

217 Backyard Wiffle Ball Classic Rules and Regulations

Table of Contents

- 1.00.00 - Game Play Rules
- 2.00.00 - Minor League Game Play Rules
- 3.00.00 - Line-up cards/Substitutions
- 4.00.00 - Game Length
- 5.00.00 - Roster
- 6.00.00 - Eligibility
- 7.00.00 - Uniforms
- 8.00.00 - Equipment/Accessories
- 9.00.00 - Bat Rules
- 10.00.00 - Official Ball
- 11.00.00 - Courtesy Runners
- 12.00.00 - Slide Rules
- 13.00.00 - Tree Rules
- 14.00.00 - Ejections/Forfeits
- 15.00.00 - Stats/Awards
- 16.00.00 - Home Run Derby
- 17.00.00 - Scheduling
- 18.00.00 - Pool Selection/Pool Play
- 19.00.00 - Championship Sunday
- 20.00.00 - EP Field

1.00.00 **Game Play Rules**

1.00.01 All Rules in regards to Major League Baseball apply.

1.01.00 Rules that differentiate include the following:

1.01.01 Home and Away will be determined by a coin flip before each pool play matchup. (High seed is home team on Championship Sunday)

1.01.02 At-bats start with 1-1 count (one ball, one strike).

1.02.00 Force-outs at first base are condoned by Pitchers Hand, or traditionally touching first base.

1.02.01 Pitchers hand is enforced by an outlined circle around the pitching mound.

1.02.02 Any player positioned on the field (pitcher, 2 fielders, catcher) can possess the ball in the circle to enforce a force out.

1.02.03 Once a pitcher's hand force out is completed, force outs on other bases are forfeited. Meaning base runners are not liable to continue to the next base.

1.03.00 Pitch speed will be monitored by the home plate umpire who will be assisted by a radar gun, located behind home plate.

1.03.01 A pitch thrown over the set speed is defined as an illegal pitch.

1.03.02 First illegal pitch or "hot" pitch of the inning for an individual pitcher is considered a no-pitch.

1.03.03 Any fast pitch after the first warning, is an automatic ball, unless the pitch is put in play by the batter. A strike will ignite this ruling.

1.03.04 A ball put in play on a hot pitch is live.

1.03.05 A ball hit foul on a hot pitch, can be called back.

1.04.00 Only four players are allowed on defense (pitcher, catcher, 2 fielders)

1.04.01 All four positions must be fielded. Catchers can not, at any point, shift into a fielder position.

1.05.00 The halfway semi circle just beyond home plate, indicates a dead/foul ball area.

1.05.01 Same rules for foul balls are translated to the semi circle.

1.06.00 Located between home and third is the halfway line.

1.05.01 At any point if a base runner crosses the halfway line, that runner must continue home, no exceptions.

1.05.02 If a runner crosses the halfway line, and a ball is caught by a defending player, that runner would have to tag-up.

1.05.03 Example: A runner on third base breaks towards home before a ball in play is caught by the defender. If that runner crosses the halfway line, that runner must go back to third base and then has to continue to home.

1.07.00 Plays at home-plate are automatic force outs. Tag plays at home are oriented.

1.07.01 Located in front of home plate is a catcher safety base or a designated area. Catchers must be on the safety base or in that area to record a force out, runners are granted home plate.

1.07.02 The catcher "blocks" the plate and does not give the base runner a clear path, the runner can be granted home plate. This is to the discretion of the umpire.

1.08.00 Balls and strikes are determined by a strike zone behind home plate

1.08.01 The only time the home plate umpire can issue balls and strikes besides on hot pitches, is on check swings, and if they have to differentiate between the metal posts and the actual strike zone.

1.09.00 Following traditional softball rules, if the ball is located in the pitching circle and a defender is not in the midst of making a play, it's a dead ball/time granted by the umpire.

1.09.01 If the ball is in the circle and a player is trying to make a play, play continues, unless time is granted by the umpire.

1.10.00 Base runners are not allowed to lead off or steal bases.

1.10.01 Runners must follow softball lead-off rules.

1.11.00 Runners that are not more than half way towards the next base before the ball is in the pitching circle, must go back to the base they originated from and vice versa. If a runner is more than half way before the ball gets in the pitching circle, they can advance to the next base, depending on umpire discretion.

1.12.00 A ball that is fouled off by a batter, and is caught by the opposing catcher behind the plate, the batter is out.

1.13.00 Base runners are allowed to tag up like normal. EXCEPT when an out is made by the catcher behind the strike zone. At that point play is dead.

1.14.00 (Pitching) Pitchers must obey the pitch set pitch speed, in regards to how fast.

1.14.01 Pitchers must stand on the rubber when pitching

1.14.02 The pitcher's stride foot must remain inside the pitching circle.

1.14.02 Balks in regards to the pitcher dropping the ball / not being able to complete a pitch, have no consequence.

1.14.03 A pitcher must make eye contact with the batter before proceeding to pitch.

1.14.04 Throwing underhand is allowed.

1.14.05 Anything that the MLB considers a balk besides what was mentioned above, is illegal. It will result in a no pitch.

1.14.06 There are no intentional walks. If a pitcher wants to walk a batter then they must still pitch to said batter.

1.15.00 There are no bunts.

1.15.01 Batters must make one continuous swing.

1.16.00 Defending players are not allowed to use hats as mitts. If a hat is used to make an out purposely or affects the play, the umpire can grant the batter a base.

1.17.00 (Zack Day Rule) Batters are not allowed to lean into pitches. A batter who is leaning into a pitch, will be issued one warning, as a team. If a team leans into a pitch after being warned it's an automatic strike.

2.00.00 Minor League Rules

2.01.00 All rules mentioned already are used for the minor league division.

2.01.00 The Minor League division is granted an extra fielder on defense.

3.00.00 Line-up cards/Substitutions

3.00.01 We require teams to deliver a filled out line-up card that discloses batting order and starting pitcher. Line-up cards will be handed out at point of entry/registration.

3.01.00 Defensive/Pitching substitutions can happen at any point within the game. Pitchers are not entitled to face a certain number of batters.

3.01.01 Regardless of substitution everyone on the roster still bats, with no change to the batting order.

3.02.00 If a team is unable to field all four positions defensively either due to injury/player no-show. The 217 Wiffleball Board will select an individual of their choice to fill that slot. That player would only be able to play catcher and pitch run. The replacement player can not play the field, pitch, or bat.

4.00.00 Game Length

4.01.00 Games will run either 5 innings or 30 minutes. (Whatever comes first).

4.01.01 If 10 minutes or more are left of playing time, it's most likely another inning will take place. Ultimately this is at the umpires/board directors decision based on the feel of pace for the game.

5.00.00 **Roster**

5.01.00 Rosters have a minimum of four players and a maximum of nine.

5.02.00 All roster members that are present must bat, unless they have been scratched out due to injury/other circumstances.

5.03.00 Players are only allowed to be on one team roster. If a player is on multiple rosters they will be asked to choose one.

5.03.01 The exception of the rule occurs if a player is appointed on a roster by a board member. This would be a result of an injury or other circumstance.

5.03.00 It is possible to add a player the day of, but before that player can play, they must pay the asked registration fee and are given the ok by registration.

6.00.00 **Eligibility**

6.01.00 To be eligible all players must be listed on team registration.

6.02.00 All eligible players must have paid their registration fees.

6.03.00 To be eligible to play, players must be listed on the line-up card and have signed a waiver.

7.00.00 Uniforms

7.01.00 Teams have the choice to wear uniforms or not to wear uniforms.

7.02.00 At any point if an article of clothing is considered inappropriate or explicit, you may be asked to remove it.

8.00.00 Equipment/Accessories

8.01.00 No gloves are allowed to be used in the field.

8.01.01 Batting gloves are allowed while batting.

8.02.00 Turf shoes and rubber cleats are allowed.

8.02.01 Metal cleats are not allowed.

8.02.02 Players are allowed to play shoeless if they so choose.

8.03.00 White arm sleeves or white arm attire is prohibited while pitching.

8.04.00 Jewelry is allowed, but if it's too long/could injure another player, umpires have the right to ask you to remove said jewelry.

9.00.00 **Bat Rules**

9.01.00 Bats used are the original yellow wiffleball bats.

9.02.00 Bats will be provided by the tournament.

9.02.01 Personal bats or bats not provided by the tournament will not be allowed.

9.03.00 Grips for the bat are provided.

9.03.01 Grips are used with black athletic tape

9.04.00 Type of bat grips go as follows: No tape, full tape, or half tape.

9.05.00 Bats are not for anger management. No breaking or throwing of bats allowed.

10.00.00 **Official Ball**

10.01.00 Wiffle Balls used are the original wiffle balls. (White with 8 holes on one side of the ball)

10.02.00 Wiffle Balls will be provided by the tournament.

10.03.00 New wiffle balls are provided each game

10.04.00 Balls are not allowed to be doctored in any way.

10.05.00 Once a ball is cracked or worn down it will be tossed from play.

11.00.00 **Courtesy Runners**

11.01.00 Courtesy runners are allowed only at the umpire's approval.

11.01.01 If a current base runner is unable to run the bases, they could be up for a courtesy runner.

11.01.02 Courtesy runners are either the last player on the roster coming to bat, or they are appointed by the umpire.

11.02.00 If a player is on base and their at-bat comes up, they will just swap with an available player.

12.00.00 **Slide Rules**

12.01.00 Sliding is allowed at any base.

12.02.00 Any slide that seems unnecessary or dangerous could result in an out or possibly an ejection.

13.00.00 **Tree Rules**

13.01.00 There are four trees that affect play.

13.02.00 Balls hit in the trees are live and are allowed to be caught for an out.

13.02.01 Unless it is hit into the centerfield/left centerfield trees, those are home runs.

13.03.00 Balls can kick off of trees and become home runs if fair.

13.04.00 First Base Tree

13.04.01 First base tree hangs over the first base foul line.

13.04.02 A ball hit into the right side of the tree (right of the trunk), it is an automatic foul ball, unless the defense makes an out on a catch.

13.04.03 A ball hit on the left side of the tree (left of the trunk), the ball is allowed to land fair.

13.04.04 Balls that hit the trunk and land in fair territory are fair.

13.05.00 Right Field Tree

13.05.01 Balls hit into this tree are fair play

13.05.02 Balls are allowed to be hit through the tree for home runs, and the tree is allowed to take away home runs.

13.06.00 Center Field Tree

13.06.01 Balls that hit this tree are automatic home runs.

13.06.02 If a ball hits the trunk of the tree above the fence line, it is a home run. If it hits the trunk below the fence line it is still in play.

13.06.03 A ball that hits any part of the tree above the fence is a home run. Regardless if a defensive player catches the ball afterward.

13.07.00 Left Center Tree

13.07.01 Balls hit into this tree are home runs.

13.07.02 If the ball hits any part of the tree it's a home run. Regardless if a defensive player catches the ball afterward.

13.08.00 Third base line trees

13.08.01 Balls that hit any of the trees along the third base line are foul balls. Regardless if a defensive player catches the ball afterward.

14.00.00 **Ejections/Forfeits**

14.01.00 Ejections and forfeits will be oriented by umpires/board members and could result in a ban from the tournament.

14.02.00 If your team is unable to fill your committed game slot. Your team may be replaced by a Replacement team.

14.02.01 If replaced by a Replacement team, you are not promised the rest of your games.

15.00.00 **Stats/Awards**

15.01.00 Stats are kept and recorded by tournament statisticians.

15.02.00 Awards winners are chosen by the 217 Board based on performance and contribution to the tournament.

16.00.00 **Home Run Derby**

16.01.00 Home Run Derby participants must sign-up and pay the Derby registration fee.

16.02.00 Participants will have 45 seconds to take as many swings as they can to hit as many home runs as they can.

16.03.00 Participants will also get a no-timed moneyball (worth two) at the end of their round.

16.04.00 Batters will bat from home plate. Depending on the batter they may bat from the pitcher's mound.

16.05.00 If a tie occurs, a swing off will take place.

17.00.00 **Scheduling**

17.01.00 The schedule is made and released by the 217 Board.

17.02.00 Schedule can change due to any circumstance the board seems necessary.

18.00.00 Pool Selection/Pool Play

18.01.00 The top teams/pool winners from last year's tournament get their own pool

18.02.00 After the top teams are placed, a random drawing occurs to fill out the remaining spots in a pool.

18.03.00 10 pools consist of 4 teams, who will all play each other for a total of three games each.

18.04.00 The winner of the pool automatically qualifies for Championship Sunday.

18.05.00 Teams that didn't win their pool, but allowed the least amount of runs overall, could move on to Championship Sunday as a wildcard team.

19.00.00 Championship Sunday

19.01.00 Championship Sunday is the last day of the tournament, and when the playoffs take place.

19.02.00 Sixteen teams make the bracket. 10 pool winners and 6 wildcards.

20.00.00 EP Field

20.01.00 All 102 games will be played at EP Field.

20.02.00 Entry for spectators is free.

20.03.00 EP Field provides concessions and portable restrooms.

20.04.00 Spectators at EP Field are expected to be respectful and responsible.

20.04.01 Any spectators that are disturbing the experience for others, may be asked to leave.

20.05.00 Spectators are not to hassle players or umpires.

Remember why we play