rd. There is a ground ball, both players start to advance, and the ball is controlled in the infield by the pitcher and is deemed dead. The runner from 3rd did not reach the 10 foot line in front of home in time, but the runner from 2nd reached 3rd base in time. In that event both runners will be sent back.

70. OUTS/FIELDING

71. First Base Pitcher's Circle Out- In addition to any other method of putting out runners, plays at first base ONLY may be made if the PITCHER obtains control of the live, batted or thrown ball, inside of the circle drawn around the pitchers rubber before the batter-runner reaches first base. The pitchers circle will be 20 feet in diameter, with the middle point being the middle of the rubber.

Comment: Runner on first. Ground ball to pitcher, (s)he gains control inside the circle, therefore batter-runner is out at first base. Throws to second base, the runner must be tagged/pegged to be put out because force was taken away with the pitcher's hand.

72. Pitcher's Circle Dead Ball- Once the PITCHER has obtained control of the ball inside the circle, the play shall be dead once the pitcher MAKES NO PLAY (as deemed by the umpire) at any runners; any runners between bases shall return or advance to the base, determined by the 10 foot line, at the time of the dead ball.

Comment: Runner on third. Batter grounds a ball to the fielder, who throws it to the pitcher, inside the circle. The batter-runner is out at first on the pitcher's hand. The runner at third, going home when the pitcher caught the ball, the runner would return/advance to the base, determined by the 10 foot line.

Comment: Runner on third. Fly ball to left fielder. He catches it and runs on third tags up to score. Fielder throws the ball to the pitcher, who then runs toward the runner to attempt to make an out, then stops attempting to make a play, the pitcher would need to return to the circle before the play being called dead. The runner would then be sent

back or advance home determined on where the runner was when the pitcher stopped his attempt to make an out and was in the circle, determined by the 10 foot line.

73. Infield Fly Rule- There shall be NO infield fly rule

80. CONDUCT

81. Everyone shall conduct themselves in a mature manner. Anyone seen intentionally damaging equipment of facilities will be ejected from the tournament and required to pay to replace equipment and/or repair facilities.

82. All rules not covered in this rule book will be decided by the most recent MLB rule book.

We reserve the right to amend these rules in order to improve the game play and ensure fairness.

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