

Tournament Rules

Teams

- Entry fee is \$80 per team, plus \$20 per player after 4. Part of the tournament proceeds go to Funds for Fields. A Wiff-O Classic t-shirt is included in the entry fee.
- Teams will consist of at least three (3) players per team and no more than six (6) (adult teams excluded).
- Only 3 players will play in the field at a time (no defensive switches allowed during an inning unless an injury has occurred); all players in attendance at the game will hit in continuous order.
- No makeshift teams will be allowed. All teams must stay intact throughout the length of the tournament, or you will be eliminated. You can only be registered on one team per division; however not all members of your team need to be present for all of your games.

Tournament

- Teams will be selected blindly out of a hat and placed into a draw. The tournament will be a Pool Play format in Phase 1 and a double (some may be triple) elimination tournament in Phase 2. *The Ladies division will be bracket play only, with a scheduled warm-up game.
- All teams will make it to Phase 2; please watch your bracket to determine the minimum number of games you will play.
- Seeding for Phase 2 will be made using records from Phase 1.
- The winning teams will receive shirts!

Games

- The games will consist of 5 innings—unless exceeding the allotted time limit (30 minutes), or the mercy rule takes effect. The championship games for each division will not be limited by time. A mercy rule of 10 runs will be in effect after 3 innings (any inning starting BEFORE the 30 minute time limit will be allowed to finish).
- TIE GAMES/EXTRA INNINGS – In Phase 1, a game can end in a tie. In Phase 2 we will play one (1) extra inning and if a winner still can't be determined, we will go to the "shootout" method. This means that play resumes as normal except that the last hitter from the previous inning starts as a runner on third base and 1 out recorded. If still tied after 2 extra innings, play resumes with the last 2 batters from the previous inning on 2nd and 3rd with 1 out recorded. Play will continue this way until the winner is determined.
- Any team that is on the winning end of a forfeit in Phase 1 will receive a 1-0 score and the Tournament Director will try to get another team to fill in at that time for fun.
- A tournament-sponsored volunteer will act as Field Supervisor and will supervise several games at a time. If you have a problem with a particular Field Supervisor, please direct that towards the Tournament Director. No parents of players in a current game are the umpires and they should all remain respectful toward the players on both teams as well as the Field Supervisor. As much as possible—the goal is to have the players resolve all play issues. Parents should not yell out calls to

the kids on the field to direct play. This has been a problem in years past and we will be looking to correct this.

- The Field Supervisor gets the final say in all calls. Please don't argue no matter HOW bad you think the call is. We're all out here to have fun, play some Wiff-O, and raise a little money for a good cause!)
- Any arguing with the Field Supervisor can lead to tournament ejection...but c'mon, who's going to let it get to that right? Have we stressed the point enough to NOT argue with the Field Supervisor and that the kids oversee their games? Okay...good! Let's play some Wiff-O now!

Pitching

- All pitches are to be tossed in a manner to allow someone to hit the ball. This is a "pitch to contact" tournament.
- There will be an Arc Stick approximately 5 feet in front of home plate. All pitches must be higher than this stick at the point of crossing past it (not directly over it, but at least as high off the ground when passing the stick).
- Each field will have a circle on the ground behind home plate for a strike zone, any pitch clearing the Arc Stick, and less than 10 feet high at its peak, that lands inside of the circle, will be a strike, as will all foul balls. Any ball that touches the circle will count as a strike.
- 2 strikes and the batter is out. A foul ball is considered a strike at all times (a batter with 1 strike that hits a foul ball is out).
- There are NO WALKS in Wiff-O.
- Any hit ball that strikes the Arc Stick will be a dead ball and will not count as a foul/strike.