



Whiffle Ball Tournament Rules

Labor Neighbor Day 2025

Divisions

Elementary School

- Open to all players currently attending an Upper Arlington elementary school or who live in the Upper Arlington school district and attending another elementary school or home schooled who, if they were to attend Upper Arlington schools would attend an Upper Arlington elementary school. Upper Arlington elementary schools are: Barrington, Tremont, Greensview, Windemere, and Wickliffe.
- Roster must have minimum of 7 players and a maximum of 10 players.

Middle School

- Open to all players currently attending an Upper Arlington middle school or who live in the Upper Arlington school district and attending another middle school or home schooled who, if they were to attend Upper Arlington schools would attend an Upper Arlington middle school. Upper Arlington middle schools are: Jones and Hastings.
- Roster must have a minimum of 7 players and maximum of 10 players.

General Rules

1. All players on a roster must comply with the school criteria for that division.
2. **No Arguing** – The intent of this event is to have good community fun.
 - a. You will get one warning, if you argue after you are warned you may be asked to leave the game.
 - b. If the arguing continues, you may be prohibited from continuing to participate in the tournament and/or your team may be disqualified.
 - c. These same rules apply to parents and spectators.
3. **No throwing bats.** One warning PER TEAM will be given. After that, any player that throws a bat may be required to leave the game.
4. **Seven Run Maximum per inning.**
5. **Twelve Run** mercy-rule after 4 innings.
6. **Five inning** games or **25-minute** time limit.
 - a. No new inning will start after 25 minutes has passed, but the current inning is played to completion. The bottom of the inning need not be played if the home team is winning after completion of the top of the inning.
7. No time limit for the championship game.



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Batting and Fielding Rules

1. **Batting order must be maintained throughout the entire game.**
 - a. A batter found out of order will be out and runners will return to their original base.
2. **No “*Inside the Park Home Runs*”.**
 - a. A batter **cannot advance** beyond **third** base if the ball lands **inside** the **homerun line**.
 - i. This includes balls rolling past the homerun line and throwing errors.
3. Any ball hit **over** the **homerun** line that is not caught before it lands on the ground is an **automatic homerun**.
 - a. A player cannot cross over the homerun line to catch a ball. Consider the line like a wall in the outfield of Major League Baseball stadiums.
4. **No Bunting**
 - a. A bunted ball is an automatic foul ball regardless where it lands.
 - b. A bunted ball with two strikes is an out regardless where it lands.
5. Safety Base (1st Base). Defensive player at First Base can only place their foot on the *white* base while attempting a force out a runner.
 - a. Runner can only step on the **orange** First Base when running through or around First Base.
 - b. Once a runner is safe at First, they will only use the *white* base.
6. **Six defensive players** on the field **at one time**, including a catcher.
7. **No sliding** – anyone sliding is automatically out.
8. **No collisions**
 - a. Umpire will determine if runner or fielder interference
 - i. Runner interference = runner is out
 - ii. Fielder interference = runner awarded next base
9. **No tagging up** on fly balls but double plays on fly balls are permitted.



Pitching Rules

1. **Underhand** slow pitch - The pitcher is to deliver a hittable pitch
 - b. **Middle School: 18 feet** from plate to pitching rubber
 - c. **Elementary School: 15 feet** from plate to pitching rubber
2. **Walks:** Four balls pitched during a single batter's at-bat results in a walk. A ball is a pitch that does not hit the Strike Zone behind home plate.



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3. **Strike Outs:** Three strikes pitched during a single batter's at-bat results in strike out. A strike can occur by any of the following: (1) a ball that crosses home plate and hits the Strike Zone behind home plate; (2) a ball that the batter swings at and misses regardless whether it crosses home plate or hits the Strike Zone; (3) a foul ball.
4. **Two foul-limit** after second strike
 - a. The **2nd foul ball** after two strikes results in an **out**.
5. A **foul tip** above the batter's head, if **caught**, is an **out**.

Equipment Rules

1. **No metal spikes are allowed.**
2. **No baseball gloves** allowed. Batting gloves are permitted.
3. Only **whiffle balls** and **bats supplied** by the tournament directors are authorized.
 - a. If a fielding team uses a ball not supplied by the tournament, the ball will be replaced with one supplied by the tournament and the next batter for the opposing team will receive an automatic double.
 - b. If a batting team uses a bat not supplied by the tournament, the bat will be replaced with one supplied by the tournament and the batting team will receive two outs. Those two outs could continue into the next inning, e.g. if the non-tournament bat is used when the team already has 2 outs, the that team will receive a final (third) out of that inning and a first out for the next inning.

Tournament Formats

- Round robin format for each division.
- Top four teams in each division move onto semifinals
 - Tiebreakers are (1) head to head; (2) run differential; (3) total runs scored; (4) least runs against; (5) coin flip
- Winners of semifinals play in finals
 - Coin flip for home team for finals



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Field Dimensions

- 36' foot base paths
- 82' for home run
- Players not on field must stay at least 3' away from foul line.

