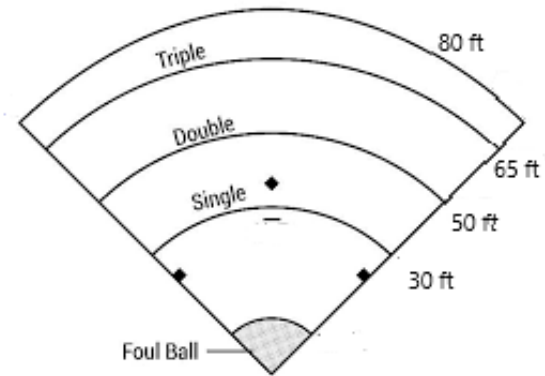


Emmaus Youth Association Wiffle Ball Tournament Rules And Regulations



1. The tournament is double elimination. Teams will be eliminated after two losses.
2. Each game will consist of 3 innings.
 - 2.1. A coin toss at the start of each game will determine the home team.
3. 3 players on the field at a time
 - 3.1. 1 pitcher and 2 fielders
 - 3.2. Bat the entire team, regardless of 3 or 4 players.
 - 3.3. Every player on the team needs to play a minimum of 3 defensive outs.
4. Each player can only pitch a maximum of 3 outs per game.
 - 4.1. No fastball pitches allowed.
 - 4.2. If the Umpire deems a pitch too fast, a warning will be given and the pitch will be called a ball— if it continues it can result in base hits or a re-pitch.
 - 4.3. Speed of pitches, warnings, and penalty will be determined at the umpires' discretion.
5. No base runners
 - 5.1. Ghost runners will be tracked by umpires.
 - 5.2. Runners will advance the same number of bases as the batter. Ex. Runner on second, batter hits a single (one base) the runner advances to third (one base).
 - 5.3. On base hits determined by where the hit ball lands.
 - 5.4. Fly balls that are caught = 1 out.
6. Any ball hit that does not cross the single line on a fly is an out.
 - 6.1. Ground balls = 1 out
7. 3 outs per inning
8. 2 strikes = 1 out
9. 4 consecutive balls = walk
10. A strike consists of a missed swing, foul, or any pitched ball hitting strike zone board.
11. Wherever a hit ball land determines the number of bases the batter and runners advance. If a hit ball lands and rolls to past the next line, the runner does not advance. If a hit ball lands in bounds and rolls foul, it is considered a fair ball.



12. If a game is tied after 3 innings the game will be decided by a homerun derby
 - 12.1. Pick one player on your team to pitch to your own team.
 - 12.2. Batters can use any bat provided by the EYA.
 - 12.3. Each batter will get 3 swings or 10 pitches whichever occurs first.
 - 12.4. If game still tied will continue to rotate players until there is a winner
 - 12.5. Each player must pitch/hit once before they can pitch/bat again.
 - 12.6. After the 3rd round if the game is still tied, we begin cumulative scoring as outlined below.
 - 12.6.1. Single = 1 point
 - 12.6.2. Double = 2 points
 - 12.6.3. Triple = 3 points
 - 12.6.4. Dingers = 4 points
13. No outside bats or balls allowed; EYA will provide all necessary equipment.
 - 13.1. Only the yellow official wiffle ball bats to be used during regular game play.
 - 13.2. Alternative bats can be used during a home run derby.
14. Teams must be at their designated field at their designated start time.
 - 14.1. Teams that are not on their designated field when the game is ready to begin will forfeit.
15. The winning team must report the final score to the volunteer at the bracket table.
16. Umpires' decisions are final on any rulings. This is a fundraiser tournament, and we are all here for the EYA and for fun.
 - 16.1. Umpires have authority to disqualify any team for poor sportsmanship.