

Tournament Rules

Teams

- Teams will consist of at least three (3) Wiff-O players per team and no more than five (5) Wiff-O players (Adult teams excluded).
- Only 3 players will field at a time (no defensive switches allowed during an inning unless an injury has occurred); all players in attendance at the game will hit in continuous order.
- No makeshift teams will be allowed. All teams must stay intact throughout the length of the tournament or you will be eliminated. You can only be registered to one team per division, however not all members of your team need to be present for all games (you might have a person that is only able to play for some of the games).

Tournament

- Teams will be drawn blindly out of a hat and placed into a draw. The tournament will be a Pool Play format in Phase 1 and a double (some may be triple) elimination tournament in Phase 2 to determine the Champion of each division.
*The Women's Division will just be a bracket with a scheduled warm up game.
- All teams will make it to Phase 2; please watch your bracket to determine the minimum number of games you will play.
- Entry fee is \$60 per team, plus \$15 per player after 4. Part of the tournament money goes towards the Funds for Fields, minus the expenses we have; materials, equipment, etc. and all players registered before July 15th receive a T-shirt for participating.
- Seeding for Phase 2 will be made using records from Phase 1.
- The winning teams will receive shirts!

Games

- The games will consist of 5 innings—unless exceeding the allotted time limit (30 minutes), or the mercy rule takes effect. The championship game for each division will not be limited by time. A mercy rule of 10 runs will be in effect after 3 innings. (Any inning starting BEFORE 340 minute time limit will be allowed to finish).
- TIE GAMES/EXTRA INNINGS – In Phase 1, a game can end in a tie. In Phase 2 we will play one (1) extra inning and if a winner still can't be determined; we will go to the "shootout" method. This means that play resumes as normal except that the last hitter from the previous inning starts as a runner on third base and 1 out recorded! If still tied after 2 extra innings, play resumes with the last 2 batters from the previous inning on 2nd and 3rd with 1 out recorded. Play will continue this way until a winner is determined.
- Any team that is on the winning end of a forfeit in Phase 1 will receive a 1-0 score and the Tournament Director will try to get another team to fill in at that time for fun.
- A tournament-sponsored volunteer will act as Field Supervisor and will supervise several games at a time. If you have a problem with a particular Field Supervisor, please direct that towards the tournament director. No parents of players in a current game are the Umpire and they should all remain respectful toward the players on both teams as well as the Field Supervisor. As much as possible—the goal is to have the players resolve all play issues. Parents should not yell out calls to the kids on the field in an attempt to direct play. This has been a problem in years past and we will be looking to correct this.
- The Field Supervisor gets the final say in all calls. Please don't argue no matter HOW bad you think the call is. We're all out here to have fun and play some Wiff-O (and raise a little money for a good cause!).
- Any arguing with the Field Supervisor can lead to tournament ejection...but c'mon, who's going to let it get that far right!? Have I stressed the point enough to NOT argue with the Field Supervisor and that the kids are in charge of their games??? Okay...good! Let's play some Wiff-O now!

Pitching

- All pitches are to be tossed in a manner to allow someone to hit the ball. This is a "pitch to contact" tournament.
- There will be an Arc Stick approximately 5 feet in front of home plate. All pitches must be higher than this stick at the point of crossing past it (not directly over it, but at least as high off the ground when passing the stick).
- Each field will have a circle on the ground behind home plate for a strike zone, any pitch clearing the Arc Stick, and less than 10 feet high at its peak, that lands inside of the circle will be a strike, as will all foul balls. Any ball that touches the circle will count as a strike.
- 2 strikes is an out—a foul ball with 1 strike already on the count is an out.
- NO WALKS in Wiff-O!! I mean seriously...who would take a walk anyway? We're all here to hit aren't we? (The hitting team can make a request to the Field Supervisor to force a pitching change if pitcher can't find the strike zone).
- Any hit ball that strikes the Arc Stick will be a dead ball and will not count as a foul/strike.

Tournament Rules

Hitting

- Everyone must use the Tournament provided balls and bats provided. NO EXCEPTIONS! Please do not even bring your own bats/balls as they get mixed in with tournament equipment and it confuses people.
- There will be a line placed on the ground at the base of the Arc Stick which any hit ball must eventually pass or the ball will be ruled a foul.
- There is no stealing or leaving your base until the ball has been hit. Excessive violations will result in the Field Supervisor calling an automatic out.
- You don't have to run out a homerun, but it looks pretty cool.
- No Bunting - you must make a full swing in an attempt to hit the ball.
- 2 strikes is an out (NO courtesy foul will be allowed).

Fielding

- NO GLOVES! All players must play barehanded and cannot intentionally use shirt/hat to aid in a catch.
- Pitchers hand will result in a force out of the lead runner that can be forced. Pitchers hand is simply getting the ball to any player within the marked Pitcher's Box (typically a mat but there should be marks to guide where the mat should lay) before the lead runner obtains the forced base safety.
- A runner can be forced going to the next base in the case of a runner starting on first base and the batter hitting a ground ball. A runner can also be forced going back to a base in the case of a runner starting on 3rd base and the batter hitting a fly ball, where the runner has left the base as the ball is in the air and that ball was caught by the defense.
- There will be NO pegging (throwing the ball at a runner) to get an out.
- Once a defensive player is on the mat with the ball, any defensive player, then all runners must stop at the next base they touch—or at the base they are currently touching.
- The Fielding Team may call for TIME when all runners have stopped advancing and someone is holding the ball in a position which would prohibit any runners from advancing—the player does not have to be on the mat to call for time. Once the player calls for time—the runners must raise a hand to acknowledge the request for time and signal that they not going to advance. This will replace the need to get the ball to the pitching mat in order to halt play for the next hitter.

NOTE: Some rules may be revised before or during the tournament to contribute to the effectiveness or impact the longevity of the games. Also note that we cannot stop inclement weather from moving in to the area. We WILL play if it rains, but will have to stop if lighting becomes an issue or if the rain becomes too heavy to continue. In the event the tournament is postponed or cancelled we will try to make-up the tournament during a subsequent weekend or later within the scheduled weekend, perhaps in a shortened format. NO REFUNDS will be given for any reason, at any time once the Pools have been announced.

Additional Information

Isaacson Park is located at:
7101 Sandburg Rd
Golden Valley, MN 55427

Ample parking is available at Sandberg School, which is just East of Isaacson Park on the North side of Sandburg Rd. Please do not park in any other business lots as they will be monitored and violators will be towed at the vehicle owner's expense.

We hope to make this as family friendly as we can, so **please leave your pets at home**. We are not going to allow any pets on the Little League fields for this weekend event, thank you for your understanding. Please ensure that all your spectators know about this rule ahead of time so that there are no hurt feelings during the tournament.

Please contact the Tournament Direct, Levi Libra, with any questions:

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