

# TOURNAMENT RULES



1. Each team will play three games, seven innings in length, unless halted due to time limit. If a game is still tied after eight innings, or at the time limit, the game will be settled by a Home Run Derby. For the Home Run Derby tiebreaker, each team will select three batters and each batter will get one pitch from one pitcher on their team. Teams will alternate batters, visiting team batting first. Winner is the team that hits more home runs, otherwise game ends in a tie. There is no Home Run Derby in playoff games unless deemed necessary by the tournament committee.
2. Four teams will advance to the playoffs. Playoff teams will be seeded using a specific formula based on the number of teams participating and their won/loss records.
3. The tie breaker for Division and Wildcard winners will be determined by record; then, fundraising total. In the unlikely event there is still a tie; a coin toss will determine the seeding.
4. Standard baseball rules are in effect, except:  
You can have up to nine fielders on defense including a catcher. No stealing, bunting, leading-off, or advances on hit-by-pitch. Batters must take full swings. Bunts or half-swings will be automatic outs. Pitches that exceed the speed limit in the umpire's judgment will be called balls. Defensive players can get an out by striking a base runner with the ball below the head. No infield fly rule. No metal cleats allowed. At least four standard yellow WIFFLE® bats will be designated as game bats before each game. Teams may bat more than nine players. All teams are encouraged to show good sportsmanship and have fun. Any protests initiated with a \$50 donation to the Strike 3 Foundation will be handled on the field by the umpire-in-chief, who may consult the Tournament Director if he/she desires.

