

## **The Game**

**Determining the Home Team:** A coin toss shall determine which team is the home team, with the winner of the flip choosing to be either the "home" or "away" team. The home team will take the field first.

**Length:** Each game will be 6 innings or 60 minutes long, whichever comes first. No new inning may start after 55 minutes.

**Tie Games:** If the score is tied after six innings or when the time limit has been reached, a new inning will start with one out and the bases loaded. The runners on base will consist of the last three batters from the previous inning. The batter will be selected from where the lineup left off from the previous inning.

**Mercy Rule:** A game is official after 4 innings, with a 15 run mercy rule after 3 innings and a 10 run mercy rule after 4 innings.

**Outs:** Three outs per half inning.

**Substitutions:** Free defensive substitutions are not permitted. All players on the roster must be in the batting lineup, which must remain set for the duration of the game, pending injury.

## **Batting, Balls & Strikes**

**Singles:** batted within the first line marked with cones

**Doubles:** batted and land within the second line marked with cones

**Triples:** batted and land within the third line marked with cones

**Home runs:** exceed beyond the fourth line marked with cones

**Walks:** No walks.

**Strikeout:** Any combination of 3 fouls or strikes is an out, meaning that a foul ball on the third strike counts as a strikeout.

**Foul out:** Three fouls is an out. You get one courtesy foul with two strikes and the next foul is an out.

**Determining Balls:** A ball is called when:

A legal pitch is "taken" by the batter (not swung at) and does not hit the Target Strike Zone in the air; or

The batter, not in the act of swinging, is hit by the pitch (the batter must attempt to avoid being hit or the pitch will be deemed a strike).

Determining Strikes: A strike is called when:

A pitch hits the strike zone in the air (called strike).

A pitch is swung at and missed by the batter (swinging strike)

A pitch is fouled by the batter (fouled strike)

The batter is hit by the pitch while making no attempt to avoid being hit by the pitch (batter's interference).

Determining Fouls: A foul ball occurs when:

A ground ball is outside of foul lines when reaching the line for either the basepath connecting first and second base or the basepath connecting second and third base.

A fly ball lands in foul ground, is touched without being caught in foul ground, or goes wide of the foul poles.

Bunting: No bunting is allowed.

## **Making Calls**

Umpires: Umpires will be on hand to clarify rules, settle any disputes, and keep track of score.

Fair/Foul: The umpire makes all fair and foul calls.

Hits: The umpire closest to the play makes the call as to whether a ball lands over the "hit line." The "hit line" is based on the basepath connecting first and second base and the basepath connecting second and third base.

Check Swings: The umpire makes check swing calls.

## **Fielding**

Recording a Flyout: A ball must be caught cleanly in the air to record a flyout. Any batted ball, that is still in the air, can be caught at all times.

Recording a Groundout: A ground ball that is fielded cleanly in the infield before surpassing the single marker is considered a groundout. To field a ground ball cleanly, the fielder must grab and hold the ball without trapping it or bobbling it (i.e. letting it touch the ground again after the fielder first touches it). The umpire will use his/her judgment to make calls in case of dispute by either teams.

Tag Outs and Thrown Outs: On an unforced play, a fielder must tag the runner before the runner touches the base.

Double or Triple Play: To attempt a double or triple play, fielders must see [Tag Up rule] below and/or a ball can be fielded cleanly and then fielder can tag a baserunner who is caught off base.

Pitcher: Timeout is complete when the fielders get their pitcher the ball.

## **Baserunning**

Advancing to First: The batter becomes a runner and advances to first base when a fair ball is hit that does not result in a flyout or cleanly fielded groundout and is within the hit markers of a single.

Advancing to Second: The batter becomes a runner and advances to second base when a fair ball is hit that does not result in a flyout or cleanly fielded groundout and is within the hit markers of a double.

Advancing to Third: The batter becomes a runner and advances to third base when a fair ball is hit that does not result in a flyout or cleanly fielded groundout and is within the hit markers of a triple.

Homerun: The batter becomes a runner and has hit a home run when a fair ball is hit that does not result in a flyout and is beyond the hit markers of a home run.

Running on Ground Balls: A baserunner (including a runner who otherwise would be considered a forced runner) will advance the amount of bases from the hitter that followed them. Example, Player A hits a single, resides on first base, Player B hits a double. Player A will move to third base and Player B will now reside on second base.

Leading Off and Base Stealing: Base stealing and leading off are prohibited. A baserunner may leave the base once the ball leaves the pitcher's hand. A baserunner may not advance to the next base unless a ball is hit in fair territory or the runner is forced to advance due to a walk of the batter.

Wild Throws: Advancing on a wild throw by a fielder is not allowed.

Tag Up: If the batting team would like to tag up on a fly ball, they are allowed to, but must batter must sprint to the mound and back to home plate after the fly ball is caught but before the fly ball is delivered back to the pitcher. If attempt is not in time, the runner will be out.

Pitcher: Timeout is complete when the fielders get their pitcher the ball.

## **Equipment**

Provided Equipment: Bats and balls will be supplied by tournament officials.

Bats: Competitors may use their own bats, provided that they are official yellow plastic Wiffle bats. Bat handles may be taped, but the barrel must be unaltered. Any bat is subject to approval by tournament officials.

Balls: Balls may not be intentionally scuffed or sanded. No ball with a crack greater than 1/4" may be used.

Gloves: Baseball fielding gloves are not allowed, but players may wear batting gloves when batting, if desired.

Uniforms: Teams may provide their own uniforms/jerseys, but they are not required and will not be provided.

Shoes: Rubber cleats or athletic shoes are encouraged. No metal cleats are allowed. No cleats of any type will be allowed on Target Field.

## **Pitch Speeds – Slow Pitch**

Slow Pitch: This tournament is a slow-pitch tournament, meaning that the pitching speed limit is 35 mph.

Disputing Pitch Speed: Any team that feels a pitcher is exceeding the speed limit should find a tournament official to judge the speed.

Penalty: If a tournament official, in his or her sole discretion, determines that a player is exceeding the pitch speed, the player may not pitch any more during that game plus the next game.

Using the Rubber: Pitchers must pitch from the rubber.

No Balks: Pitchers shall never be called for a balk.

Warm-Ups: A pitcher is allowed ten warm-up pitches before his or her first inning of work, and no more than five warm-up pitches for all subsequent innings.

## **Other Information**

Conduct Policy: Unruly conduct, ESPECIALLY ALCOHOL RELATED, will not be tolerated. Penalties include but are not limited to: Ejection from the game, forfeit of the game, or ejection from the tournament.

Weather: In the event of rain, games will continue as scheduled but will be delayed in the event of thunder or lightning. In the event of a weather delay, games may continue past their schedule times until dusk. Games will not be made up at a later date in the event of inclement weather. In the event of cancellations or inclement weather, tournament fees cannot be refunded.