



2026

NORTHGLENN ADULT WIFFLEBALL® TOURNAMENT RULES

I. THE FIELD

1. The infield will be a forty-five (45) foot square. Home plate and three (3) bases will be placed in normal baseball fashion. A fair play line will be drawn in front of home plate; the line will intersect each foul line at twelve (12) feet creating a triangle.
2. The outfield fences will range from 80 feet to 130 feet from home plate. Homerun fences will be used.
3. The pitching distance is 47 feet from the rubber to the strike zone target (subject to change). (In cases of extreme wind against the pitcher the tournament director may determine to shorten the distance of the pitcher mound to home plate up to 36 inches)
4. A 12' hitting line will be used in front of home plate in fair territory. The ball must be hit on or beyond this line to be put into play.

II. EQUIPMENT

1. The official ball of the Northglenn Wiffleball Tournament will be the white, baseball size Wiffle®Ball ending with the patent number of 44. A ball will be declared illegal for use if it has a crack greater than one-quarter (1/4) inch and will be removed from the game. Only (6) balls will be allowed on the field during a game. (This speeds up the game) The ball may **NOT be scuffed** AND no foreign matter can be added to the ball. Teams cannot have sole possession of the ball. The opposing team must have the same opportunity to use the official wiffleball. Wiffleballs will be supplied by Northglenn.

2. Bats will be supplied by the City of Northglenn and will be the yellow official wiffleball bats. Tape cannot exceed ten (10) inches from the handle end.

3. The target strike zone target will be twenty-three (23) inches wide by twenty-seven (27) inches high/long and will stand thirteen (13) inches off the ground. The target will be three (3) feet behind the back point of home plate. Any pitch hitting the strike zone will be a strike.

4. Baseball gloves/mitts are not allowed. Only batters may wear batting gloves.

5. Proper footwear is required. **Turf shoes are allowed.** **Spikes/cleats are prohibited.**

III. TEAMS

1. Teams consist of three (3) to five (5) players. Players will appear on one (1) roster only. Roster changes may be made up to the first pitch of the tournament. 5 players may play per game.
2. A team may choose to bat a maximum of five (5) players and a minimum of three (3) players. The pitcher and all fielders must bat. The team consists of a pitcher and two fielders. The batting order will not change during the game. Batting out of order will result in an out (standard MLB rule).
3. All starting players may change positions at any time defensively. A pitcher must face one (1) complete batter before being replaced.
4. **40 & Over Division**-All players must be 40 years of age or older or turn 40 during the year of the tournament.

IV. THE GAME

1. Six (6) innings equal a normal game. A ten (10) run "mercy rule" is in effect after four (4) complete innings AND fifteen runs (15) after three (3) complete innings. The time limit for each game is one (1) hour. No new innings start after 1 hour (round robin) and 1 hour (tournament) unless the game is tied. Pool play games will not have extra innings. Extra innings will only be in effect for bracket play. The championship game will not have a time limit.

2. Each team receives three (3) outs per inning.

3. Four (4) balls equal a walk. Three (3) strikes equal an out. **Fouls are unlimited unless a foul tip with two (2) strikes hits the strike zone target. This will result in an out. Pitchers will be allowed to hold 4 balls to pitch to speed up the game.**
4. There are NO restrictions with pitching speeds in the Men's division. A pitcher can throw as fast or slow as he likes.
5. There is no stealing or lead-offs.
6. Fair and foul balls adhere to standard baseball rules unless otherwise stated.
7. All ground balls must reach the fair play line. If a batted ball does not cross the fair play line it will be ruled a foul ball. Infielders may NOT record ground ball outs until the ball passes the fair play line. **(Fair if on the line).**
8. Pitchers hand will be used for force-outs at first base. The pitchers mound is used as first base and ANY player may act as the first baseman. To record an out, the player must have control of the ball and ANY part of his/her body on the pitchers mound before the runner touches first base. This includes a ball that is caught in the air, with a runner at first base, the player can then throw to the pitcher to force out the runner on first base on a fly ball fair or foul. First base can also be used as a force out for a play at 1st base.
10. You may hit the batter/runner with the ball at any time to record an out. However, you must hit the batter/runner shoulders or below. Any player hit in the head will be allowed to proceed to the base he/she was running towards. The head shot rule is not in effect when the runner is sliding or ducking. The ball is declared dead when there is a head shot. When a runner is attempting to score at home, the defense has the option of hitting the runner with the ball or hitting ANY part of the strike zone in the air or bounce to record an out before the runner reaches home plate. Assuming a no force play situation, a runner must be at least halfway past third base with the intent of going towards home for the runner to be called out. The ball is still live at this point. If the defense misses the strike zone and is in the field of play then the ball is still live. If runner is sliding then the head shot rule is not in effect.
11. Runners may advance one (1) base on an over throw that leaves the playing area. The runner gets the base he was going to plus one base. Out of the playing area is if the ball goes onto another field, or over the homerun fence.
12. **Tie Breaker Rule (Bracket play/playoffs only):** If a game is tied after six (6) innings or time limit has expired the extra innings will begin with runners on base. The 7th inning would start with a runner on second base. That runner will be the last batter from the previous inning. The 8th inning on would start with runners on second and third. The game will continue until a winner is determined.
13. **Recreation Division Rules-Slow to Medium** speed straight pitches only. Pitches must have an arch. 1 warning will be given. Any pitches that have movement will be considered a ball. 10 run maximum per inning.

V. THE PITCHER

1. A pitcher will get five (5) warm-up pitches before the start of the game once he takes the mound and three (3) between innings. A relief pitcher will receive 5 (5) warm-up pitches unless he has previously pitched during the game. If a relief pitcher comes into the game due to a result of an injury to the active pitcher, a reasonable amount of time will be allowed for the relief pitcher to warm-up.
2. A pitcher must start his wind-up from the pitching rubber. The pitcher must have at least one (1) foot touching the rubber when he releases the ball. If a ball is pitched in violation of this rule, the pitch will be ruled a "no pitch". Repeated violations may result in the pitcher being removed from the pitcher's position for the remainder of the game.
3. A pitcher entering the game must face one complete batter before being replaced.
4. There are NO balks.

VI. THE BATTER

1. The batter may NOT intentionally move into the path of a pitch. If he does, he will be called for batter's interference, and the pitch will be called a strike (if a player is hit by a pitch and the batter is not in the batting box a strike will be recorded). Batter cannot reach into strike zone to stop pitch. A warning must be given first, the warning remains with that particular batter for the remainder of the game. If batter hits a foul ball with 2 strike and the ball hits the strike zone then the batter is out.

2. A hit batsman results in a ball only. (Also see Section VI, Rule 4)
3. The hands of the batter are considered part of the bat ONLY if the batter is swinging.
4. The batter will NOT touch foul balls until they come to a complete stop. If the batter does touch a moving foul ball and the ball is determined to have a chance of rolling into fair territory the batter will be ruled out.
5. **Bunting is NOT allowed.**

VII. GENERAL RULES

1. Reporting the official score will be the winning team's responsibility.
2. Consult the Tournament Director for calls not mentioned herein.
3. Tournament will be round robin with a single elimination playoff. This tournament bracket subject to change pending the number of teams that are registered.
4. Home team is listed first. The higher seeded team will have choice of either Home or Away team during the playoff rounds.
5. There is no refund on tournament fees once a team is registered.
6. Forfeiting games is not allowed; teams must play all of their scheduled games. Any forfeiture may result in the team being disqualified from the tournament.
7. All players will conduct themselves in a sportsmanlike fashion. Any verbal abuse including taunting, berating, or other type of disrespectful conduct towards opponents and/or league officials will not be tolerated. Any violation may result in an ejection for the game and/or tournament.
8. All teams and players will respect and adhere to the rules of the Northglenn Wiffleball Tournament and common decency. Any violations may result in an ejection from the game and/or tournament.
9. Formal protests must be lodged to the Tournament Director and only prior to the next pitch. Judgment calls cannot be protested. All decisions made by the Director will be final.
10. Rules not stated herein, will follow the rules of Major League Baseball.
11. The Tournament Director is in complete charge of the tournament.
12. Rules may be subject to change.
14. **NO ALCOHOL ALLOWED!!!!**
15. **Players must be 18 years or older!!!!!!!!**
16. **HAVE FUN!**