



## Random Smile Project

Putting Smiles on Faces Throughout our Community.



## RANDOM SMILE PROJECT'S 6<sup>th</sup> Annual WIFFLE® Ball Tournament 2018 TOURNAMENT RULES

### THE WIFFLE® PERFORATED PLASTIC BALL -

Only official **WIFFLE®** balls and bats provided will be used for this tournament (not altered in any way). No *personal* bats or balls can be used in the Tournament or Home Run Derby.

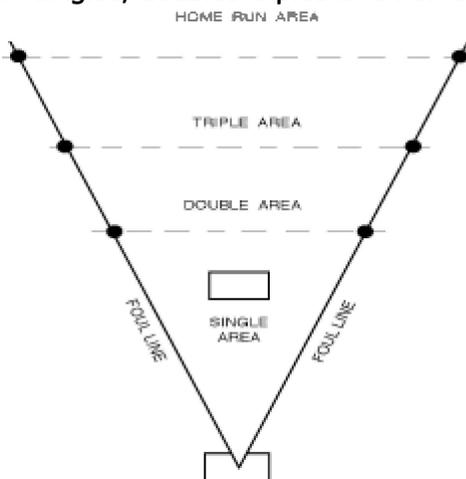
### THE PITCHES -

The WIFFLE® ball is thrown like a baseball and will curve very easily. The diagrams below show how the ball should be held for curving and controlling the ball. Experiment with different grips and releases to find the pitches that work best for you. There is no need to throw the ball hard to produce results!



### THE GAME - PLAYED WITH THE WIFFLE PERFORATED PLASTIC BALL

The size of the playing field is optional, but we are creating fields with a minimum dimension of 20 feet in width at the home run markers by about 60 feet long from home plate to each home run marker. The field is laid out with foul lines and markers for singles, doubles triples and home run areas.



1. Chairs and Strike Zones will be used to determine the strike zone. Any pitch hitting the border of or within the target (chairback) is called a strike.
2. Any combination of 2 missed swings, called strikes, and/or foul balls in an out. Four balls is a walk. Hit batters do not take a base.
3. 3 outs per inning. 6 innings per game.
4. The batting order must include everyone on the team and remain constant throughout the entire game.
5. Hits are determined by designated field areas. A ball reaching the ground on or past the singles line is a single, landing on or past the doubles line in the air is a double, hitting the fence or home run line is a triple, and landing over the fence or home run line is a Home Run. If a ball deflects off a fielder in one area and lands in another (before touching the ground), the hit will be determined by the area the ball lands in, NOT where it deflected off the fielder.
6. No base running. Imaginary runners ONLY
7. On a walk, runners advance only when forced. On a hit, all runners advance the same number of bases as the hit.
8. Teams must keep track of their own base-runners, counts, lineups and scores, and reach decisions together on fair/foul balls and safe/out calls. Tournament staff will settle any disputes or answer any questions regarding the rules. If the tournament staff is involved, their decision is final.
9. Up to four players are allowed in the field during play (including the pitcher). Each can position him/herself anywhere in fair territory beyond the singles line/pitcher's mound.
10. Fielders may take one step in from the singles line to field a ground ball, which must be fielded WITHOUT any bobbling to be an out, otherwise it is ruled a single. Fly balls may be bobbed but must be caught before touching the ground/fence to be an out.
11. All plays must be made using only human extremities (no hats, gloves, or anything else may be used to aid the fielder)
12. On a ground-out and if there is a double play force-out situation, the fielder can attempt to throw and hit the strike zone in the air for a double play. If successful, the batter and runner on first base are out. If unsuccessful, only the batter is out. In both cases, all other runners hold their positions. The fielder must make the attempt immediately upon cleanly fielding the ground ball (i.e., the process must be completed in one continuous motion). In other words, it doesn't hurt to try for the double.
13. Pitching and fielding substitutions can be made at any time between at-bats, but NOT during them. A pitcher cannot be relieved and re-enter the game as a pitcher until the inning after which he/she has been relieved.
14. RECREATIONAL DIVISION ONLY: Pitchers may pitch from no closer than one step in from the singles line/pitcher's mound.
15. COMPETITIVE DIVISION ONLY: A speed limit of 45mph will be in effect. Random speed checks will be made during the tournament play. If the opposing pitcher is suspected to be throwing too fast, a speed check can be requested. The Pitcher found to pitch over 44mph on 2 occasions (one warning and 1 other) will not be allowed to pitch for the remainder of the tournament. Any pitches clocked over the limit will be considered a ball.
16. COMPETITIVE DIVISION ONLY: If the game goes into extra innings, both teams will start each extra inning with the bases loaded.
17. Following the completion of round-robin play, any ties in the standing will be broken in the following order:
  - a. head-to-head record
  - b. highest overall run differential
  - c. most overall runs scored
  - d. least overall runs allowed
  - e. highest head-to-head run differential
18. Random Smile Project Volunteers reserve the right to make changes and final decisions during the tournament. This is self-monitoring, please make the best of it and have fun.