

## A) FIELD OF PLAY

- 1) The field dimensions shall be as follows:
  - a) 40 feet between bases
  - b) Pitcher's mound will be 35 feet from home plate.
  - c) The right and left field foul poles will be 95 feet from home plate, and straight away centerfield will be 105 feet.

## B) EQUIPMENT

- 1) Equipment will be provided and will include the following:
  - a) White baseball size Wiffle® balls (eight slots on one side).
    - 1) The only modification to the surface of the ball will be that resulting from normal play. If a ball is torn more than  $\frac{1}{4}$  inch, it will be ruled illegal for play and will be removed from the game.
  - b) Only the provided yellow Wiffle® ball bats will be allowed for use.
  - c) Baseball gloves are not permitted.
  - d) Batters may wear batting gloves.

## C) TEAMS, SUBSTITUTIONS, AND LINEUPS

- 1) Lineups will consist of 5 or 6 players, with a maximum of 8 players on the roster. Up to 6 players may bat but only 5 play the field (i.e. one pitcher, 3 fielders).
- 2) The novice division will be for younger or less competitive players that wish to play in the novice division. Participants will be allowed in based on the tournament director's discretion.
- 3) Players not listed on the team's roster may not play unless approved by the opposing team, they cannot have played on another team throughout the tournament.
- 3) Teams may start a game with 4 players. An out will be recorded in the 5th batting position.
- 5) Teams may add batters to the order at the beginning of their offensive half of the inning. However, the batting order may not be altered, and new batters will be added to the bottom of the lineup.
- 6) Substitutions for fielders may only be made in between innings, unless the defensive team only has 4 players or an injury occurs.

- a) If the player entering the field of play is not currently in the batting order, they will assume the batting position of the injured player.
- b) If the player entering the field of play is currently in the batting order the team may:
  - (i) add a rostered player who is not in the batting order to the injured player's batting position at the beginning of their next offensive half of the inning, or:
  - (ii) take an out each time the injured player's batting position comes up. The opposing team can waive the automatic out for an injured player if preferred.

7) Batting out of order is ruled as an out.

#### D) THE GAME

- 1) Games will end after five innings or 30 minutes from start time, whichever comes first.
- 2) A minimum of 3 innings must be completed in order for a game to be considered complete.
- 3) A 15 run "mercy rule" applies after three complete innings, and 12 runs after 4 innings.
- 4) In extra innings, both teams will start with a runner on second. This format takes place immediately after the end of the fifth inning.

#### E) PITCHING

- 1) The target strike zone will be 25 inches high by 18 inches wide and will stand 14 inches off the ground. The zone marker will be made of a PVC frame with a metal strike plate attached to the frame.
- 2) Pitchers need to lob the pitches. No fastballs will be allowed.
- 3) In order to be called a strike a pitch must hit the metal strike plate or the PVC pipe directly surrounding the metal strike plate. The PVC pipe will be painted black to indicate this area is part of the strike zone.
- 4) The pitcher must have at least one 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 ball.

4) 4 balls equal a walk and 3 strikes count as an out. A foul tip that hits the strike zone on the 3<sup>rd</sup> strike is an out.

6) Pitchers must face one complete batter before being replaced. Pitchers may be relieved by either a fielder or a player on the bench, they do not apply to the fielding substitution rules in C-6.

#### F) FIELDING

1) Baseball rules apply with the exception of balls hit less than 15 feet. These balls will be considered a foul ball. There will be designated markings on the field.

#### G) BATTING, RUNNING, AND SCORING

1) The batter may switch sides at any time in the count. The batter must notify the pitcher before doing so, otherwise the pitch will be called a strike.

2) Any batter interference with the pitch will be called a strike.

3) There is no hit batsman rule. The pitch will be called a ball.

4) There is no limit to the number of foul balls a batter may hit.

5) A foul ball cannot spin back into fair territory.

6) Baserunning:

a) Baserunning rules will be the same as baseball rules with one exception, no leading off.

b) In the event of a close play at the base the runner must slide. If contact is made with the fielder it is the umpires discretion on whether the runner is out or not.

#### H) General Rules:

1) The winning team must provide 2 umpires for the next game. If winning team plays right away then the losing team will provide the umpires.

2) Reporting the official score will be the responsibility of the winning team's captain.

- 3) Teams must be present 30 minutes ahead of your scheduled game. If a game finishes ahead of schedule the next game will start early.
- 4) All teams and players will adhere to all rules of the league. Any violations may result in ejection from the game and/or tournament.
- 5) Rules not stated herein will follow the rules of Major League Baseball.
- 6) Games will be played rain or shine.
- 7) No alcoholic beverages will be permitted on the actual field of play.
- 8) No arguing of calls is allowed. The umpire's call is final unless overruled by the tournament director.

#### I) Sportsmanship

- 1) There will be no arguing of calls by an umpire by players or spectators.
- 2) Teams will line up at the following of each game for a handshake line.
- 3) Have fun!