4th Annual Wiffle Ball Tournament Rules

General Rules
• Alcohol is not permitted on the Philadelphia University Campus
• Bats and Balls will be provided by Access Sports.
• All players will play bare handed
• There will be an umpire at every game behind home plate.
• Umpires are in charge of keeping calling balls and strikes, fair and foul balls, safe and out calls, batter interferences, and homeruns.
• Taunting is allowed, but physical contact and profanity will not be tolerated.
• Throwing a bat, yelling at an umpire, using profanity and fighting with a player from another team will not be tolerated. It could result in ejection from the game, or forfeit of the game.

Game Rules
• No fast pitch. We want the games to be competitive so we want to make sure pitching speed is slow enough for people to hit, but not so slow that teams are pitching under hand. Curve balls, sidearm throwing, and slides are allowed.
• Teams will have 6 players on a team. Only 5 will play the field, with one designated hitter.
  o Each team has unlimited fielding substitutions, but fielding changes can only be made before the inning. Once a team is out in the field, they are set until the next inning.
  o There is no pitching substitutions in the middle of an inning
• Once the batting order of a team is set, it can’t change. Every time your team bats out of order it is considered an out.
• Bunting is not allowed. First time you attempt a bunt you will get a warning. From then on every time your team attempts to bunt it will be considered an out.
• 3 strikes for an out, there are no walks. Fouls are strikes unless a batter has two strikes.
  o Players will bat until they strike out or put the ball into play
• A hit by a pitch is considered a ball (No base is awarded). If a player intentionally leans into a pitch, then it will be called a strike.
• Base runner must remain on base until the ball is hit
  o Stealing bases is not allowed
• Any ball that lands beyond the outfield wall/cones that's fair on the fly is considered a homerun.
• Robbing homeruns are allowed as long as the fielder has one foot in play or if the player is able to leap from the field itself and catch the ball in the air before landing.
• The pitcher's mound acts as the default base. If either a fielder or pitcher has the ball on the mound before a runner has reached base, the runner is out. If there are multiple runners off base only the lead runner is out.
  o All runners on a base are safe unless there are two people on a base. If this is the case the lead runner is out and the second runner is safe.
• Pegging is allowed. (Pegging is when you throw the wiffle ball at a runner. The runner that’s hit is considered out and other runner cannot advance.)
• 3 outs per Inning
4th Annual Wiffle Ball Tournament Rules

Tournament Format

- All games will be 20 minutes, teams will play a minimum of 4 games
- Wins count as two points, a tie is one point, and a lost is zero points.
  - Umpires will report which team wins after the game is over
- There will be a 10 minute breaks between each round of the tournament.
- After every team has played three games ACCESS SPORTS will tally the team point totals based upon the scoring system outlined above. The four teams with the most team points will advance to a two round elimination tournament.
  - Ties will be broken on total runs scored in the teams’ four games
  - The games in the first round of the elimination tournament will be 20 minutes with a five minute break between the first and second round.
- In the first round of the elimination tournament the team with the most points will play the team with the fourth most points, the team with the second most points will play the team with the third most points. The teams with first and second most points will have the option to hit first or hit second in the first round. The teams that win these two games will advance to the championship round.
- The championship round will be 20 minutes. The higher ranked team will have the opportunity to decide if they want to bat first or second. The team with the most runs after 20 minutes will be declared the champion.
  - If the game is tied after 20 minutes the field will be clear of all runners and a single overtime inning will be played. In the overtime inning with teams will bat until they make three outs or until the team that bats second scores enough runs to win the game, whichever comes first. The team that scores the most runs in the overtime inning will be declared the champion.
  - If after the overtime inning the game remains tied the teams will compete in a home run hitting contest. Each team will pick a pitcher to pitch to the opposing team, and two batters to compete in the home run hitting contest. Hitters from each team will alternate with the team that batted second during the game hitting second and last in the home run hitting contest.

Have Fun! Be a Good Sport! THANK YOU FOR SUPPORTING ACCESS SPORTS!
2012 Access Sports Home Run Derby Rules

1. The cost for each round is $5 per player.
2. There is no limit on rounds that you can compete in.
3. Anyone is eligible to compete: players, volunteers, spectators
4. Batters supply their own pitcher.
5. Pitcher must throw from designated pitcher’s mound.
6. Each round consists of six outs.
7. An out is classified as any swing that does not result in a home run or a batter does not swing at four pitches in a row.
8. A home run must clear the home run fence in the air, in fair territory.
9. There will be one umpire responsible for keeping track of outs and home runs. The umpire’s rulings are final
10. A batter’s round is complete after making six outs.
11. The Home Run Derby will end at 1:15 PM, if a batter is still batting at the end of the Home Run Derby they will be permitted to complete their round.
12. At the completion of the Home Run Derby the player who had the most home runs in a single round will be named the Home Run Derby Champion.
13. If a tie occurs a 3 out tiebreaker round will take place immediately prior to the two-round elimination tournament until a champion is decided.