

RULES

1. **Sportsmanship:** Sportsmanship is expected of all players. One warning will be issued in case of unsportsmanlike conduct. The second instance will result in immediate ejection from the game. If a player is ejected from the game, the team may continue to play if they have enough men and women. The team captain may discuss rule interpretations with the league manager provided in a sportsmanlike manner is evident and the discussion does not hold up the game. Flagrantly criticizing a call or seeking reversal of a call will be considered unsportsmanlike. No profanity of players will be allowed. **NO** protest of any nature will be accepted. In case of extreme, unsportsmanlike behavior, a player will lose their recreation privileges for the season. The Department of Parks and Recreation shall notify team captains.
2. **Umpiring:** Teams will umpire their own games. Captains will settle all disputes over calls. The home team will be the first team listed on the schedule of that game. For tournament, at the start of each game, captains from both teams meet for the coin toss to determine who starts with the ball.
3. **Equipment:** All bats used in league play must be regulation, yellow Wiffle® bats. They may not be altered in any way; however they may have one layer of tape or cloth-like material on the handle. Balls must be baseball size Wiffle® brand. All shoes will be flat-soled (no cleats, turf shoes, spikes, trail running shoes, etc.).
4. **Rosters:** No team may have fewer than six players in the game at any time. (See Rule 5.) Must be 3 men and 3 women on roster. A player must play in at least 3 regular season games to qualify to participate in the tournament. Player's may be added to vacant spots on your roster throughout the season, however, remember each player on roster must play a minimum of 3 games for tournament play. No player is allowed on more than one roster. Any team found playing with an illegal player shall forfeit the game.
5. **Participants Under the Age of 18:** No player under the age of 14 years of age will be allowed to participate. Players under the age of 18 must have a signed parental consent form. Parental consent forms may be picked up at the SAC or downloaded at www.cityofyankton.org. Team captains are responsible for have any players 14-17 to ensure the Parental waiver form is completed and signed. Any teams playing with players 14-17 who have not completed and signed the Parental waiver may forfeit games.
6. **Forfeits:** If you must forfeit a game. Please call and notify the Department of Parks and Recreation. Teams that forfeit three or more games may not be placed in the post season tournament.
7. **Players in a Game/Optional Designated Hitters:** Teams unable to field six players at the beginning, or any time during a game will forfeit that game. At the beginning of a game, teams may choose to include six or seven players in their batting lineup. Six and only six players may play in the field at any time. When utilizing seven players, if a player is unable to continue playing or is removed from the game for any reason during a game, that player may not re-enter the game (see Rule 7). That player's at-bat in the order will become an automatic out for the remainder of that game.
8. **Positions & Switches:** Outfielders may position themselves anywhere in fair territory. Catchers must be utilized behind the plate. Position players may switch defensive positions at any time. Designated hitters will not play the field, however they may switch

their DH position with any defensive player at any time. Regardless of position switches, batting orders will stay the same for the duration of games.

9. **Substitutions:** Substitutions may be made. However, once a player leaves a game, that player may not return to the same game. Exception: If a player suffers a tournament-ending injury, a player who has previously left the game may re-enter that game as a sub. A sub listed on the roster of the game, must play in the game.
10. **Innings and Slow Play:** All games will be 55 minutes (also see Rule 19). Teams suspected of stalling (purposefully failing to throw or swing at hittable pitches) may be cited by the Commission for “unsportsmanlike conduct” under Rule 1 and removed from the tournament.
11. **Pitching:** All pitches must be slow and have an arc on them. (An arc is defined as: the ball, after release, reaching a high point between the point of the pitcher’s release and the batter.) No sidearm pitching will be allowed. The batter will be the sole judge of all pitches and their proper speed and may demand legal and/or slower pitches. A pitcher who deliberately refuses to throw legal, hittable pitches after a reasonable period of time may be cited for “stalling” by the Commission, which will be treated as a sportsmanship violation. (See enforcement under Rule 1.) Balks are legal. The pitcher must have one foot on, and one foot in front of the rubber when the ball is released. No backpedaling will be allowed until the ball is released.
12. **At Bats:** There are no called balls or strikes. There are no hit-by-pitches. There are no unintentional walks (see Rule 11). Batters may strike out swinging (including fouls before the third strike). Batters may choose not to swing at any pitch. One-handed batting will not be allowed. Batters must have both feet in the batter’s box through the conclusion of each pitch.
13. **Intentional Walks:** Each team may intentionally walk one batter per game (including any extra innings). The batter will go to first on the command of the pitcher. Intentional walks will be declared before the at-bat begins.
14. **Infield Fly Rule:** There is no infield fly rule.
15. **Dropped Third Strike:** There is no dropped third strike. Batters who strike out cannot reach base.
16. **Stealing and Leading Off:** Baserunners may not lead off of first base or second base. Baserunners may not steal second base or third base. Baserunners on first or second bases cannot leave that base until the ball is contacted. Baserunners caught leaving their base early will be ruled out. Baserunners on first base, second base, and third may not advance without a batted ball.
17. **Home Runs:** All batted balls landing over the designated home run fence, will be home runs. The batter and all baserunners must touch all bases – in proper order – after a home run.
18. **Extra Innings:** Each team will begin its half of all extra innings with no outs. The batter who made the last out in the previous inning will go to second base and the next batter will bat first.
19. **Mercy Rule:** If after the third inning, or at the end of any subsequent inning, a team leads by 15 runs or more, the game will be over. If the home team leads by 15 or more runs after the top of the third or any later inning, the game will be over.