

City of Medford Wiffle Ball Tournament Rules (as of Oct. 11, 2009)

1. Game Duration and General Rules:

- a. Games will be 4 innings or 30 minutes in round-robin play. An inning in progress may be completed in excess of 30 minutes. The championship game will be 4 innings, untimed.
- b. Each half-inning contains 3 outs.
- c. Round-robin games start with a coin toss to determine home team. In bracket play, home team is determined by seeding.
- d. Teams consist of two players -- both players must alternate batting. Defensively, each team has one pitcher and one outfielder.

2. The Playing Field

- a. The pitching distance is 38 feet (measured from the back of home plate).
- b. Portable fence distance: 100 feet.
- c. The sector line for singles is 38 feet; 76 feet for doubles; 95 feet for triples.

3. Playing Equipment

- a. Only official Wiffle® balls will be used.
- b. Batters may use Wiffle bats or plastic regulation-barrel baseball bats (pre-approved by the Tournament Director). MPRD will provide Wiffle balls and “loaner” bats.
- c. “Flintstone”-style plastic bats are prohibited.
- d. Batting gloves are permitted for batting, but only bare hands are permitted on defense.
- e. Metal cleats are not permitted.

4. Pitching

- a. Pitching is medium speed for recreational play. No missiles, but you don't have to serve up meatballs. If your opponent deems the velocity to be too fast, please drop the speed down a notch.
- b. Four balls results in a walk, 3 strikes results in an out, as determined by the umpire.
- c. Batters do not strike out on foul balls or foul-tips.

5. Base Running

- a. No base-running by the offensive team. The result of batted balls determines the position of “ghost” base-runners, and how runs are scored.
- b. Batted balls hitting on or between sector lines on the fly are base hits unless caught on the fly by a defensive player for an out.
- c. Batted balls striking the fence are triples; ball must clear the fence in fair territory to be a home run.
- d. “Ghost” base-runners advance only as far as the result of the batted ball (e.g. one base on singles, two bases on doubles, etc.). Ghost runners do not tag up on fly balls.
- e. No infield fly rule.

6. Batting

- a. Any batted ball that does not land on or past a sector line in fair territory is an out.
- b. The strike zone is determined the position of the batter's front shoulder and back knee while in the batter's box in relation to home plate.