

# Dardenne Prairie Parks & Recreation

## Wiffleball Tournament

### House Rules

Dardenne Prairie Parks and Recreation Wiffleball Tournaments are governed by USA Wiffleball & house rules with the following changes. Teams are responsible for all the information given in these rules and the team meeting held 20 minutes before the first game.

#### FIELD SET UP:

- 1) Field Marking: (all markings are taken from home plate)
  - a. Pitcher's mound = 40ft, Single = 42ft, Double = 56ft, Triple = 75ft, and Home Run = 95ft to center and 75ft down the lines.

#### EQUIPMENT:

- 1) The city of Dardenne Prairie Parks & Recreation Department will provide all equipment necessary for play.
- 2) Teams may not bring in their own bats or balls to play with during the games.

#### PLAYER AND TEAM ELIGIBILITY:

- 2) Teams can be all male, female, or a combination of both.
- 3) Teams may have up to six (6) players on their roster but they must all bat in order of the listing on the roster.
- 4) In the field team must have a minimum and maximum of three (3) players on the field.
  - a. The outfielders must be behind the pitcher's mound during play.
- 5) Athletic shoes must be worn by all players.

#### GAME PLAY

- 6) A coin flip determines who is home or away at the start of each game.
- 7) Games will last thirty (30) minutes or 5 innings. (Whichever comes first)
  - a. Game time is forfeit time. Any team not able to play at game time will forfeit.
  - b. In the event of a tie, the game will be decided by total number of playable hits in one extra inning.
- 8) Each batter will get three (3) balls and two (2) strikes (unlimited foul balls).
  - a. Foul tips that hit strike zone on batters second strike is an out.
- 9) Each team will get three (3) outs to conclude a half-inning.
- 10) Ghost runners will be used and can only be advanced on a hit. (No bunting or sacrifice fly)
- 11) Any ball that is hit and does not reach the pitcher can be fielded for an out before the ball stops rolling. Any other circumstance will count as a foul ball.
  - a. The ball must be fielded cleanly on the ground. That means no bobbling juggling, or dropping.
- 12) You can switch pitcher's one time during each game.
- 13) Substitutions can be made at any time during the game for fielders.
- 14) Batting out of order results in an automatic out. If team still has outs remaining, resume regular order.

#### OFFICIAL SCORE:

- 15) The home team is responsible for keeping score of the game.

#### ADVANCING RUNNERS

- 16) Runners will advance based on type of hit,
  - a. Triple will score everyone but the batter.
  - b. Double will score runners on 3rd and 2nd, but not 1st.
  - c. Single scores runner on 3rd, but not 1st or 2<sup>nd</sup>
  - d. A homerun will score everyone.
  - e. An infield single or error will only move the runners if forced.

#### UNSPORTSMANLIKE CONDUCT

- 17) Will not be tolerated. Any unsportsmanlike conduct will be at the discretion of the tournament director and could result in forfeit of games or dismissal from tournament.

