

# Rockland Little League Wiffle Ball Tournament Rules

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If you have any questions, please feel free to reach out to paul.leoncavallo@yahoo.com

## Tournament Format

Teams will play 3-4 pool games, depending on division

Schedule will be posted online (email notifications will be sent) by Friday (8/22) and can also be found at the HQ (tracking table) during the day. Be prepared to play your 1st game as early as 9am (tourney start depends on number of teams)

Based on pool play rankings, all teams will participate in playoffs. Playoffs will be single or double elimination format depending on number of teams (determined at close of registration)

Brackets will be posted at the HQ table

Teams will be ranked based on record

Ties in the rankings will be broken as follows

Head-to-head

Runs allowed

Runs scored

Coin flip

## Score reporting

Upon completion of game, report the score (and home runs) to the HQ (tracking table) located near the equipment shed

## Home Run Tracker

The 'in tourney' Home Run tracker is back to award divisional Home Run Champs

We will track the home runs hit throughout the tournament and crown a HR champ for each division

Tie breakers = # of grand slams, # of walk off HRs, # of playoff HRs, # of championship HRs

Home Run tracking will include all games (including playoffs - yes, advantage to players on teams that advance further)

**Home team is determined by coin flip before each game except for playoffs**

# General Rules

3 inning games

- 40 minute time limit (cannot start new inning after 40 minutes)

- Games may end in a tie (excluding playoffs)

- 5 run limit per half inning except for the 3rd inning

  - If run limit is reached via home run, all runs count (possible to score up to 8 runs this way)

- 10 run lead after 2 innings = slaughter

- 3 outs per half inning

Any item not specifically addressed in these rules are at the discretion of the umpire, general baseball rules and in the 'spirit' of fair game play

## Batting

Yellow Wiffle Ball bats only

- May bring your own bat with taped handle

- May tape top portion of bat within reason. Staff may disqualify bat at their discretion

- No stuffing the inside of the bat with anything

4 balls = walk

Hit by pitch = ball

- Leaning over the plate to be hit by pitch on purpose is a strike (umpire's discretion)

Intentional walks are allowed (do not have to throw pitches)

3 strikes = out (a foul tip into the strikezone with 2 strikes is an out)

No bunting

A fair ball that goes thru or bounces over fence is a ground rule double

## Pitching

Throwing speed maximum = medium (no fast pitch)

- At discretion of umpire, pitches thrown too hard are penalized as follows

  - 1st warning = ball

  - 2nd warning = ball

  - 3rd time = pitcher may not pitch rest of game

- A ball in play that is deemed thrown too hard by umpire is penalized as follows

  - Batter may take result of play or pitch is a ball

Medium pitch = just fast enough so ball will curve, but still slow enough to hit. We want offense!

Umpire's call is final on judging pitch speed

Pichers may throw a maximum of 6 outs in a game.

You may sub in and out pitchers as many times as you like as long as they don't excede 6 outs.

Exception: Extra innings. Pitchers receive unlimited outs after the 3rd inning.

## Pitching (continued)

Hit any part of pvc 'square' strike zone (including the pipe and zip ties, not including the legs) = strike  
Any pitch that bounces on the ground and hits the strike zone = ball (unless batter swings)  
Must pitch from pitching rubber  
No balks

## Baserunning

No stealing or leading (runner will be called out if attempting either and ball is put in play)  
Runner out of baseline is out (ump's discretion)  
Runner hit by batted ball is out  
Runners must avoid fielders attempting to make a play (interference = out)  
Fielders must get out of way of runners if not part of play (interference = safe)  
  
Ghost runners allowed if necessary  
This can only occur with a 3-player team and if bases are loaded  
Ghost runner will be runner at first base (other runners move up one base)  
Force attempt made on ghost runner is based on batter reaching first

## Fielding

Maximum of three players in the field (4-player teams will have one on the bench each inning)  
Ball thrown out of play grants runners 1 base (ball is dead)  
Out of play = 10ft+ beyond foul lines (umps discretion), or over fence

Pegging is allowed

Fielder may attempt to throw runner out at home as follows

Pegging

Hitting any part of strike zone (including legs) before runner touches home

Hitting any part of backstop (if there is one, TBD) before runner touches home

Ball is dead after throw attempt to home

Runner that advances towards home beyond marked line (umps discretion) is considered to be committed to run home for a play at the plate. The runner can still be thrown out by hitting the strike zone or backstop even if they have retreated back to third base