

2019 MLW Battle of Boston Tournament Presented by Union Point Sports Complex

THE FIELDS

1. The wiffle ball fields will be constructed in the indoor facility of UPSC.
2. The singles line will be painted onto the grass at 42 feet from the point of the tip of home plate. The doubles line will be painted onto the turf at 65 feet. The home run fences will be 85 feet to center field, and 75 feet down the left field and right field lines.
3. There is no base running, ghost runners only. Hit balls that touch past the singles and doubles line without being caught are singles and doubles. Balls that hit off the fence on a fly are triples and balls that are hit over the fence are home runs.
4. Ghost runners advance the same number of bases as the hitter. One base on singles, two bases on doubles, and all ghost runners score on triples and home runs. On walks, runners only advance if forced.
5. A box will be painted onto the grass from which pitchers must pitch inside of. The front of the box will be set at 38 feet from the tip of home plate and the back of the box will be 42 feet from the tip of home plate.
6. The fields will be 90 feet wide from foul pole to foul pole, with foul lines painted onto the turf on a straight line from the foul pole to the tip of home plate.
7. Batter's' boxes will also be painted into the field measuring three feet wide and four feet long on both sides of home plate.
8. A strike zone target will be positioned behind home plate. It will measure 22" wide by 30" tall, and start 15" off the ground. Pitched balls that hit any point on the strike zone target (on the fly) will be counted as strikes. A net will be placed behind the strike zone targets to stop errant or fouled off pitches and to keep game play going.

EQUIPMENT

1. Only the white baseball sized official "Wiffle Ball" (eight slots) will be used in this tournament. A small bucket of 10 Wiffle balls will be assigned to each field (to help keep game play moving). These are the only 10 balls that may be used in games. Any balls torn more than a ¼ of an inch will be removed from game play and replaced.
2. No foreign matter may be added to the ball. Balls will be slightly scuffed (MLW game ball type).
3. The official skinny yellow Wiffle bats will be the only ones allowed for use in the tournament. Two bats will be assigned to each field/game, but teams are also allowed to bring their own

yellow bats if they choose. The entirety of the bat will be allowed to be taped up with bat tape/duct tape (the assigned bats will also be taped up). Bats may not be modified in any other way. Pictured below are examples of taped up bats.



4. No baseball mitts allowed (bare hands).
5. Batting gloves may be worn, but only when batting and not while in the field.

TEAMS

1. Teams may consist of three to four players. All players bat in a predetermined order. Only three players play in the field at any one time, the pitcher and two fielders.
2. The names submitted at time of registration are the only players that can play on your team in the tournament. Revisions to team rosters will be allowed up until 72 hours before the start of the tournament. The age of the oldest person on your team as of August 17, 2019 determines which age division your team will be placed in.
3. You must have a minimum of three players to play. Less than three players present at 5 minutes past your scheduled start time results in a forfeit.
4. Fielding/pitching substitutions may be allowed during an inning.
5. If a player is injured during the game and cannot continue, the team may continue on with two players if they choose to. The injured player cannot return to the game and is each time his spot in the lineup comes up, it counts as an out.

6. Uniforms are not required, but are encouraged.

GENERAL GAMEPLAY RULES

1. 50 minutes will be allotted for each game. Three outs end each half inning. Games will last four innings. Extra innings will be played as needed to determine winners on games tied after four innings.
2. A coin flip before the start of the game will determine the home team. The team who correctly calls the coin flip will be the home team.
3. The mercy rule is a 10 run lead after two innings or an eight run lead after three innings. Mercy rule for an inning is 15 runs.
4. The initial order of batters in the first inning establishes your batting order. If the offense realizes a player is batting out of order before his/her plate appearance concludes, then the correct batter can take his/her place and assume the count (correctable error). If the defensive team appeals after the conclusion of the incorrect batter's plate appearance but before the first pitch to the next batter, the correct batter shall be called out and all runners return to their bases. If no appeal is made before the next pitch, the incorrect batter is now considered to have batted in turn, all base advancements count and the next batter in the lineup continues.
5. Four balls constitutes a walk. Three strikes is a strikeout. Pitched balls that directly hit the sheet metal portion or PVC pipe frame of the strike zone target, as well as pitches that are swung on and missed or fouled are considered strikes. Pitches that are not swung at that do not hit the strike zone target are balls. A foul tip with two strikes that directly hits the target is a strikeout.
6. Intentional walks are allowed, and must simply be called out by the pitcher, and may be done before or during an at bat.
7. There are no hit by pitches. A hit batsmen simply counts as a ball. The hands are considered part of the bat, balls striking the hands are live or foul balls.
8. Batters must keep both feet positioned inside (or on the line of) the batter's box, if not, the thrown pitch automatically counts as a strike.
9. Batters who intentionally throw their bodies in front of pitched balls that are headed towards the strike zone will be called for batter's interference and called out.
10. There are no bases or base running. All runners are ghost runners. Runners advance the exact number of bases as the batter. One base on singles, two bases on doubles, and all ghost runners score on triples and home runs.
11. Three players play in the field. The pitcher pitches from the pitcher's box. The other two fielders may be positioned anywhere they want on the field, provided it is behind the 42' singles

line. Fielders may run in front of the singles line to make plays once the ball is released by the pitcher.

12. The batter is responsible for calling out the situation (“1 out, guy on first”) before he steps in for the first pitch of each at bat.

13. The teams are responsible for calling out and agreeing on the score of the game at the end of every half inning.

14. The winning team is responsible for reporting the final score to a tournament official.

HITS & HITTING

1. Balls that touch in fair territory on or past the 42’ singles line are singles. This would include balls that land on a fly past the singles line, or ground balls that are not cleanly fielded before they pass the line (being “fielded cleanly” will be judged more leniently by the umpire for younger age divisions). Fielders must be behind the 42” singles line when pitches are thrown, but may come up in front of them to field ground balls to prevent them from being singles. This will be a common scenario.

2. Balls that touch in fair territory on or past the 65’ doubles line are doubles. Again, on the fly, or on the ground.

3. Balls that hit the homerun fence in fair territory on a fly (even if tipped/touched by a fielder) are triples.

4. Balls hit over the home run fence between the two foul poles are home runs. Balls knocked over the home run fence by a fielder attempting to rob it are home runs. Balls that hit the foul poles are fair balls and home runs.

5. Any fly balls/line drives dropped by/deflected off of a fielder in fair territory are hits, either a single or double depending on the furthest the ball traveled. A fly ball dropped beyond the doubles line and rolls in front of the doubles line is still a double. A line drive deflected off of a defender that rolls past the double line is a double. The only exception would be a ball that hits a fielder’s hand and still hits the fence on a fly. All hit balls that hit the fence on a fly are triples.

6. Popped up foul balls may be caught for outs. If dropped in foul territory, they are not considered singles.

7. Any ball that touches the ground in foul play past the singles line is considered a foul ball, even if it bounces back into fair play.

8. Ground balls that do not make it to or past the singles line that are not fielded before they stop rolling are considered foul balls. Fielders must field ground balls in front of the singles line before they stop moving or spinning for them to be counted as outs.
9. Cleanly fielded ground balls in fair play that do not make it to or past the singles line are outs. The hitter is out and the runners do not advance.
10. Ground balls in fair play that make it past the singles line before being fielded are considered singles.
11. Bobbled ground balls, defined as the ball hitting the ground again after hitting a fielder's hand or the fielder using 2 or more attempts to secure the ball, are singles, even if bobbed in front of the singles line. Again, for younger age divisions, the umpire will be slightly be more lenient on the additional attempts and slight bobbles.
12. There is no tag up, sacrifice fly play, or double play rules in this tournament. Caught fly balls are outs and the runners do not advance.
13. Check swing calls are the pitchers responsibility. Fair and foul ball calls will be made by the batter. Single/double line calls will be made by the fielder closest.
14. Tournament officials will be assigned to each field to settle disputes.

PITCHING

1. A pitcher cannot pitch more than three innings in a game, with an "inning" being defined as throwing one pitch in any inning. The only exception would be an extra inning game that would see a team's last pitcher have to throw more than three innings to finish the game.
2. Pitchers may not re-enter the game as a pitcher under any circumstances. Pitchers must face at least one complete batter before being replaced by a relief pitcher. If a team has expended all pitchers and is on their last pitcher, that must finish the game as the pitcher, even if it causes the pitcher to exceed the three inning limit.
3. New pitchers get five warm up pitches before the start of the game or when coming into the game. All pitchers get three warm up pitches before the start of the second and all subsequent innings.
4. Both feet must start inside the pitching box and only the stride foot may extend past the pitching box when the ball is released.
5. Distracting jewelry or clothing (as decided by tournament officials) may not be worn by pitchers.

TOURNAMENT PLAY

1. There are four age divisions: 10U, 11-14, 15-29, and 30+. The age of the oldest player on your roster determines the division you will be placed in. For the purposes of this tournament, your age is defined as how old you are on December 21, 2019.
2. All of the divisions will play 2 pool play games on Saturday and championship bracket play on Sunday. All teams will play two pool play games on Saturday. Some teams (If not all, still depending on # of registered teams) will then be ranked for the single elimination bracket play on Sunday. Teams are seeded in this order of tiebreakers: W-L record, total runs allowed, run differential, total runs scored, coin flip.
3. There will be blind draws to determine pool play matchups and game times. Tournament fee must be paid in full prior to the blind draw. No refunds permitted after the blind draw matchups are determined, unless tournament is rained out.
4. Any disputes over game outcomes will be handled by the tournament official assigned to the game field. Requests to escalate issues further will be directed to the tournament director, whose decision is final and binding.
5. Rainout refund policy will be as follows: In the event of rain Saturday that prohibits or limits play, every effort will be made to have all teams get in at least one game. If needed, we will seed for Sunday off of games we were able to play. If we are unable to complete the tournament in its entirety the following rainout entry fee refund policy will apply: 0 games played - 75% refund, 1 game played - 50% refund.

If you have any questions on anything, please reach out to MLW at mlwwifflemgmt@gmail.com