Saturday September 14, 2013
Farmer’s Athletic Complex, 6125 68th Street, Caledonia, MI 49316

Four to five person coed (any combination of 4-5 male/female roster) teams, one open division, all ages (10 years+). 4 games guaranteed (including tournament). For more information, please contact Assistant Men’s Basketball Coach Craig Heatherly at cheatherly@davenport.edu or (574) 386-3308 or Kristin Miedema at kmiedema2@davenport.edu.

**Early Bird Entry:** $40 for entry’s placed by 5:00pm on Saturday September 7, 2013
**Late Entry:** $50 for entry’s placed by 3:00pm on Friday September 13, 2013
*Confirmation will be sent by email only upon receipt of entry and payment. No email confirmation/no entry*

**Official Entry Form**

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Make all checks payable to “Davenport Men’s Basketball.” All entries are due by September 13th at 3:00pm. Confirmation will be sent by email only upon check & entry receipt. No email confirmation/no entry.

Complete and mail this form and the listed entry fee to:
Craig Heatherly
Davenport Men’s Basketball
6191 Kraft Ave SE
Grand Rapids, MI 49512
Fact Sheet

Format
This open, ages 10+ event, will crown the 1st Annual Davenport University Wiffle Ball Champion. All teams will play a three-game schedule on Saturday, September 14, 2013, followed by a single elimination tournament Saturday evening. The tournament will be played rain or shine.

Where
Farmer’s Athletic Complex, 6125 68th Street, Caledonia, MI 49316. Artificial turf is utilized for the entire baseball field and outfield for the softball stadium.

When
All teams will check-in at a morning time to be announced (7 or 8 a.m.) on Saturday, September 14. Depending on the number of teams, all round-robin games will be played on Saturday, prior to the single-elimination playoff, to be held late Saturday. The schedule will be announced by 8:00pm on Friday, September 13 on the DU Men’s Basketball Facebook Page. Games will be played rain or shine.

The Game
Four-to-five person teams will play by World Wiffle® Ball Championship rules (see next page). The game is slow pitch, with an emphasis on defense, base running and the long ball.

What to Bring
Bring plenty of drinks (Davenport University is an alcohol and drug free campus), however on-site food and drinks for purchase will be available. Bats and balls will be provided, although teams may use their own regulation Wiffle® bats. Bring athletic shoes with no cleats.

For More Information
Contact Craig Heatherly at (574) 386-3308 or email cheatherly@davenport.edu. Also go to www.___.com (DU Athletic Website)
All World Wiffle® Ball Championship events will utilize the same rules used in Major League Baseball, with the following exceptions:

1. **Sportsmanship** - All teams engaging in any behavior that the tournament director deems to be “unsportsmanlike conduct” will be removed from the tournament immediately at the director’s discretion. Because of the confined nature of the game and unique umpiring setup (see rule 2), fans and players watching games must refrain from commenting on calls. Failure to comply will result in a team, and or a fan’s removal from the park or facility. Captains are responsible for monitoring fan behavior. If that monitoring becomes difficult, the captain shall seek the assistance of a tournament official.

2. **Umpiring** - Teams will umpire their own games. Captains will settle all disputes over calls. Tournament officials will not rule on judgment calls. The home team will be decided by a coin toss or “the bat thing,” unless designated by the tournament schedule.

3. **Equipment** - All bats used in league play must be regulation, yellow Wiffle® bats. They may not be altered in any way; however, they may have one layer of plastic or thin cloth tape on the handle. Balls must be baseball size Wiffle® brand. All shoes will be flat-soled (no cleats, turf shoes, spikes, etc.).

4. **Rosters** - All teams will have five players on their roster. Each team will have four or five players in the game at all times. (See rule 5.) No roster changes will be allowed under any circumstances, after tournament play begins.

5. **Players in a game/optional designated hitters** - Teams unable to field four rostered players, at any time, for any reason, will forfeit any games scheduled at that time. At the beginning of a game, teams may choose to play four players — or to utilize their fifth player as a designated hitter. When utilizing five players, if a player is removed for any reason during a game, that player may not re-enter the game (see rule 7) and that player’s at-bat in the order will become an automatic out for the remainder of that game. (See rule 19.)

6. **Positions & Switches** – Outfielders may play anywhere in the field. Catchers must be utilized behind the plate. Players may switch defensive positions at any time, including pitchers and catchers. Designated hitters will not play the field, however, they may switch their DH position with any defensive player at any time. Regardless of position switches, batting orders will stay the same for the duration of games.

7. **Substitutions** may be made, however once a player leaves a game, that player may not return to the same game. Exception: If a player suffers a tournament-ending injury, a player who has previously left the game may re-enter that game as a sub.

8. **Innings and slow play** – All games will be six innings (also see rule 19). Unless a game is tied, after 50 minutes, new innings will not be initiated. In the event of a tie game after both 50 minutes and the end
of any inning, extra inning rules will commence. (See rule 19.) Teams suspected of stalling will be cited by the director for “unsportsmanlike conduct” under rule 1 and removed from the tournament.

9. **Pitching** - All pitches must be slow and have an arc on them. No sidearm pitching will be allowed. The batter is the sole judge of pitch speed and may demand slower pitches. Balks are legal. The pitcher must have one foot on, and one foot in front of, the rubber when the ball is released. (No back pedaling will be allowed during a pitch.)

10. **At bats** - There will be no balls, walks (see rule 11), or called strikes. Batters may strike out swinging (including fouls before the third strike). Batters may choose not to swing at any pitch. Hit batters will not advance. One-handed batting will not be allowed for non-ADA players.

11. **Intentional walks** - Each team may intentionally walk one batter per game (including any extra innings). The batter will go to first on the command of the pitcher.

12. **Pitcher’s Hand** - All force plays on the batter going to first base may be made to the pitcher, who may be anywhere in fair or foul territory. The runner may also be put out by force at first base. All other force plays must be made to the bases or to home plate.

13. **No infield fly rule** will be in effect.

14. **“Stealing” first base** - Batters may not steal first base after the catcher drops strike three.

15. **Stealing home and leading off** - Base runners may not lead off of first or second; nor may they steal second or third. Runners may lead off of third and, or steal home at any time. (See the extra inning exception in rule 19.) Runners on first and second leaving their base before the batter makes contact with the ball will be out.

16. **Pegging** - Fielders may throw the ball at runners. Runners struck below the neck will be out. Runners hit below the neck with a batted or thrown ball that first hits any player, a base, or the ground, will be out.

17. **Runner/ball contact** - Base runners in contact with a base that are hit with a batted or thrown ball will be safe. Base runners between bases hit with a batted or thrown ball will be out.

18. **Home runs** - All balls hit over the designated home run fence, fair or foul, will be home runs. (Exception: no foul ball home runs will be allowed where there is limited or irregular fencing in foul territory.) The batter and all base runners must touch all bases — in order — after a home run.

19. **Extra innings** – Unlike in the first six innings, runners on third may not lead off or steal. Each team will begin its half of all extra innings with two outs. The batter who made the last out in the previous inning will go to third base and the next batter will bat first. 5-Batter Teams: In the event that a 5-batter team is down a player (see rule 5) and subject to an automatic out, that missing batter’s at-bat will be an out, immediately ending that team’s half extra inning. Likewise, a removed player scheduled to take third at the beginning of a team’s half extra inning, will force that team to begin the inning with no base runners and two outs.
20. **Mercy rule** - If after the third inning, or at the end of any subsequent inning, a team leads by 15 runs or more, the game will be over. (If the home team leads by 15 or more runs after the top of the third or any later inning, the game will be over.)

21. **Loopholes** - The tournament director may resolve any and all conflicts regarding the interpretation of the above rules – or any loopholes therein – at his or her discretion. The director will not umpire judgment calls.