



## THE PLAYING FIELD

We have created a field that will meet our needs. See diagram for dimensions.

- 1.1 A **ground fair play line** will be drawn and will run from foul line to foul line (in an arc) **ten feet** from the tip of home plate. If the ball does not cross the **10-foot line**, it is deemed a foul ball. If the ball is popped in the air and has not crossed the “ground fair play line” and is caught by a fielder, it **is** an out.
- 1.2 Out of Play Boundary: Any ball hit beyond the out of play boundary will be deemed a foul ball. However, if a ball is hit into foul territory and the act of catching the ball carries the player past the boundary, assuming a controlled catch, it will be deemed an out. If fielding team attempts a putout, resulting in the ball exceeding the boundary, it will be considered a dead ball situation. Runners will advance one base from the last base reached safely. See addendum 8.21.15.1.

## THE PLAYING EQUIPMENT

- 2.1 THE BALL: Only the white baseball size Wiffle®Ball, (eight slots on one side) will be used for play. Balls will be provided. Any ball in play that has more than ¼” tear in it, needs removed from game play.
- 2.2 THE BAT: 2 bats will be available for use, both will be Official Wiffle Ball (yellow) bats designated by the authentic registered trademark. The corresponding dimensions of a trademark Wiffle Ball bat have been determined to be a 1-1/2 inch barrel diameter and 32 inches in length.
  - 2.2.1 You may use your own bat, but it cannot exceed the barrel diameter and length of an Official Wiffle Ball bat. In addition, the bat must be imprinted with the authentic registered trademark in the customary position on the barrel and cannot have tape, etc. past 18 inches from the handle end. Should a bat be deemed questionable, an opposing team can request a bat to be inspected by a YiSH Advisory Group Member. In the event the Group determines that a team's bat does not meet the specifications advised in this section, it will not be permitted and the team in violation will be forced to use the bats provided by the host site.
- 2.3 FOOTWEAR: Proper footwear should be worn. No sandals or flip-flops. No bare feet. No metal spikes. Rubber cleats are recommended.
- 2.4 GLOVES: Baseball gloves are not allowed. Batting gloves may be worn by a player only when at bat.

## UNIFORMS

- 3.1 UNIFORMS: Shirts for all team members are included. Feel free to alter to your liking (names, numbers, etc). Bottoms are required. Athletic shorts or pants are recommended. A player’s uniform must comply with local ordinances regarding public indecency. (720 ILCS 5/11-30)

## TEAMS

- 4.1 TEAMS: A team’s roster may consist of a maximum of 10 players and a minimum of 6 players. All 10 players may change positions defensively, but only five can be on the field defensively at one time - a pitcher, a “catcher” and up to three fielders. Players will appear on one scorecard per game. Scorecard lineup (batting order) must be ready 5 minutes before start of each game.

4.2 AGE/GENDER: Minimum age of 16 required. Each team must have at least 2 minority members. If the majority of your team is male, there must be at least 2 female members. If the majority of your team is female, there must be at least 2 male members. At least 1 minority team member must be on scorecard each game played. If your team is even regarding gender (Example: 5 females & 5 males), then you must have at least 1 of the opposite sex of majority on scorecard. At least 1 minority team member required on defense every inning played. (See also 9.2)

4.3 BATTING ORDER: A team may choose to bat a maximum of 10 players and a minimum of 6 players. The team must choose to do this at the start of the game and continue that way until its conclusion. If a player is injured, leaves, or is unable to play for any reason, during the game and cannot continue to bat, his turn at bat will be considered an out. A batting order will not be changed during the game and if a team bats out of order that batter is ruled out if defensive team catches mistake.

### THE GAME

5.1 THE GAME: The duration of a complete game is six innings unless ending by time limit. A 10-run rule is in effect upon four complete innings; a 20 run rule upon two complete innings. A 50-minute time limit applies in each game, except semi-final and championship games. (Time limit will be expanded to complete an inning in order to conclude game. Game will not end mid-inning.)

5.2 OUTS: Three outs per inning for each team.

5.2.1 Any ball contacted as a result of a batters swing, and caught before hitting the ground by a defensive player is recorded as an out.

5.3 THE COUNT: Pitch count to start with one ball and one strike.(1-1) Four balls to a walk, three strikes is an out, fouls are unlimited. A foul tip hitting the strike zone will not result in an out.

5.4 THE STRIKE ZONE: There is no plate umpiring. Balls and strikes will be determined by the strike zone. See diagram for dimensions. A ball hitting the strike zone without first contacting the batter or the ground is a strike. All other pitches will be considered balls, except when 7.4 and 7.24.15.1 apply.

5.5 BASERUNNERS: Batters are the only base runners. No replacement runners. A ball can be thrown at you to tag you out. If you are not on a base, you can be tagged out. No lead offs. No stealing. Running past first base is allowed, as long as base runner turns to the right after tagging first base. Turning towards 2<sup>nd</sup> base allows the runner to be tagged out. Running out of the baselines to avoid a defensive player tagging you out is prohibited.

5.6 FLY BALL / TAGGING: In the event a ball is batted into fair play and caught prior to hitting the ground (for an out), the runner(s) occupying a base prior to the batter hitting the ball, must remain in contact with that base, or alternatively, return to that base prior to advancing to the next base. The runner will be deemed out if he or she has not returned to or remained in contact with the respective base, and is tagged or the ball is returned to a defensive player who contacts the respective base while in possession of the ball.

**5.6.1 INFIELD FLY: There is no Infield Fly Rule. The fielder must catch the ball to achieve an out.**

5.7 BUNTING: Bunting is illegal and will not be permitted.

5.8 EXTRA INNINGS: Extra innings will only be played if there is a tie upon the end of the sixth inning. (Time limit will not apply.) In extra innings, at the beginning of the seventh inning, runners start on first and second base. The eighth inning is started with bases loaded and the remainder of the game is played with bases loaded until a winner is determined. Preliminary runners for extra innings are determined by next at bat.

## **GAME SITUATIONS**

- 6.1 All batted balls must reach the “ground fair play line” to be playable (ground balls; pop flies can still be caught within the 6 foot line); otherwise it is a foul ball. E.g. if the ball stops before passing the “ground fair play line”, it is ruled a foul ball; e.g. if the ball bounces before “ground fair play line” and continues past it, it is a fair ball.
- 6.2 A ball caught before landing past the ground fair play line is an out. It must land past the line to be ruled a hit.
- 6.3 Any ball that first touches in foul territory (excluding the “ground fair play line”) is a foul ball, even if it bounces back into fair territory.
- 6.4 A fly ball hitting the fence first, deflected into fair play, and then caught by a fielder is ruled a hit, no out awarded, ball still in play.
- 6.5 A fly ball hitting the ground and continuing over the fence is ruled a double.
- 6.6 A fly ball clearing the fence is a home run. If a fielder touches a fly ball, and is within six feet of the fence, and the ball goes over the fence it will be ruled a home run.
- 6.7 A fly ball hitting the top of the fence and continuing over the wall will be a ruled home run.
- 6.8 A fly ball hitting the foul pole above the fence is a home run.
- 6.9 A ball caught by a fielder in air and fielder falls over the fence, is an out.

## **THE BATTER**

- 7.1 **SWITCH HITTING:** The batter may switch sides at any time in the count. The batter must notify the pitcher before doing so and may not switch sides during the delivery of a pitch, if so, the pitch will be ruled a strike.
- 7.2 **LEGAL POSITIONING:** A batter must have both feet completely in the batter’s box. The “white lines” are part of the batter’s box and if the batter has one or both feet on the white lines this is considered a legal stance. It is legal for a batter’s feet to leave the batter's box during as long as the batter was legally positioned when the pitch was thrown. If a batter intentionally steps out of the batter's box during a pitch, the pitch is ruled legal and a ball or strike will be call accordingly.
- 7.2.1 In the spirit of MLB rule 6.08(b)(2), if the batter makes no attempt to avoid being touched by the ball, it shall be called a strike. The batter must make a noticeably distinct effort to avoid being touched by the pitched ball. No **LEANING IN**.
- 7.3 **HITTING THE BATTER:** There is no hit batsman rule. A ball that hits the batter will be ruled a ball and no base will be awarded.
- 7.4 **BATTER’S HANDS:** The hands of the batter are considered part of the bat. A ball hitting the batter’s hand(s) and landing in foul territory is **ONLY** a strike if the batter is in the act of swinging, if not the pitch is ruled a ball. If a ball hits a batter’s hand(s) and lands into fair territory, the ball will be ruled a fair ball.
- 7.5 **FOUL BALLS:** Foul balls are unlimited. A foul tip hitting the strike zone will not result in an out. A foul ball must have traveled above the batter's head to be considered an out if caught by the catcher.
- 7.6 **Batting gloves** may be worn by a player only when batting.

## **THE PITCHER**

8.1 A pitcher entering the game must face one complete batter before leaving the mound. Once a pitcher has left mound, that pitcher cannot pitch again in the current game.

**8.1.1 A pitcher is limited to 9 outs per game (~3 innings).**

8.2 A pitcher may not wear any type of distracting objects or clothing. (See 3.00)

8.3 The pitcher must have at least one foot touching the rubber when starting his/her pitch. Either Windup position or Set position is allowed.

8.4 WARM-UPS: A pitcher will get five warm-up pitches before the start of the game once he takes the mound and five between innings will be allowed only if pitcher is not the starting pitcher. If a relief pitcher comes into the game due to a result of an injury to the active pitcher, he will be allowed five warm up pitches.

8.5 INHERITING THE COUNT / SITUATION: When a pitcher is replaced and the batter already has a count, e.g. three balls and one strike, the relief pitcher will inherit the 3-1 count.

8.6 A pitcher may not delay game. When ball is thrown back to pitcher, play must continue. No breaks, no pauses.

## **THE FIELDER(S)**

9.1 Fielders will not line up in any manner that may, in any way, distract a batter. (See 3.00)

9.2 The composition of a fielding team must consist of at least one male player and at least one female player.

9.3 Players are not restricted to only using ones hands to field or throw. However, a player's apparel/uniform may not be intentionally used to aide in fielding or throwing.

## **OFFICIATING AND SCORE KEEPING**

10.1 FAIR AND FOUL CALLS: Will be the responsibility of the catcher; he/she is looking down both foul lines.

10.2 CHECK SWINGS: Will be the responsibility of the batter.

10.3 FOUL OFF THE HANDS: Will be the responsibility of the batter.

10.4 BATTER INTERFERENCE: It is the responsibility of the pitcher to bring it to the field umpire's attention.

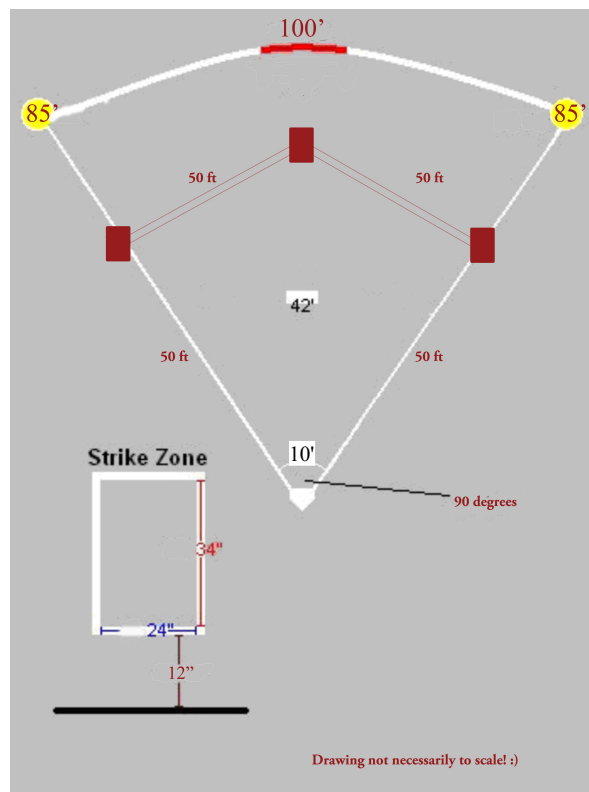
10.5 OFFICIAL SCORE: Score will be kept by willing volunteers found by Host Site.

10.6 OUTS: Outs are to be called fairly by both teams.

10.7 DISPUTES: All disputes will be settled by a field umpire. A team captain must appeal to a field umpire for final ruling. The decision made by the field umpire is final. In the instance more than one field umpire is officiating, the Crew Chief will make the final decision. Arguing with field umpires will not be tolerated under any circumstance. Any field umpire can request the YiSH Advisory Group to assemble and determine whether a player shall be ejected from the game and/or property. (Rule 4.3 applies)

## TOURNAMENT PLAY

- 11.1 Tournament format will be dependent on number of teams participating. Double Elimination is typical.
- 11.1.1 If Pool Play is necessary, teams will be placed into a pool based on the order in which registration is received. (Example: Registration #1 = Pool A, Registration #2 = Pool B, Registration #3 = Pool C, etc.)
- 11.2 COIN TOSS: A coin toss at the beginning of each game will decide the Home team and the Visiting team. The coin toss is to be settled before the start of each game.
- 11.3 There is absolutely NO refund on tournament fees once a team is registered.
- 11.4 Once a schedule is made, there will only be changes in game times if deemed necessary by the YiSH Advisory Group. Schedule will be made at least 10 days prior to game day.
- 11.5 WEATHER CONDITIONS: Games will be played in all weather conditions unless the YiSH Advisory Group indicates otherwise.
- 11.6 STARTING TIME: Games will begin no earlier than 10 a.m. (And hopefully no later than midnight.)
- 11.7 NO SMOKING: Smoking is prohibited on field of play while batting or fielding.
- 11.9 Time in between innings and time in between batters needs to be kept to a minimum. Next at bat should be ready in 15 seconds or less; Teams should change positions of play (batting vs. field) in 30 seconds or less. A team at fault will be penalized 1 out. (Outs will be enforced at time of bat if you are the current batting team when offense occurs; if offense occurs while taking too long to take the field, the out will be enforced at your next at bat.) Each team will be afforded two verbal warnings in each game prior to an out being assessed.



## ADDENDUMS TO RULES 2013 - CURRENT

- 9.5.13.1** Running past first base is allowed, as long as base runner turns to the right after tagging first base. Turning towards 2<sup>nd</sup> base allows the runner to be tagged out.
- 9.5.13.2** Running out of the baselines to avoid a defensive player tagging you out is prohibited.
- 9.5.13.3** Time in between innings and time in between batters needs to be kept to a minimum. Next at bat should be ready in 15 seconds or less; Teams should change positions of play (batting vs. field) in 30 seconds or less. A team at fault will be penalized 1 out. (Outs will be enforced at time of bat if you are the current batting team when offense occurs; if offense occurs while taking too long to take the field, the out will be enforced at your next at bat.)
- 9.15.14.1** Each team will be afforded two verbal warnings in each game prior to an out being assessed. It is the responsibility of the opposing team captain to make an official notification to the official scorekeeper for the current game prior to a team being "on the clock". In addition, the official scorekeeper for the current game must recognize the team captain's intention before the official count begins. The captain alleging such a violation will then be responsible for counting down with the official scorekeeper for the current game aloud. In conjunction with 5.1, the same clock managing the time limit, if applicable, per game will be the official determination of the respective amount of time elapsed pertinent to this section.
- 9.15.14.2** The composition of a fielding team must consist of at least one male player and at least one female player.
- 9.15.14.3** Players are not restricted to only using ones hands to field or throw. However, a player's apparel/uniform may not be intentionally used to aide in fielding or throwing.
- 7.8.15.1** Strike zone will now be comprised of sheet metal and a single upright post with base. The catcher will return the ball to play.
- 7.8.15.2** Increase the number of defensive players taking the field from four to five, with a pitcher and a catcher mandatory, and up to three other fielders as desired.
- 7.8.15.3** One non-majority gender required on defense.
- 7.8.15.4** Pitch count to start with one ball and one strike.
- 7.8.15.5** Playing time per game will be 50 minutes, not including semi-final or championship games.
- 7.24.15.1** In the spirit of MLB rule 6.08(b)(2), if the batter makes not attempt to avoid being touched by the ball, it shall be called a strike. The batter must make a noticeably distinct effort to avoid being touched by the pitched ball.
- 8.21.15.1** a) In the instance a ball is hit into play and the fielding team attempts a putout, and the course of the act results in the ball exceeding a designated out-of-play boundary, it will be considered a dead ball situation and the runners will be advanced one base from the last base reached safely before the moment a dead ball situation is called. In the instance of multiple runners on the bases, advancement will be based upon the last base reached safely for the lead runner.
- b) Any ball hit into foul territory and the act of catching the ball carries the player past the out-of-play boundary, assuming the ball is controlled through the act of the catch, it will be deemed an out. Conversely, any ball hit through foul territory, and not contacted by a player who is attempting to complete a catch BEFORE the ball enters the out-of-play boundary, will be ruled a foul ball. The out-of-play boundary shall be considered an infinite vertical plane.
- 6.10.16.1** A pitcher cannot pitch more than three innings per game.
- 6.10.16.2** A foul ball must have traveled above the batter's head to be considered an out if caught by the catcher.

**6.30.17.1 Revised 8.1.1 wording to 9 outs.**

**7.21.17.1 Revised 1.1 - Arc to be 10' instead of 6'.**

**7.21.17.1 Added 5.6.1 – No Infield Fly Rule**