



KC Wiffle Ball Series Tournament Rules

I. Sportsmanship

A) Sportsmanship: **KC Crew, LLC ("KCC")** is dedicated to provide a safe and fun sporting environment. All participants should keep this in mind when becoming involved. Although the games may become intense, you still can be competitive while maintaining good sportsmanship. Any behavior deemed unacceptable by the **KCC** staff may result in suspension and/or ejection from a game or the league. Each game will have at least 1 paid official. Abuse of officials, referees, opposing players and other **KCC** staff will not be tolerated. **KCC** will not tolerate fighting! Any behavior deemed unacceptable by **KCC** staff Fighting will be an automatic ejection from any game.

1. If a player touches another player physically, inappropriately or with intent to harm, despite who may be "right or wrong", they will be immediately ejected from the game.
2. Remember, this is for fun. No one is going to become a professional by playing in our tournament. Anyone exuding douchebaggery, rudeness or overwhelming ignorance will be ejected and possibly removed from the tournament as these actions eliminate fun for everyone else.

II. Fundamentals

A) Field of Play

1. Distance from home plate to centerfield is approximately 90 feet, distance from home plate to the foul line is 90 feet
2. Fielders can line up anywhere in fair territory, but no closer than the pitchers rubber
3. Anything hit is a catchable out; anything in fair territory, over the fenced railing, is a home run
4. Baseball rules apply in recording an out and fielding in general
5. Players may NOT throw a ball at baserunners between bases to record an out
6. If a player makes contact with a ball not directly thrown at them is an out.

B) Equipment

1. Wiffle balls and bats will be provided by **KCC**.
2. Teams are encourage to wear matching or similar shirts/uniforms
3. No baseball gloves are to be used.
4. Tennis shoes must be worn.
 - a. No cleats are allowed on indoor courts.

C) Teams/Substitutions

1. A maximum of 6 players can take the field
2. Each team is allowed unlimited substitutions between innings.
3. All players that are present and on the roster must bat unless a player is injured.

D) Game Duration

1. Games are to be started no later than 5 minutes after the scheduled start time.
2. Games will be 7 innings or a time limit of 30 minutes, whichever comes first.
3. If after 7 innings or 30 minutes a game is tied, there will be an overtime.
 - a. In overtime the teams will come up to bat with a runner on second and 2 outs. Each team will have an opportunity.
 - i. The last batter will start on 2nd base.
 - b. Each team will try to score as many runs as they can before they record an out.
 - c. Whichever team has the highest score at the end of the extra inning wins.
 - d. We will continue this until there is a winner.
 - e. Batters will start with a 1-1 count.

E) The Start of Play

1. Team Captains will play a game of paper, rock, scissors to determine who is Home and who is Away.
2. Pitchers will be permitted a few courtesy practice pitches each inning.

F) In Play/ Out of Play

1. Boundaries are defined as the marked lines with cones/existing court lines
2. If a foul ball goes beyond the understood playable distance, the ball is "Out of Play" and that ball is dead.
3. Fair vs Foul: it is where the ball was determined to be at, by the umpire, in regards to the plane of the foul line, not where the defensive players positioning is.
4. If a ball is touched in fair territory it is fair, if a ball is touched in foul territory it is foul
5. A foul ball that is caught counts as an out and any base runners may advance at their own risk after tagging up.
6. If a ball hits foul then comes back fair before crossing 1st or 3rd base it is considered fair.

G) Scoring

1. Games are won by a one run advantage.
2. The umpire, prior to each inning, should announce the inning and score as he/she has it recorded
3. Teams switch hitting/fielding following each three out rotation in the line-up
4. Runs are scored when a player has contacted first base, second base, third base and home plate prior to 3 outs
5. A forced 3rd out always supersedes a fast base runner from third base who may have crossed the plate prior to the forced third out made at another base.
6. All runs will be called at umpire's discretion.

H) Pitching

1. Pitchers must always start with one foot on the rubber before delivering any pitch
2. This is a fundraising event. You aren't out there to win a Cy Young award. Pitchers are strongly encouraged to throw hittable pitches as much as possible.
3. All batters will start with a 1-1 count
4. A ball is called when the batter does not swing at a ball that is thrown outside of zone
5. On the 4th ball, the batter will take a walk and advance to first
6. A strike is called when a ball hits inside the K zone, is swung at and missed, or fouled off
7. 3 strikes results in an out; there are no courtesy fouls. If you have 2 strikes and foul off a ball, the batter is out

I) Batting

1. All batters will use official yellow Wiffle Ball bats
2. All batters will hit official Wiffle Balls
3. All baseball hitting rules apply; honesty is the best policy- out here to have fun!
4. Exception: No infield fly rule, all runners advance at their own risk
5. Foul balls are unlimited, except on team pitch, where you will receive one courtesy foul

J) Base Running

1. Runners must wait until batter makes contact before leaving the base(no stealing). Warning then out
2. Runners must stay within a natural base path or they will be called out
3. Fielders impeding with the runner's path results in being awarded the base unless it's attempt on the ball or play
 - a. Runners intentionally knocking the ball out of a fielder's hands will result in the runner being called out
 - b. Runners intentionally running through a fielder/catcher will result in an out. Slide if play is close
4. Any ball thrown inside the field of play shall be considered live and base runners may advance at will
5. Should the played ball be thrown outside of the field of play the umpire shall indicate base runners may proceed to the next base and stop there unless they are halfway to the next base(they get that base and the next base)
6. A base runner may tag-up – The runner can leave the base as soon as a fly ball is touched(caught or dropped) or if off the base, the runner must go back and touch the base after the fly ball is touched before advancing
7. Failure to properly tag-up shall result in a called out.
8. Pinch Runners are only allowed if the player is injured and will not be playing in the field following that at-bat
9. Injured players that can't bat are allowed a pinch batter but are not allowed back into the game once they miss their turn due to an injury. Meaning they cannot play in any defensive position on the field.
10. Pinch runner is to be the last player of the same sex to get out.
11. If any offensive runner passes a teammate that is running the bases ahead of them, the "passer" is out
12. A force out constitutes a defensive player touching the base where forced player is running to, either with ball in hand or by throwing to a fellow teammate that is covering the base.
13. Sliding is allowed into any base.
14. Base blocking by the defense is not allowed. If a base is considered blocked by the Umpire that player will be safe and advance to the next base.