



CLIFFLEBALL

NEIGHBORHOOD WIFFLEBALL TOURNAMENTS

CLIFFLEBALL RULES AND REGULATIONS

- “CLIFFLEBALL” is a version of the classic game of Wiffleball, which is similar to traditional baseball. It is played on 45 foot base paths. Plastic balls and bats only.
- The game is played with teams of 5 players: 1 pitcher, 2 infielders, 2 outfielders
- Games are 5 innings or 40 minutes.
- There are two age divisions (at some locations): Minors - 12 yrs and under, Majors - 13 yrs and older. Single-division locations – minors will use big-barrel bats.
- There will be pool play games followed by a single or double elimination tournament.
- Championship games will play the full 5 innings or more if needed until a champion is determined.
- Awards given following completion of the tournament championship games.

GAME PLAY

- Home team and visitor team will be determined by the “hands-on-bat game”.
- The ball will be an official ball from the “Wiffleball” brand. All balls will be provided. No scuffed or modified balls allowed.
- Bats - Younger division will use “big barrel” bats. Older division will use official Wiffleball brand bats (the skinny yellow ones). Bats may be taped/modified as long as the diameter and weight of the bat isn’t dramatically increased. All bats will be checked by tournament director to determine usability. Bats will be available to be used, or you can bring your own.
- No mitts will be used. Players may use hats to catch balls if desired.
- Pitchers mound is 35 and 40 feet from home plate. Pitchers must pitch with one foot in contact with the rubber. Pitchers may step sideways off the mound to deliver a pitch.
- Speed of pitches: Pitchers use a “medium” arm speed. This means that the ball is not thrown with maximum velocity. For minor leagues, pitch speed is 35 mph max; major league pitch speed is 40 mph max. Pitch speeds will be monitored by a tournament director with a radar gun, or by players from the



opposing team. Pitches deemed “too fast” will be a “no pitch” unless successfully hit resulting in a batter being safe.

- Balls and strikes will be determined by a prebuilt strike zone. A ball that hits anywhere on the strike zone (including the PVC outer frame) will be counted as a strike.
- Three strikes and you’re out! Unlimited balls are given, no walks, and no resetting the count. If the pitcher is struggling to find the strike zone, it is recommended that teams switch pitchers (games are only 30 minutes so lots of game time can be used up).
- Defense must have two players on each side of the field, no shifts allowed.
- No stealing bases, obviously.
- 5 runs max per inning regardless of how many baserunners who score during a play resulting in the 5th run. 5 runs max, *PERIOD*.
- If the visiting team is behind by more than 5 runs going into the last inning, they may score enough runs to tie the game, hoping to force a tie-breaker. The home team can score as many runs as needed to tie or win the game.
- If the game is tied after the fifth inning or when time has expired, each team picks a pitcher and a hitter from their own team. The hitter gets *one swing* on *one pitch* from their own teammate. Visiting team goes first. Whichever team hits the ball *farthest in fair territory* wins the game.
- Mercy Rule: If any team is ahead by 15 or more runs at the end of an inning, the game will be over.

Balls Hit In Play

- *Ground balls* - If a ball hit on the ground does not travel beyond the 13 ft foul ball arc it will be deemed a foul ball. If the grounder is stopped by one of the infielders or the pitcher before it makes it past the singles line between the bases, or if the ball stops on its own before crossing the line, the batter is out.
- If a ball is successfully hit past the 45 ft line marked between 1st and 2nd base or 2nd and 3rd base, the hitter will be awarded a single and will move to first base. All baserunners will advance one base. If there are runners on base and a ground ball is hit and the grounder is fielded cleanly, the hitter is out and runners do not advance. If not fielded cleanly but still stopped before crossing the singles line, the hitter is out and other runners advance one base.
- If the hit ball travels on the ground and makes contact with the home run fence, the hitter will be awarded a double. All baserunners will advance two bases.
- A ball that hits the home run fence on the fly will be deemed a triple. All baserunners will advance three bases.



- Home runs are hit over the fence. Hitter may round the bases or not. Bat flips are encouraged.
- Singles, doubles, tripples, and home runs will all be determined by how far the ball travels. *All baserunners will occupy bases earned, but will not need to "run the bases". There will be no balls thrown to bases to get runners out (other than double play balls and tags, see below)*
- Double play - With a runner on first base and less than two outs, the infielders may turn a double play by cleanly fielding a ground ball, tossing the ball to another fielder on second base, who must then throw the ball to the home plate area and hit the backstop screen behind home plate or the strike zone on the fly in a fluid throwing motion. All transfers must be clean. If not completed successfully, only the hitter is out (if the initial ground ball was fielded cleanly).
- *Fly balls* - Any ball caught on the fly is an out, no runners advance. However, if there is a runner on third base and a fly ball is hit with less than two outs, *the runner* may yell "TAG!" Upon catching the ball, the fielder will then need to throw the ball in a fluid crow-hop throwing motion to the backstop screen behind home plate. If the fielder successfully hits the screen on the fly, the baserunner is also out. If not, the runner scores on the tag-up play from third and scores a run. The runner does not need to beat the throw home (no baserunning required).