

Wiffle Ball Tournament Rules

Conduct

All players, team captain, coaches, and spectators must display good sportsmanship. This event is intended to be a recreational and social event with neighbors across the city. Being competitive is okay, but please be cognizant of the fact that the primary goal is to have fun and enjoy yourselves!

Players

Each team is made up of a minimum of 6 and up to 11 players are allowed on the field at a time, with a minimum of 2 females at all times. Additional players may substitute during the game. All players are eligible to (and must) bat. The mandatory fielding positions are behind home plate and on the pitcher's mound. Each player must sign the Official Waiver & Release of Liability. The minimum age of a player is 12 years old. A parent or guardian must sign for anyone under 18 years of age.

Coed rule

A team consists of 6 to 11 people on the field. Each team must play at least 2 females at all times.

Equipment

WIFFLE bats and WIFFLE balls will be provided and used. No gloves may be used for the fielders. No metal cleats.

Playing Field

Caswell Park Ball Fields, 620 Winona Street. The rain back-up will be at Christenberry Recreation Center.

Field Dimensions

There will be a standard baseball diamond with standard dimensions (60 feet between bases). The pitcher's mounds will be marked by the City of Knoxville Parks & Recreation staff on the day of the tournament. If moved indoors, field dimensions will be adjusted based on space available.

Length of game

Games will be scheduled for 40 minutes or will consist of seven (7) innings, whichever comes first. The last inning must begin before the 35th minute to ensure the completion of the inning.

Grace period

A grace period of 10 minutes will be allowed only if one team does not have a minimum of 6 players present including 2 females. The grace period will not reduce the 40 minute game time. Failure to field a legal team after 10 minutes will be a forfeit.

Mercy Rule

All games will be scheduled for seven innings, but if one team has a 20 run lead at the end of 4 innings, 15 run lead after 5 innings, or 10 run lead after 6 innings the game will be stopped. The team with the lead will be declared the winner. Teams may scrimmage or practice on the field as remaining time allows.

Pitching

- Pitchers will pitch to their own team.
- Pitches are allowed to be underhand or overhand at any speed.
- Pitchers may not field a ball while pitching. If they interfere with a hit ball or a play, either intentionally or unintentionally, the batter is automatically out.
- The pitcher must wait to pitch until the outfield is ready. If he/she pitches before they are ready, the batter is out.
- When it is the pitcher's turn to bat, he/she must be replaced by another pitcher. When he/she has scored or is out, he/she can resume his/her pitching position.

Batting

- There will be no balls, walks, or called strikes.
- Each batter gets 4 pitches to hit (which means any combination of 4 strikes, balls, or foul balls and you're out)
- No bunting.
- Once hit, the ball must go beyond the line marked on the field (approximately 15 feet) or it will be considered a foul.
- After the game begins, the batting order cannot change. Every time your team bats out of order it is considered an out.

Runner/Ball contact

- Fielders may throw the ball at runners.
- Any ball thrown by a fielder or hit by a batter that makes contact with a runner between bases is an out.
- Base runners in contact with a base that are hit with a batted or thrown ball will be safe.
- Runners must be hit below the neck.
- Malicious acts are strictly prohibited as this is a fun, social, recreational event. A player will be ejected from the game and facility should this occur.

Fielding

- The fielders/defenders are prohibited from blocking any base, and must allow base runners room to touch any of the bases.
- A runner that is tagged or struck in the head shall be considered safe and advance to their intended base unless that player was sliding or intentionally placed their head in the path of the ball.

Base running

- Stealing bases is not permitted. Base runners cannot leave their base until the pitched ball has reached home plate.
- Sliding is illegal. If a player slides, he/she will be called "out".

Player decorum

- In the event of a disputed play only the team captain or coach may talk to the field supervisor or tournament director. It is the duty of the team captain/coach to enforce this rule.
- Any player, team captain, coach, or spectator may be ejected for poor sportsmanship, during the game. Anyone ejected for unsportsmanlike conduct or participating in deliberate violations of rules (such as threats, violence, intoxication etc.) will be suspended from further play and must then immediately leave the park premises or facilities.
- A player may be ejected from a game without warning for inappropriate language, abusive language, or taunting.

Prohibited

- Alcohol is prohibited at the park and all facilities. This applies to players, substitute players, coaches, fans, spectators, or anyone else at the facility.
- No smoking or vaping at Caswell Park except in designated areas beyond the fences. No smoking or vaping in recreation centers. This applies to any and all persons entering the ball field area.
- Absolutely no glass containers of any kind are allowed inside the complex or on the field.

Special Situations

In the event a situation arises that is not covered in writing, the team captains will be consulted and a ruling will be decided by consensus. If a consensus cannot be made, the decision of the Field Supervisor or Tournament Director will be considered final.

Children

Parents must accompany children at all times. No minors are allowed to roam freely throughout the complex or the dugouts. The City of Knoxville is not responsible for any unaccompanied children.

Park Rules

The City of Knoxville Parks and Recreation rules and regulations must be followed at all times. Failure to abide by these rules will result in expulsion from the park.