The Western Wiffleball Classic will play as follows:

1. **Sportsmanship:** Any player or team, engaging in behavior that the tournament director deems to be "unsportsmanlike conduct" will be removed from the tournament immediately at the director's discretion. Fans and players watching games must refrain from commenting on calls. Failure to comply will result in the fan or team's removal from the event. Captains are responsible for monitoring fan behavior. If that monitoring becomes difficult, the captain shall seek the assistance of a Commissioner.

2. **Umpiring:** Teams will umpire their own games. Both teams will do their best to keep the integrity of the game by making honest calls. Teams will have 20 seconds to agree on any disputed calls. If no resolution in the 20 second time period, that play will be null and void. Players will announce score after each run scored and agree on score after each half inning. Final score will be home team's responsibility to report the final score to the Commissioners located in centerfield.

3. **Home Team:** The home team will be decided by a coin toss or "rock, paper, scissors" between captains.

4. **Tie Breaker Rule to Qualify for the 16-team single elimination playoffs:** If teams are tied, the tie breaker will be head to head. If a tie still remains, then run differential will be used to break the tie.

5. **Tie Breaker Rule for playoffs:** There are no ties. In extra innings start with a runner in second. If continues to a second extra inning start with a runner in third until someone wins. Add to rules.

6. **Gameplay:** There will be 3 outs per team per inning. Four balls are a walk. Three strikes are an out. Unlimited foul balls. A ball in play caught in the air is an out. The innings will begin with 1 ball, 1 strike and 1 out. A grounder caught in front of the pitcher's mound, on the ground or before the line between the bases is an out.

7. **Strike Zone:** A strike zone will be used that is approximately 36" high and 24" wide. The bottom of the strike zone will be on the grass. Any pitch that hits the strike zone without hitting the ground is a strike. Any pitch that does not hit the strike zone is a ball. Any pitch that hits the batter is a ball. There are no balks or batters hit by pitches.

8. **Equipment:** All bats used in league play must be regulation, yellow Wiffle® bats. No modifications to the bat are allowed. Balls must be baseball size Wiffle® brand. Scuffing is allowed, but no other modifications. The honor system is in place and all equipment will be inspected and approved for use by the opposing team.

9. **Attire**: Uniforms are not provided or mandatory. Same colored shirts are encouraged but not required. All shoes will be flat-soled (no cleats, turf shoes, spikes, trail running shoes, etc.).

10. **Rosters:** Teams will have three or five players on their roster. No team may have fewer than three players in the game at any time. No roster changes will be allowed under any circumstances, after play begins.

11. **Players in a Game:** Teams unable to field three rostered players at the beginning, or any time during a game will forfeit that game. Batting lineup must consist of everyone on your team who is present, and cannot be altered. If a player shows up late, they can be placed at the bottom of the batting order as long as you have not gone through it once. Three and only three players may play in the field at any time. When utilizing more than three players on the team, if a player is unable to continue playing or is removed from the game for any reason, that player may not re-enter the game. That player's at-bat in the order will become an automatic out for the remainder of that game.

12. **Positions & Switches:** Outfielders may position themselves anywhere in fair territory. Position players may switch defensive positions at any time. Regardless of position switches, batting orders will stay the same for the duration of games.

13. **Substitutions:** Substitutions may be made. However, once a player leaves a game, that player may not return to the same game. Exception: If a player suffers a tournament-ending injury, a player who has previously left the game may re-enter that game as a sub.

14. **Innings and Slow Play:** All games will be 4 innings or 35 minutes, whichever comes first. Teams suspected of stalling (purposefully failing to throw or swing at hittable pitches) may be cited for "unsportsmanlike conduct" and removed from the tournament.

15. **Pitching:** There are no limitations. Pitchers may throw however they see fit.

16. **At Bats:** There are no called balls or strikes. There are no hit-by-pitches. There are no unintentional walks (see Rule 11). Batters may strike out swinging (including fouls before the third strike). Batters may choose not to swing at any pitch. One-handed batting will not be allowed for non-ADA players.

17. **Infield Fly Rule:** There is no infield fly rule. A ground

18. **Base Hits and Home Runs:** All fair balls landing over the designated home run fence will be home runs. A ground ball past the pitcher and lines between the bases shall be counted a single. A double is any ball that reaches the outfield on the ground. A triple is a ball that hits the centerfield fence in the air.

19. **Western Wiffleball Classic Commission's Discretion:** The Commissioner may resolve any and all conflicts regarding the interpretation of the above rules – or any loopholes therein – at their discretion. Commissioners will not rule on judgment calls.

2020
SCOTTSDALE STADIUM
SPRING TRAINING HOME OF THE SAN FRANCISCO GIANTS
WESTERN
WIFFLEBALL CLASSIC
PRESENTED BY LITTLE LEAGUE WIFFLEBALL

The Western Wiffleball Classic Home Run Derby Rules

- $5 to enter
- Participants do not need to be registered players.
- The competition will be open from 9am (start of games) until 4pm.
- The batter chooses their pitcher
- The batter has 7 outs. Every hit not resulting in a home run is an out.
- At the end of the 7 outs the batter's turn is up.
- Each ball hit over the fence or the designated line on the ground is counted as a home run.
- Pitches can be thrown either overhand or underhand.
- The person with the most home runs at the end of the allotted time is the winner.
- Batters can play as many rounds as they want.
- A tie for first is settled by another round of 7 outs, the most home runs in the tie breaker round declares the winner.
- Reporting home runs to the scorekeeper is the responsibility of the batter and the honor system is to be used.
- A trophy shall be awarded to the day’s top home run batter