

YELLOWBATZ TOURNAMENTS OFFICIAL RULES

REVISED FEBRUARY 28, 2019

*All teams are required to read over the rulebook. A rulebook will be on hand at each field.

REGULATION INDEX

- THE FIELD
- EQUIPMENT
- TEAMS & ROSTERS
- THE GAME
- THE PITCHER
- THE BATTER
- FIELDERS
- GENERAL RULES

APPENDIXES

- A – WHO MAKES THE CALL
- B – MISSOURI RUSH FIELD RULES

I. THE FIELD

1. The field will be a level surface. The angle created by the foul lines at the tip of home plate will be ninety (90) degrees.
2. The infield will be a forty-five (45) foot square. Home plate and three (3) bases will be placed in normal baseball fashion.
3. The outfield foul poles will be no less than eighty-five (85) feet and no more than ninety-five (105) feet from home plate in both left and right field. The center field wall will be no less than ninety-five (95) feet and no more than one hundred fifteen (115) feet from home plate. Home run fences will be used.
4. The standard pitching distance depends on pitch speed. 64 MPH or under pitches from 42 feet. 65+ MPH pitches from 47 feet.

II. EQUIPMENT

1. The official ball will be the white, baseball size, 2004 and later models (No. 1149044) Wiffle®Ball.
2. A team is able to bring their own supply of balls. A ball will be declared illegal for use if it has a crack greater than one-quarter (1/4) inch and will be removed from the game. Each pitcher will keep possession of his balls. The ball may be scuffed, but NO CUTTING or foreign matter can be added to the ball. In preparing a ball, you may not alter the shape/roundness in a manner which diminishes the overall quality of the ball. Yellowbatz reserves the right to remove a ball from play that has been altered to the extent that shape and/or integrity of the ball has been compromised.
3. The bat must be rounded on all sides, cannot exceed thirty-eight (38) inches in length, two and three-quarters (2 3/4) inches in diameter, or have tape, etc. eighteen (18) inches from the handle end. Yellowbatz reserves the right to inspect and declare a bat illegal for use. Teams are able to bring their own bats, bats will also be provided by Yellowbatz for use.
4. The strike zone target (SZT) will be twenty-three (23) inches wide by twenty-seven (27) inches high/long and will stand thirteen (13) inches off the ground. The target will be three (3) feet behind the back point of home plate.
5. Proper footwear is required. Metal spikes/cleats are prohibited. Tennis/Turf shoes are allowed.
6. Baseball gloves/mitts are not allowed. Only batters may wear batting gloves.
7. Uniforms are strongly encouraged but not required.

III. TEAMS & ROSTERS

1. Teams consist of three (3) to six (6) players. Roster changes may be made up to the first pitch of the tournament.
2. No more than five (5) players in the field of play (including the pitcher).
3. Teams of six (6) players will have one (1) designated hitter, respectively. Designated hitters may swap places with defensive players once an inning has been completed. Defensive players who have been replaced by a DH now become a DH. This can happen every inning.
4. Every player will have a set spot in the lineup. The batting order will not change during the game. Batting out of order will result in an out (standard MLB rule).
5. There are no substitute players. If a player is unable to continue due to injury, his turn at bat will be skipped.
6. All defensive players may change positions at any time defensively.

IV. THE GAME

1. Tournament games will last either seven (7) innings or fifty (50) minutes, whichever occurs first.
2. Time limit for all games will be fifty (50) minutes.
3. Each team receives three (3) outs per inning.
4. Five (5) balls equal a walk. Three (3) strikes equal a strikeout. Foul balls are unlimited. If a batter does not swing at a pitched ball that hits the strike zone, regardless of the count, it results in a strikeout.
5. Pitch Speed Restrictions- 64MPH and under, may pitch from either distance (42ft or 47ft). If pitching from 42ft and throw 65+ MPH, pitcher will receive a warning. The second occurrence will result in the pitcher being pushed back to 47ft for the remainder of the game.
6. There is no physical base running. All runners will be imaginary/ghost. There is no stealing.
7. Fair and foul balls adhere to standard baseball rules unless otherwise stated.
8. Infield ground ball outs will be recorded by fielding the ball cleanly. Any bobbled or dropped ground ball will be ruled a hit. The defender must have both feet in the infield dirt or it will be ruled a hit.
9. Any fair ground ball that reaches the outfield grass is ruled a single.

10. A ground ball that comes to a complete stop past the infield grass (in the dirt) is ruled an infield single.

11. A ground ball that comes to a complete stop before the infield grass will be ruled an out, unless an attempt to field the ball by a defender is made and the defender bobbles the ball.

12. Any fly ball or line drive caught before touching the ground, even if bobbled, is an out.

13. With runners on base and less than two (2) outs, a defender may attempt a double play on any recorded out (cleanly fielded groundball or caught flyball). A double play will be recorded when the defender throws the ball and hits the strike zone. The defender must get rid of the ball within three (3) seconds and with no more than one step (crow hops are allowed). If runners are on 1st and 3rd and no outs, and a double play is recorded, the runner on 3rd will NOT score. The runner on 1st and the batter will be out. If bases are loaded, the two lead runners (2nd and 3rd) will be ruled out and runners will then be on 1st and 2nd.

14. A fly ball hitting the wall first and then caught by a fielder before hitting the ground is a single.

15. A fly ball hitting the wall first then the ground is a triple.

16. A fly ball hitting a fielder and continuing over the wall is ruled a home run as long as the ball never touches the ground. An out is recorded when a fielder who catches a fly ball and then continues over the fence as long as the ball is secured before the player's feet touch the ground on the other side of the fence.

17. Extra innings will be allowed when an elimination game is still tied. Each extra inning will start with the bases loaded and zero outs.

18. During the course of the game each team will keep track of their total bases. Total bases are determined by the outcome of the batter's plate appearance. Homerun = 4 bases; Triple = 3 bases; Double = 2 bases; Single and Walk = 1 base. There are no errors.

19. Score keeping is required. Both teams are required to report the final score of each game to the tournament or field director.

20. To ensure that tournaments are completed in one day, the tournament director reserves the right to shorten the number of innings played. No new inning can be started after the 50 minute time limit. If the home team is winning and hitting when the time limit is up, the game will end immediately. If the home team is losing, the

home team will be allowed to take their final at bats. If away team is losing and hitting when the time limit is up, the away team will finish their at bat.

21. If a game is tied and has completed the seven (7) inning limit before the 50 minute time limit has expired, a new inning will begin. Once the time limit has been reached, no new inning may start. In pool play, if a game is tied at the conclusion of the extra inning, winning team will be chosen by the TOTAL BASES rule. In bracket play, if a game is tied at the conclusion of the final inning, the tournament director may declare a sudden death scenario. Such a situation can only be announced before the start of the inning and only if the game has already exceeded the 50 minute time limit.

22. If the tournament cannot be completed in one day, the remaining teams and Yellowbatz and the involved parties will come to a collective agreement on how to decide the outcome. Tournament organizers will make every effort to complete tournaments in one day without shortening any games.

23. Teams will be notified of the order of their pool play games prior to the start of the tournament. Teams will be notified of the order of all their playoff games at the beginning of the playoff round. Games are required to start within ten minutes of the conclusion of the previous game on the scheduled field (even if that means before the regularly scheduled game time). Failure to start a game within this time frame might result in a forfeit loss at the discretion of the tournament director.

24. While not in the field or batting, players are required to remain in the bench area.

V. THE PITCHER

1. A pitcher will get ten (10) warm-up pitches before the start of the game once he takes the mound and four (4) between innings. Pitchers may not throw any warm up pitches when they switch balls on their own during an inning. A relief pitcher will receive seven (7) warm-up pitches. If a relief pitcher comes into the game due to a result of an injury to the active pitcher, a reasonable amount of time will be allowed for the relief pitcher to warm-up.

2. A pitcher must start his wind-up from the pitching line. The pitcher must have at least one (1) foot touching the line when he releases the ball. A violation of this rule will result in a "non-pitch". Repeated violations may result in the pitcher being removed from the pitcher's position for the remainder of the game.

3. A pitcher entering the game must face one complete batter before being replaced.

4. A pitcher may not wear any type of distracting jewelry or clothing.

5. There are NO balks.

6. The pitcher may pitch as long as they would like. Once a pitcher is replaced, the pitcher may not return to the mound to pitch.

VI. THE BATTER

1. The batter may NOT intentionally move into the path of a pitch. If he does, he will be called for batter's interference, and the pitch will be called a strike. A warning must be given first and a "no pitch" will result. The warning remains with that particular batter for the remainder of the game.

2. A batter must move out of the way of a fielder's throwing attempt. If the batter is standing in front of the strike zone target and is hit by a fielder's throw while the ball is in the air, a successful fielding play will be recorded.

3. A hit batsman results in a ball.

4. The batter's hands are considered part of the bat ONLY if the batter is swinging.

5. The batter will NOT touch foul balls until they come to a complete stop. If the batter does touch a moving foul ball and the ball is determined to have a chance of rolling into fair territory the batter will be ruled out.

VII. BASERUNNERS

1. There is no physical base running. Base runners are imaginary.

2. Base runners move as follows: One base on a single, two bases on a double and three bases on a triple. We are a station-to-station, runners cannot advance on "clean hits" or "tag" plays.

3. In a walk-off game winning situation, other than a home run, the batter will only be awarded the total number of bases needed in order to score the winning run. For example, if a batter drives the ball to the wall with a runner at third, the hit will be scored as a single.

VIII. FIELDERS

1. All fielders must start in fair territory.

2. A fielder will not line up in any manner that may distract a batter.

3. There is NO infield fly rule as defined by MLB.

4. Fielders are not allowed to field anything outside the foul lines. They may "catch and carry", but if any part of the fielder is touching the line it will be ruled a foul

ball. If an attempt to “catch and carry” is dropped with both feet in fair territory, it will be ruled a hit.

IX. GENERAL RULES

1. Tournaments may take on a variety of formats depending on the amount of teams entered. However, teams are guaranteed a minimum of two (2) games in each tournament scenario.
2. A coin toss will decide the home team at the beginning of each game. The better seeded team will be the Home team for the Elimination (Playoff) round.
3. There is no refund on tournament fees once a team is registered.
4. Forfeiting games is not allowed; teams must play all of their scheduled games. Any forfeiture may result in the team being disqualified from the tournament.
5. Run differential may be used to determine which team advances to the elimination round in the event of a tied record. If a team wins by more than 10-runs, for purposes of run differential that will be recorded as a +10 for the winning team and -10 for the losing team.
6. All teams and players will respect and adhere to the rules of Yellowbatz. All players will conduct themselves in a sportsmanlike fashion. Taunting, berating or other type of disrespectful conduct towards opponents and/or league officials will not be tolerated. Any violations may result in an ejection from the game and/or tournament.
7. Yellowbatz reserves the right to refuse entry to any player or team.
8. Formal protests must be lodged to the Tournament Director and only prior to the next pitch. Judgment calls cannot be protested. All decisions made by the Director will be final.
9. Rules not stated herein will follow the rules of Major League Baseball.
10. Yellowbatz is in complete charge of the tournament. In the event of weather related issues or games running too long due to "excessive scoring," Yellowbatz organization retains the right to reduce game lengths.

APPENDIX A: WHO MAKES THE CALL

1. Fair and foul calls will be the responsibility of the batter.

2. Rulings on singles, doubles and triples will be made by the fielder closest to the ball.
3. Check swings will be the responsibility of the pitcher.
4. Foul balls off the batter's hands will be the responsibility of the batter.
5. Batter's interference will be the responsibility of the pitcher.
6. Whether a thrown ball hits the strikezone for throwing plays will be the offensive team's responsibility. It is also the offensive team's call on the timeliness of the throwing attempt.
7. Legal pitch determination will be the offensive team's responsibility.
8. Keeping and reporting the official score will be the home team's responsibility.
9. Consult the Tournament Director for calls not mentioned herein.

APPENDIX B: MISSOURI RUSH FIELD RULES (More Rules Subject to be Added)

1. Absolutely NO seeds, tobacco, or any colored beverages. Only water is allowed on the playing surface.
5. NO metal spikes are allowed.