

Wiffleball Versus the World

Wiffleball Versus the World is a minigame frenzy competition played on the wiffleball field. It combines five events into one competition where players accrue points over the span of the minigames. The highest score between all five rounds takes home the win.

The competition is split into the below events:

Day 1

- Defensive Showcase - a Bananaball meets Figure Skating type game.
- Quads Faceoff - a role-rotation, fast-paced game.

Day 2

- Batter's Sudden Death - a high-risk, high reward batting game.
- Perfect Pitch - a do-or-die, backstabbing pitching game.

Day 3

- Showmatch - a classic 3-inning showdown game.

Defensive Showcase

Defensive Showcase is a Bananaball meets Figure Skating like game. This is because in this mode, you are given the opportunity to make trick plays (like Bananaball) and receive boosted scores from a panel of judges (like Figure Skating).

Each player will be presented with three defensive scenarios. They will receive two opportunities to make the trick play(s) they are wanting to make for each. The attempt that will be used for scoring is up to the player's discretion. Players will have 15 seconds to complete to play, any tricks over the time limit will not be counted. The defensive scenarios are:

- 1) Ground ball hit to 3rd base, player throws to 1st base (foam ball used).
- 2) Fly ball hit to center field, player catches it and throws to pitcher (foam ball used).
- 3) Line drive hit to right field, player throws to home plate (foam ball used).

Players will receive a score for each scenario. Each trick performed during one of the scenarios will collect a base value. Following that, judges will give a technical score based on the grade of execution (which will average out to a number between -10.00 and 10.00 from 3 judges).

For example in scenario 2 if a player catches a ball behind their back then elbow bumps the ball before throwing it to the pitcher, the base value would be 4.20 + 2.70 for the two tricks combined with an additional amount of points given from the judging panel.

Trick plays can be stacked. A player can do one of several tricks and their base values combine together or do multiple of one trick (however each multiple's base value is reduced by half after stacking the same trick).

The base values for all accepted trick plays are below:

Fielding

Trick Play	Base Value	Description
Successful Catch	1.00	Catching the ball.
No Glove Catch	2.00	Toss away the glove to make a catch.
Shirt Catch	2.30	Catching the ball in your shirt.
Glove Popup	3.80	Using the glove to pop the ball up before catching.
Behind the Back Catch	4.20	Catching the ball behind your back.
Blind Catch	6.70	Covering your eyes for at least 1 second before catching
Chestbump Popup	7.90	Using your chest to pop the ball up before catching.
Header Popup	8.10	Using your head to pop the ball up before catching.

Throwing

Trick Play	Base Value	Description
Dribble	0.50	Bouncing the ball without losing control.
Cannon Throw	1.50	Throwing the ball very hard but on target.
Perfect Throw	2.00	Throwing the ball at the referee's head/chest level.
Off Hand Throw	2.20	Using your off hand to throw the ball.
Elbow Bump	2.70	Using your elbow to pop to ball up.
Bounce Throw	2.90	Bouncing the ball sound the midway point of the target.
Head Bop	3.10	Using your head to pop the ball up without losing control.
Between the Legs Throw	3.50	Crossing the ball between your legs once before throwing.
Behind the Back Toss/Catch	3.60	Tossing the ball from behind your back to your front without losing control.
Double Between the Legs Throw	4.00	Crossing the ball between your legs twice before throwing.
360 Throw	5.00	Performing a 360 before throwing the ball.
Bump/Set/Throw	6.40	Using your arms volleyball style to bump the ball up, then setting it midair, then catching it, then throwing it.
Tweener Throw	6.90	Throwing the ball from between your legs.
Hackysack Kick/Throw	7.80	Using your feet to kick the ball up, catching it, then throwing it.
Cartwheel Throw	9.90	Performing a cartwheel before throwing.

Quads Faceoff

Quads Faceoff is 4-team, role-based game where team performance matters for each player's score. The final score of the team will be the round score for each player on that team. The teams will be formed as fairly as possible by the commissioner. Teams will have a chance to participate in each other of the following roles:

- Batting
- Pitching
- Infielding
- Outfielding

A role rotation will occur after 6 batters hit. Each player on the batting team must have a chance to hit before another player can hit multiple times. The game will end once each team has finished playing for each role.

For scoring, each team will start with 10 points per role, totalling 40 points. Points can be gained or lost between each role.

When batting, points can be gained/lost in the following ways:

Stat	Points
Strikeout	-5
Out	-2
Walk	1
Single	1
Double	2
Triple	3
Homerun	4
Run	2

When pitching, points can be gained/lost in the following ways:

Stat	Points
Allowed Run	-3
Allowed Hit	-1
Walk	1
Strikeout	2

When infielding, points can be gained/lost in the following ways:

Stat	Points
Error	-2
Allowed Base	-1
Out Assist	2
Out Recorded	4

When outfielding, points can be gained/lost in the following ways:

Stat	Points
Error	-2
Allowed Base	-1
Out Assist	2
Out Recorded	4

Batter's Sudden Death

Batter's Sudden Death is high-stakes, fight for your life game.

The referee is the all-time pitcher. Every player's goal is to get as many bases off the pitcher as possible. All batters will have one life. If they strikeout or get out running the bases, they are eliminated and join the defensive team. Points are awarded in the following ways:

- Walk = 1 point
- Single = 1 point
- Double = 2 points
- Triple = 3 points
- Homerun = 4 points

Each round, the referee will add a new pitch into their pitch sequence. Pitches added to the sequence occur in the following rounds:

- Round 1 - Fastball
- Round 2 - Changeup
- Round 3 - Riser
- Round 4 - Slider
- Round 5 - Curveball
- Round 6 - Sweeper
- Round 7 - Cutter
- Round 8 - Splitter
- Round 9 - Screwball
- Round 10 - Knuckleball
- Round 10+ - Sidearm / Submarine Pitching Styles

The batting order will be set to begin with the lowest ranked player and proceed in ascending order. Once a round ends and a new begins, the order will be reserved (snake draft style). The game ends once all batters have been eliminated.

Perfect Pitch

Perfect Pitch is a mode that gives everyone a fighting chance on the mound.

Players take turns pitching in ascending competition rank order. All players who aren't pitching will alternate taking at-bats against the pitching player. Once all batting players have hit against the pitcher, the pitcher's turn ends.

Points can only be accrued for the round while pitching. No defense is played. Bases are awarded by the following ways:

- Out if the ball does not make it out of the infield.
- 1 base if the ball makes it into the outfield after bouncing at least 1 time.
- 2 bases if the ball makes it into the outfield without bouncing in the infield.
- 3 bases if the ball contacts the homerun fence after bouncing at most 1 time.
- 4 bases if the ball leaves the park.

Every player starts with 10 points. Pitchers can accrue points by:

- Striking out batter = +3
- Batter hits out = +2
- Batter hits for 1 base = -1
- Batter hits for 2 bases = -2
- Batter hits for 3 bases = -3
- Batter hits for 4 bases = -4

At bats work in the following way:

- Balls are not counted and walks cannot happen
- Each batter only gets one strike

A batter can choose to use two different bats for different effects. They are:

- Blitzball Bat, does not grant a bonus
- Wiffleball Bat, grants a x2 multiplier for bases

A batter can choose to use three different bats for different effects. They are:

- Foam Ball, grants x1.5 multiplier for strikeouts/outs
- Wiffleball, does not grant a bonus
- Blizball, grants x0.5 multiplier for strikeouts/outs

Showmatch

Showmatch is a classic 3-inning faceoff.

Teams will be drafted via snake draft according to competition standings. Gameplay will function like an exhibition wiffleball game.

Each team can choose to use one of their players to pitch or can opt to have the referee pitch (though the referee will be limited to throwing only fastballs, changeups, and curveballs).

Each player's points for the round is determined by their own FPE (fantasy points earned), just like an exhibition match.

The scoring format is below:

Stat	Points
OFFENSE	
Out	-0.2
Single	1
Double	2
Triple	3
Homerun	4
RBI	1
Run	1
Strikeout	-1
Walk	1
Batter Value	$(TBs / ABs) * 3$
DEFENSE	
Innings Fielded	3
Outs Recorded	2
Out Assists	1
Defensive Gems	3
Errors	-1
PITCHING	
Innings Pitched	5
Strikeouts	1
Walks	-0.3
Allowed Hits	-0.5
Allowed Runs	-1