

Gameplay Rules 2024



RULE No. 1: Any and all discrepancies must be IMMEDIATELY decided by Paper-Rock-Scissors (1-2-3-Shoot) between the designated team captains.

- 1) 5 innings, both teams bat if tied (Queen City Division must change pitchers after five innings)
- 2) 3 outs per half-inning
- 3) 4 balls, 3 strikes per batter
- 4) No base running, ghost runners advance according to hit-type (below)
- 5) All pitch styles legal
- 6) home team determined by schedule
- 7) No gloves
- 8) No cleats
- 9) ERRORS: Dropped fly balls advance all runners (including batter) based on where the ball lands; fumbled ground balls are played as singles. If a ball is touched in fair territory and lands foul, advancement is based on where the error occurred.
- 10) Disputes settled by captains using common sense first, Paper/Rock/Scissors second
- 11) Captains required to keep score/stats during games
- 12) Winning team captain to report score/stats within 24 hours to rusty@itsalldowntown.com
- 13) Every "stadium" has its own ground rules

Rosters

- 1) Official lineup (and batting order) turned in at start of game (3-7 players, including 1 designated captain)
- 2) A minimum of 3 players required to play an official game in Queen City; no minimum in Sandlot
- 3) A maximum of 7 players allowed in the official lineup
- 4) Batting order may not be changed once the game begins
- 5) A maximum of 5 players allowed to play in the field (1 pitcher + 4 fielders even or behind pitcher)

Wiffle rules, not baseball rules:

PITCHING

- 1) 3 warmup tosses
- 2) One foot on pitching line during windup. Pitching line is at 36 feet in Sandlot (or a pitcher may request to move up to 32 feet if agreed upon by both teams) and 40 feet in Queen City.
- 3) If a pitcher is removed from mound, they may return but not during the same inning
- 4) Pitcher announces balls & strikes before each pitch and ghost runners before every batter

STRIKE ZONE

Did the ball hit the folding chair in the seat or above (anything but the legs) for Sandlot or the screen for QC?

Yes: Strike

No: Did the batter swing?

Yes: StrikeNo: Ball



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Batting

Did the batted ball go past the pitcher?

No: Balls hit on the ground must make it to the pitcher or it is a foul. (If played before the pitching line, then it is treated as a play in foul territory – if caught, it is an out; if fumbled it is a foul).

Yes: Was it below his/her head?

- Yes: Groundball. Single if not caught or fielded cleanly (no matter where it ends up, it can be no more than a single if hit below the top of the pitcher's head)

- No: Fly ball. Extra-base hit

No: Did it hit the fence?

• Yes: Triple

• No: Did it go over the fence?

Yes: Home Run

No: Double if not caught

Ghost Runners!

Pitcher announces ghost runners and outs before every batter

- A single advances (ghost) runners one base
- A double advances (ghost) runners two bases
- A triple advances (ghost) runners three bases
- A home run ROUND EM! everybody scores

OUTS

- 1) A groundball fielded cleanly (never touches the ground) by a fielder (or pitcher)
- 2) Any batted ball caught in the air by a fielder (or pitcher)
- 3) Foul balls can be caught for an out.
- 4) 3 strikes on a batter is an out.
- 5) With 2 strikes, if a batter swings and foul tips the ball back into the strike zone the batter will be declared out on strikes.
- 6) With 2 strikes, a batter will receive 2 courtesy fouls before being called out on strikes

Playoffs

All teams will advance to the postseason tournament. Each of the rounds of the playoffs are single-game, single-elimination. The team with the better seed will serve as the "home" team and bat last.

HAVE FUN!



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Ground Rules for DWL Fields

Mother's 1

Triple – Hitting the white electrical enclosure in center field or over the first outfield line. Homerun – Hitting it over the second outfield line.

Mother's 2

Homerun – Hitting it over the outfield line.

Mother's 3

Homerun – Hitting it over the outfield line.

Mother's 4

Triple – Hitting the face of the north stage or the front pillars.

Homerun – Hitting it on the top of the north stage or over the outfield line.

Hollywood E

Triple – Hitting the face of the outfield fence or hitting the blue sculpture in right field.

Homerun – Hitting it over the outfield fence.

Hollywood W

Triple – Hitting the face of the outfield wall below designated homerun line.

Homerun – Hitting the outfield wall above the designated homerun line.

Park Central Square

Double – Landing on the steps of the area around the north end of the fountain

Triple – Landing on the face or top of the fountain retaining wall

Homerun – Landing in the water of the fountain

Community Partnership (as needed)

Double – First line even with the edge of the building

Triple – Landing between the double and triple lines

Homerun – Landing over the homerun line

NOTE: Fielders must keep both feet on playing surface to complete catches near triple or homerun lines