

"OFFICIAL RULES" OF THE OCTORARA INVITATIONAL WIFFLE® BALL TOURNAMENT

General Information

Rule 1.1	A game will consist of 5 innings, except when the home team is winning by more than ten (10) runs any time after the third inning or during the bottom of the 3 rd .
Rule 1.2	There will be a six (6) inning limit for games. If the score remains tie after the completion of six (6) innings, each team will choose a player to pitch to four of his/her teammates (according to the declared batting order at the start of the game, but not counting the person pitching). There will be one (1) pitch per hitter and no defense. Normal base running and hitting rules apply. The team that scores the most runs after the completion of the entire batting order wins the game. (In the event of a tie following this format, a different pitcher should be selected by each team and the process continued until we reach a winner).
Rule 1.3	There will be a thirty (30) minute time limit imposed on all games. "Time limit" is defined as no new inning (including extra innings) may start after the thirty minute limit expires. Should an inning begin before the end of the time period and carry beyond the time limit, the inning will be played in its entirety. Time starts after the captains' "bat toss" conference. In the event that a game is tied when the time limit expires, we will immediately begin and follow the "pitch-to-your-own-team" tie-breaking procedure stated in Rule 1.2.
Rule 2	Each team will be given five (5) minutes from the scheduled starting time to report or a forfeit will occur. Teams should plan on being at their designated field site fifteen (15) minutes before the scheduled game time.
Rule 3	A team consists of five (5) players (a pitcher, catcher, and three fielders). A game may be started with four (4) players with the empty spot in the batting order becoming an automatic out each time that spot is due up in the batting order. If a rostered player comes late, he/she may be placed in the game at that time. Multiple players may be rostered, however only 5 players can be on a line up card.
Rule 4	The reserve player may only be activated at the start of any game. In other words, the five players "in the book" are the only ones allowed in that game. If one of the five (5) players becomes incapable of continuing a game he/she started (such as a prior engagement or injury), the team will continue with four (4) players and the spot in the batting order will be forfeited as an out each time.
Rule 5	Each half inning consists of three (3) outs. Three (3) strikes is an out (except for a fouled third strike), and four (4) balls is a walk. A hit batter will be a ball unless the umpire rules the batter did not attempt to get out of the way.
Rule 6	No gloves are allowed and no hats may be used to field a batted or thrown ball.
Rule 7	Walls in foul territory are out of play and are ruled dead immediately upon contact with a batted ball and are counted as foul ball strikes.
Rule 8	Any batted ball that hits the ceiling (or apparatus attached to it) is declared an out. Apparatus that maybe in play or attached to a wall in fair territory, such as piping or air condition units, maybe ruled a fair ball and not an out at the umpires descretion.
Rule 9	Defensive teams must have one (1) catcher, one (1) pitcher, and three (3) fielders who are positioned anywhere in fair territory. (The catcher should be positioned behind the strike zone.)
Rule 10	Players must sit together on the "bench" when not in the field. One player is allowed to be on deck.
Rule 11	Inappropriate language (swearing, taunting) or throwing of equipment will not be tolerated. The penalty will be an ejection from the tournament (after a review by the commissioner and his committee).
Rule 12	WIFFLE® perforated plastic balls and yellow plastic bats are the only balls and bats allowed
Rule 13	All circuit championships will be decided by one game, "winner takes all" format. Therefore, once two teams have made it into the finals, either through the double-elimination or otherwise, only one game will be played to determine the circuit champions. More specifically, in the double elimination format, a team with no losses entering the championship game will be eliminated from the tournament by a single loss in the finals.
Rule 14	Each team's "designated" captain will be considered the acting manager for each game. Starting lineups, batting order, pitching rotations and rule clarifications must be completed by the team captain. No other player or person can be authorized to perform these duties.

Umpiring and Score Keeping

Rule 1	There will be at least one umpire and one official scorekeeper for each game (one person may double as the umpire and scorekeeper).
Rule 2	The team captain should report the starting lineup at least 5 minutes prior to the scorekeeper prior to the start of the game. "Lineup cards" will be provided. Any delay in providing a lineup could result in forfeiture.
Rule 3	The team captain should report the name of the starting pitcher of each inning to the official scorekeeper.
Rule 4	The official scorekeeper will keep track of all the plays, outs, and where the runners are on base.
Rule 5	Any situation not covered by the "OFFICIAL RULES" will be handled by the commissioner and his committee.

Pitching

Rule 1	A different pitcher must start every inning. No player may start or relieve more than one (1) inning, except as stated below under extra inning notes. Therefore, once the starting pitcher or reliever is used in an inning during the course of the five (5) innings of regulation play, that pitcher is not eligible in that role again during regulation play.
--------	--

Rule 2	Following the start of the game, the team captain is responsible for announcing all pitching changes to the official scorekeeper.
Rule 3	Once a player becomes the pitcher of record, that player is required to finish a time at bat before the team can make an official pitching change. An "intentional walk" constitutes a time at bat.
Rule 4	If a pitcher walks four (4) consecutive batters, a relief pitcher must be brought in to the game.
Rule 5	The pitcher must pitch from between the markings on the floor for their age group and they must "pivot" to throw the ball (a walking or running start is prohibited)
Rule 6	Any type of pitch is allowed except a "spitter"
Rule 7	A strike will be any pitch that hits the net on the inside of the strike zone frame. (A pitch that ticks the strike zone "pvc" before hitting the netting is a strike, a ball that hits anything else, except the bat, before hitting the netting will be a ball.) (<i>i.e. a deflection off the floor</i>) Note: a fouled third strike staying in the net is a strikeout.
Rule 8	A hit batter will be a "ball" unless the umpire rules the batter did not attempt to get out of the way and prevented the ball from becoming a strike. If so, it would then be a strike.
Rule 9	An intentional walk may be made by the pitcher telling the umpire, "I am walking the batter." This counts as one of the walks for the "4-in-a-row" rule. Any one batter may only be intentionally walked once in a game.
Extra Inning Note:	In extra innings, all players regain their eligibility to pitch. However, no relief pitcher is allowed to be used unless there are four (4) walks in a

Base running

Rule 1	"Ghost runners" will be used at all times and they will advance the number of bases according to the type of hit. Example 1 With a runner on first, a single will send the base runner to second base. Example 2 With a runner on second, a single will send the base runner to third base, or a double will advance the runner two bases and score the runner.
Rule 2	Fielder's choice ground balls always get the lead runner out.

Hitting

Rule 1	Each player must use an official yellow WIFFLE® plastic bat. The bat may be taped but its natural shape may not be changed (the commissioner and his committee will judge if a bat is legal or not). No other alterations may be made. Two hands must be on the bat when swinging. No electrical tape may be used on the bat handle, however grip tape is allowed.
Rule 2	After the batter hits the ball or is finished at the plate, he/she should hand the bat to the next player or place the bat in the "bat rack". A "fumbled" bat carries no penalty, but "slamming the bat down" can be declared an out for the next batter by judgment of the umpire. (a slammed bat may also be grounds for an ejection from the tournament, see Rule 11 of the General Information section)
Rule 3	A hit ball must be contained in fair territory to be considered an out. If a ball is touched by a defensive player and not contained in fair territory, but does not cross the "Hit Line", the batted ball will be declared a foul ball.
Rule 4	If a hit ball is touched by a defensive player beyond the "hit line" and is not contained in fair territory, and before coming to rest is judged to be out of play (i.e. crossing over into another field of play, touching a side wall, touching a spectator...) the batted ball will be ruled a "ground rule double".
Rule 5	"Roundies" rules will apply. This will be clarified during the pregame meeting at home plate. Single any batted ball that goes beyond the "hit line" markings in the air or on the ground Double any batted ball that hits the wall on the ground or in the air between the designated marks and cones (a hit cone is a double) or that bounces over the "home run line" Triple any batted ball that hits the wall on the ground or in the air between the designated marks and cones Home Run any batted ball that hits in the air over the designated "home run line" (note: this is the only time a batter may run the bases. After hitting the "dinger", he may trot around the bases while holding the bat or after dropping the bat to the ground)
Rule 6	Any batted ball which is going to travel out over the "home run line" and is batted back into play by a fielder without being caught and before it makes contact with the wall will be ruled a double.
Rule 7	A ground ball that is fielded cleanly (no bobble) in front of the "hit line" with runners on first, first & second, bases loaded or runners on 1 st & 3 rd with less than two outs may be turned into a traditional double play if the fielder immediately throws the ball into the strike zone netting and the ball remains there. There is no penalty for attempting to "turn" a double play by throwing and missing the strike zone. Note: With the bases loaded it becomes a home-to-first double play. In all other situations, the traditional double play will consist of the runners being put out at second base and first base with any other runners advancing one base.

Rule 8	<p>A fair fly ball, with a runner on third base and less than two outs, that is caught in the air or which hits the ceiling or apparatus attached to it, may become a sacrifice fly scoring opportunity if the offensive team declares “we are sending the runner”. A defensive player has the opportunity to throw out the runner at home from the spot on the field where the ball was caught or hit the ceiling. If the throw goes into the strike zone netting and remains there, the runner is declared out at home. Otherwise, the run scores (all other runners remain where they are at).</p> <p>Note: If the offensive team says nothing immediately after the ball has been retrieved from hitting the ceiling (umpires should use the “5-second rule”), then the runner is assumed to have held at third base.</p>
Rule 9	<p>To sacrifice bunt with the purpose of advancing a base runner (or runners), a player must pivot or square around at the plate and then bunt the ball so that it remains in fair territory. A sacrifice bunt will advance all runners one base.</p> <p>Note: If a runner is on third, the bunt will be considered a squeeze bunt. If the ball is missed and stays in the net, the runner is out at home plate. If the pitch does not stay in the net, the runner returns safely to third base.</p>