



**WHEN:** Saturday, November 8<sup>th</sup> 2014 (Game play starts at 9am)

**WHERE:** Sikeston Sports Complex T-Ball Fields – Sikeston, Missouri

**WHY:** The tournament is a fund-raiser for Southeast Missouri Challenger Baseball for mentally and physically challenged youth and adult baseball players.

**WHO PLAYS:** Adults age 16 and up with any skill level can play. Teams can have 5 players on the roster. The format will be single elimination.

**REGISTRATION:** Registration deadline and payment due by November 5th, 2014.

Please make checks payable to: Southeast Missouri Challenger Baseball, Inc.

**INFORMATION:** Please call (573) 683-1242 or email: [info@semochallenger.org](mailto:info@semochallenger.org)

**ENTRY FEE:** \$100.00 per team. All equipment is provided.

Please mail entry forms and entry fee to:

Southeast Missouri Challenger Baseball, Inc.  
306 Dacus Drive  
Sikeston, MO 63801

**1<sup>st</sup> – 3<sup>rd</sup> PLACE TEAM PRIZES!**  
**\$500 CASH PRIZE FOR 1<sup>ST</sup> PLACE TEAM!**  
**PLAY FOR A GREAT CAUSE!**

Join us for fun, music, food, and much more!

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TEAM NAME: \_\_\_\_\_ CONTACT: \_\_\_\_\_

CONTACT PHONE: \_\_\_\_\_ EMAIL: \_\_\_\_\_

TEAM MEMBERS:

1. \_\_\_\_\_ 2. \_\_\_\_\_

3. \_\_\_\_\_ 4. \_\_\_\_\_

5. . \_\_\_\_\_

Official Challenger Wiff 2014 event shirts will be available for purchase for \$20.00 each. Teams are encouraged to create their own Team Name and Team Shirts.

## **RULES:**

### **Game Play:**

- 1. 1-5 Players Per Team**
- 2. Pre-game coin toss will decide who the home and visiting team will be. It does not matter what side you sit on during your game.**
- 3. Five Inning Games in Preliminary Rounds, Six Inning Championship Game**
- 4. Three Outs Per Inning Per Team**
- 5. No Base Running. "Ghost runners" will be used. No force outs. On a double, a runner can advance from 1st to 3rd and score from 2nd. Runners can only advance 1 base on a single. Runners cannot score from 2nd base on a single, only on doubles or greater. Runners can score from 3<sup>rd</sup> Base on a single or greater.**
- 6. No cleats (for the safety of our players)**
- 7. No bunting**
- 8. Five Balls = Walk. Hit batters do not take a base.**
- 9. Two Strikes = Strikeout**
- 10. Unlimited Foul Balls**
- 11. The Strike Zone is 22" by 30" and sits 12" above the ground. Any pitch that hits the zone (tin) constitutes a strike. Balls that hit the framing for the tin are not strikes.**
- 12. Ten Run Mercy Rule is in effect after 3 full innings of play.**
- 13. Balls landing on or past single marker = Single**
- 14. Balls landing on or past double marker= Double**
- 15. Balls hitting the fence in the air = Triple**
- 16. Balls landing over fence in air = Home run**
- 17. Batting order must stay the same throughout the game**
- 18. Extra Innings start with runners on first and second base.**
- 19. Ground balls fielded before the singles line = out. Ground balls can be bobbled. If the ball hits the ground = single. Fielders are allowed one step forward from the singles line to play a ground ball.**
- 20. Any ball caught in the air is an out.**
- 21. Bracket play will establish which teams advance to Tournament Play (Play-It-Out for Pay-Out)**
- 22. Tournament Play will be single elimination**
- 23. Double Plays – A double play may be attempted at any time, regardless if there are runners on base. Any fielded ball (ground ball or pop fly) can be thrown to the strike zone. If the throw hits the strike part of the zone in the air = 2 outs. No runners are removed from the bases.**
- 24. Please no food or drink on the field surface**
- 25. Please arrive 30 minutes prior to your scheduled game time to prevent delays.**
- 26. Pitchers must be swapped out each inning (minimum of three pitchers per game).**

### **Equipment:**

- 1. Wiffle balls, eight perforations - provided (3 per team)**
- 2. Only yellow wiffle bats may be used**

**Remember: This tournament is for a far greater cause than winning or losing. Please keep this in mind when making and discussing close calls.**