**Wiffle Dixie Social League**

**Official Rules (Updates 3/1/17)**

The first and most important rule is to have FUN. If you are not committed to having fun, you cannot participate in the Wiffle Dixie Social League.  Every week, there are just as many teams that win as those that do not win (some may deem them losers).  If you win, win with dignity. If you lose, lose with respect for the victors. Keep the spirit of the game in mind.  Bending the rules or going around the rules will not be tolerated.  The following are the official rules and Code of Conduct which are subject to change at the discretion of Wiffle Dixie commissioners. (*Note:  Tournament/playoff rules may vary.)*

**Code of Conduct**

The Wiffle Dixie Social League is a recreational league which is dedicated to providing a fun and safe environment for all participants. The League expects a certain level of conduct in order to foster an enjoyable playing atmosphere for the players, captains, and fans.

1. All players and captains will exercise good sportsmanship towards umpires, the other teams’ captains, players and fans.
2. The league commissioners, captains, and all players, will be treated with courtesy and respect.
3. No inappropriate language or behavior (including fighting) will be tolerated by players or fans.
4. Disputes with a call should be handled politely and calmly.
5. The Head Coach/Captain for a team is responsible for the behavior of his/her players and the friends/fans of the players.
6. Any players or teams fighting or causing repeated problems may be removed from the league at the discretion of the league commissioner(s) without refund or previous warning.
7. Players/Teams agree to display good sportsmanship, positive behavior, and accept winning or defeat with dignity at all times as well as take pride in personal & team accomplishments
8. If you feel you are taking advantage of or feel your actions may be breaking the rules, then you most likely are doing something contrary to the spirit of the game.
9. Any behavior of players or teams that the league commissioner(s) deem detrimental or feel to disrupt Wiffle Dixie’s written or unwritten/implied code of conduct and/or compromise the spirit of the league may be immediately and permanently removed from the league at any time without a refund or future invitation.

**Rules**

1. **Equipment and Field Set Up**
2. Only baseball size Wiffle® brand balls and bats and the Easton Pro Stix for Female players only, provided by the league, are to be used during game play.  Any other equipment not supplied by Wiffle Dixie may not be used. You cannot use your own bats and balls.
3. There will be four (4) bases (First Base, Second Base, Third Base, and Home Plate) which will be 40 feet apart.
4. There will be an object strike zone placed 3 feet behind the tip of Home Plate measuring 24 inches wide, and 27 inches tall.  The strike zone will be 38 feet from the pitching plate. The pitcher’s mound is at 35 feet from the back tip of home plate; the strike zone is 3 feet or 1 wiffle ball bat + 4” from the back of home plate.
5. Gloves are illegal in the field. Batting gloves are allowed, but only to be used while batting and not while fielding. Hats, shirts, or other objects may not be used to catch or swat a ball.
6. The batter’s box will be 8” from Home Plate on either side as marked with the batter box carpet.  The carpet may not be stepped on while at bat as this is perceived as crowding the plate during the pitch.
7. **Altering the bats and balls in any way will not be tolerated** – tape, ice, sandpaper, water, pine tar, etc.  Anything that is deemed trying to get an advantage is not allowed.
8. **Team Requirements**
9. Teams must carry a 12 person roster. Teams consist of a maximum of 7 males and a minimum of 5 females.  Any exceptions will be approved prior to the start of the season.
10. There are no grace periods to wait for the other team or your teammates. Games start with who you have at game time.
11. A maximum of 7 players will play the field.  With 7 players, a pitcher, catcher, and 5 other fielders must be in position.
12. Minimum of 3 players is needed to start a game; of those players one must be female. A maximum of 4 men on the field are allowed regardless if a team is short female players. If a team is short female players for a given week, the following rules apply:
* Only has 2 female players: 6 fielders (2 females and 4 males). There will be an automatic out where the 3rd girl would/should bat in the lineup.
* Only has 1 female player:  5 fielders (1 female and 4 males). These teams will only get 2 outs per inning and there will be an automatic out at the end of the lineup.
* Does not have any female players: will result in a forfeit
1. Each team must have a pitcher and a catcher.  The positions of the other 5 fielders is up to the team. Therefore if you are short a player, you still must have a catcher.
2. Substitutes are allowed if a team has less than 4 male players and/or less than 3 female players. (see below in rule f). Sub Requirements: In order to use Subs in a game, you need to have less than 4 Men to get a Male Sub. To use a female sub, you need to have less than 3 Female players unless you have less than 4 male players and you wish to use a female sub to field a full team of 7 players. Let say you have 2 Men and 5 Women from your current roster you are not required to get a sub if you choose not to.  If using male subs, a team cannot have more than 4 male players at any time, even if a player comes late. Players on the roster have the “right” to play first but if they didn’t confirm with or reply to their captain for that week’s game attendance and the captain chooses to find a sub in their absence then that player on the original roster cannot play. If the captain finds a sub and the player replies on Friday to confirm their attendance the “sub” player will need to be asked not play the next day for that team.  Be courteous and make every effort to reply to your captains before Friday so they don’t end up in this predicament.
3. The penalty for using a male sub player(s), which puts you over the 4 male player limit, will be 1 run for every time he/they are at bat and 1 run for every hit (per extra male). If a team did not keep track of at-bats and/or hits on the score sheet, it will be assumed that the batter had 5 at-bats and 5 hits.
4. **ALL SUBSTITUTE PLAYERS MUST BE APPROVED BY THE LEAGUE AND MUST SIGN A LEAGUE WAIVER PRIOR TO PLAY.** If a sub is used without prior permission and/or without a signed waiver, then the game will be forfeited with score of 8-0.
5. Teams cannot use a player as a sub if they are already on a roster of another team. If this occurs, the game is a forfeit. You can use a Sub that played for another team if they choose to play.
6. Forfeits (Lack of Players): It is the captain’s responsibility to field a team each week. We have plenty of players on the reserve list so there should never be a forfeit. By not fielding a team you waste your opponent's time coming to the park. Teams that forfeit any games because of the lack of players will not be eligible for the playoffs. If a team forfeits twice in one season, it will be removed from the league. In the event that one team is unable to field a full team, captains should meet before the game to attempt to reach an agreement for playing at least a partial game with mixed players, even though one team will still officially forfeit. In the event that nobody from a team shows up for a scheduled game (obviously no attempt was made to get sub players), the commissioner(s) may consider it a double-forfeit and thereby remove that team from the league.  All forfeits end in a score of 8-0 (1 run for each inning). Note that all substitute players must be approved by the commissioner and sign the online waiver form. If you cannot find a sub please contact the commissioner ASAP. Players on a team playing in the current season cannot sub for another team in the league.
7. **Game Length**
8. Games are 8 Innings (3 outs per team, per inning) or 1 hour 20 min from scheduled start time (whichever occurs first).  If the game is tied after 8 innings, the game will end in a tie unless you have more than 15 min before the next scheduled start. In that case, an extra inning may be played if time allows.  If a complete extra inning is not completed before the next scheduled game or within the 15 minutes if you are the last game of the day, then the game will remain a tie game.
9. **All 10:30 scheduled games need to start by 10:40 unless there is an unusual or unforeseen circumstance such as a league unrelated event at the field. 10:30 games will end at 12:00, with a 5 min grace period only if to complete the bottom half of the inning if NEEDED to determine the outcome of the game. NO exceptions beyond the 5min**
10. **All 12:00 games should be started at 12:00 unless the previous game used the 5 min grace period. Games end at 1:20 with a 5 min grace period only if to complete the bottom half of the inning if needed to determine the outcome of the game which leave 5 min to clean up the fields.**
11. A 10-run “mercy” rule can be used after 5 innings if one team is ahead by 10 or more runs provided the losing team chooses to end the game at this time.
12. If a regulation game has 5 full innings, or if the home team is winning after 4.5 innings and 2 innings with a female pitcher has been completed, the game is considered official in case it is stopped due to inclement weather or unforeseen circumstances.  Any game that does not result in 5 complete innings will be postponed until a later date.
13. Games will start at the scheduled time if both teams have 4 players with a minimum of 1 female to play. If a team does not have at least 4 players to start the game then the game will result in a forfeit unless there was an act of God as to why a majority of your team couldn’t make it on time.
14. Statistics (hits, runs, homeruns, etc.) from an incomplete game only count up to the last full inning.
15. **Batting**
16. The official batting order must be declared before the start of the game and maintained throughout the game. Batting lineups must be written on the score sheet for both the home and visiting team prior to the start of the game.  Players arriving after the start of the game will be placed at the bottom of the lineup.  In order for a batting out-of-order call to be considered, the defensive team must wait for the out-of-turn batter to complete their turn at bat. This is when batting out of order will be questioned and ruled.  If the batting order is violated, the out-of-turn batter will be declared out following the completion of his/her at-bat regardless of the result of their at-bat. The runners will return to the positions from the start of the at-bat and the batting order will be corrected. However, if the correct batter realizes that it is his/her turn to bat before the completion of the out-of-turn batter’s at-bat, the count will remain the same and the correct batter will be allowed to finish the at-bat without further penalty. If no appeal is made before the next pitch following the batting out of order, the at-bat will stand and the batter following the previous hitter in the original line-up will be up to bat.
17. Runners are not permitted to advance once the pitcher is in possession of the ball on the mound. "Mound" means not only the pitcher's plate, but the dirt surrounding the rubber (approximately 3 foot radius), as well. All runners are to return to the last base touched when the pitcher is in possession of the ball and steps on the mound.
18. If the runner has made a clear attempt to advance a base before the pitcher steps on the mound with the ball, he/she may proceed at their own risk of being tagged or hit by a thrown ball. If a runner passes a base before the pitcher is on the mound but STOPS then the pitcher steps on the mound the play is dead and the runner must return to the last base touched.
(See “play is dead” under fielding).  If the pitcher tries to go after the runner who is attempting to advance, then it’s a live ball again.
19. No walks will be issued in the first 5 innings. However, if a team is intentionally throwing balls to delay the game, then they will forfeit the game.  Starting in the 6th inning, if a pitcher throws 6 balls in a row, then the batter will start with a new count and the player who last batted before the current batter would be awarded first base. If that player is already on base the then player that batted before that player would be awarded first, and so forth. If there are extreme winds, the commissions may suspend the walk rule.
20. If a pitcher is struggling to throw strikes, the opposing team can request that a relief pitcher come into the game after 10 balls are thrown to a single batter or ask the pitcher to move up a step or two.  This is solely intended to speed up the game.
21. Three strikes is an out.
22. There is no limit to the number of foul balls hit after 2 strikes.
23. A foul tip that hits the strike zone for the third strike is an out.
24. If a batter stops or prevents a potential strike by leaning into the pitch or blocking the pitch with the hand or body, that pitch will result in the next strike.
25. Bunting is not allowed.  All batters must attempt a full swing at each at-bat.  If a bunt is attempted and the batter’s wrist does not “break”, the play is dead and the batter is out.  You may not square up for a bunt or hold any part of the bat other than the handle.
26. Throwing bats deliberately to distract fielders will result in an automatic out.
27. Each present team member must be represented in the batting lineup.
28. A homerun is a ball that goes over the homerun line (not land on it) or hits a foul cone in the air.  If a fielder catches a fly ball across the homerun line it is considered a homerun. Thus, if a fielder jumps from the inside the HR line and lands in the HR area catching the ball, then it still will be considered a homerun. Players are allowed to swat at a homerun ball from inside of the HR line and fall into the HR area as long as both feet originate inside or on, but not beyond, the HR line. The ball will not be a HR if it falls inside the HR line. A player may reach into the homerun area and catch a fly ball for an out as long as both feet are touching or inside the homerun line. If a player drags the homerun line past its normal resting position, then the captains will have to decide whether or not the fielder's foot would have been behind the homerun line or not.
29. Foul Pole: we do not have foul “poles” so it is very hard to determine if the ball wrapped around the "pole".  It must be extremely obvious to be a HR. Please use common sense here. If the ball lands 20 feet past the HR line and only inch on the foul side then it was most likely a HR.  If the ball lands only 2 feet foul but only inches past the cone, it did not wrap around the
pole. If a fielder swats a potential homerun back into the field of play as well as in front of the foul pole but lands in foul territory (to the left or right of the foul pole), the ball is considered live. Conversely, if the attempt to swat the ball back in and the ball goes behind the foul pole (HR side) and lands in foul territory, the hit is considered a homerun.
30. Batters in batting box – As the pitcher delivers the pitch, the batter's feet must be WITHIN the lines. The batter cannot stand any closer than the line which is 8 inches from home plate however the batter can stand as far away as he/she chooses from Home plate.
31. **Batter’s Hands/Knob of Bat:**Any pitch that hits your hands or below (the knob or handle) is a nonpitch regardless if it’s a swing or not. This does not mean you can block the plate with your hands, that would still be a strike.
32. **Pitching**
	1. Pitchers must pitch from or near the rubber with only a one step motion. (No skipping running, flipping, twirling, etc.) If this rule is broken, then the pitch will be called a ball unless a pitcher can’t hit the strike zone and the batter/ batting team has asked them to move up.  If a female or male pitcher is struggling to throw strikes (10 balls in a row), then the batter/ batting team may allow them to move up a step or 2 without penalty.  If they still cannot throw strikes after moving closer, the captain of either team should make the call to replace that pitcher with another pitcher due to time limitations. This is solely intended to speed up the game.
	2. Any type of pitching grip is allowed. Pitchers are allowed to pitch underhand, sidearm or over the top.
	3. No loading balls (i.e., putting rocks inside the ball, tape on the ball, etc.)
	4. Balks are not called.
	5. Pitch speed is SLOW to MEDIUM. No blazers.  If a pitch is deemed too fast by both team captains, then it will be counted as a ball whether the batter swung and missed or did not swing.  Remember, we created this league as a fun, social co-ed league for everyone with an emphasis on hitting and NOT Pitching. Wouldn't it be great if everyone got into the homerun derby because people pitched fairly? Also we are trying to avoid the “Kickball” scenario where it becomes way too serious for no reason at all. Just because you are not throwing as hard as you can doesn’t mean you are not throwing it too hard. The league supplied 2 radar speed detection devices may be used in games.  Based on the calibration of these radar devices **anything over 27 mph** will be considered too fast.  Please control your pitch speed to be below this.  If you suspect a pitcher is pitching too fast, contact a commissioner.  **We will set up the radar displays.  If a pitch violates the speed limit on the displays, he will receive a warning (the result of the pitch will be a ball) and the radar gun will be brought out to measure speeds.** If the radar gun is brought out to measure speeds and a pitch violates the speed limit, he will receive a warning (the result of the pitch will be a ball regardless if they swing at the pitch or not. If the pitch speed is violated with the radar gun a second time (regardless if it is a different batter) the batters count will go to zero strikes.  If the batter hits a ball clocked above the speed limit, then it will be the batters option to keep the outcome of the batted ball or reset the count to zero strikes (even if the batted ball would have resulted in an out). There may be changes to this rule throughout the season as we determine the usefulness of the radar gun units.  This rule should not affect the vast majority of players, as only a few seem to regularly violate the pitch speed rule.

Use of the Radar Gun - The person trying to get a reading on the pitch speed needs to stand about even with the batter standing in foul territory. For consistency aim the gun the towards the right field cone so it will get the reading about ½ to home plate. The radar gun should be held at chest level (do not kneel).

* 1. A female must pitch at least two innings within the first and fifth innings. It may be the same female or multiple females.  In the case that a game must end early due to rain, time, etc. and the two innings haven’t been pitched with a female, the result will be and incomplete game and the other team will be awarded the win. This also eliminates home teams with a leading score from saving the female pitchers till the 8th inning where the second female-pitched inning is not necessary. If you need to relieve a female from pitching, she must be replaced with another female pitcher or the inning will not be considered a female pitched inning.
	2. Players can only pitch 1 inning in a row.  If a player pitches 1 inning or partial inning then she/he may not pitch the following inning.
	3. Once a pitcher has thrown at least 1 pitch and is then taken out, he/she may not be used again the consecutive inning in the same game, unless under extreme circumstances where both captains agree that this would be acceptable.
	4. It's a strike if the ball:
* is swung at and missed,
* is hit foul (except for the last strike)
* hits the strike zone,
* is blocked by the batter (see rule 4i).
	1. There is no “lob” pitching allowed (ex: Pitching the ball very high so it comes down behind the batter hitting the strike zone).  Any ball pitched that when passes the batter is over their head, whether you are 6'6 or 4'6, is considered a ball unless the batter decides to swing at the pitch.
	2. If a pitched ball happens to hit the bat while the batter holding their stance or trying to get away from a wild pitch and has not attempted to swing and isn’t blocking the strike, the pitch will NOT be considered a foul ball or a strike. It will be a dead ball, therefore it will not be an out if the catcher happens to catch it nor will it be a hit if it rolls fair.
1. **Base Running**
	1. No stealing or leading is allowed; however, sliding is allowed.
	2. Runners may be tagged out at any time when the ball is live when not touching a base. This includes when a ball is hit and is live from the bat whether it has hit the ground, a fly ball, or a line drive.
	3. Tagging up is allowed on any fly ball or line drive outs. Runners who leave early can be tagged out at the base they left.  A tag-up can start as soon as the opposing player makes contact with the ball.
	4. Runners may not stand near a player and linger while the defensive player is trying to catch a pop fly in the base path and cannot distract the fielder by yelling at the player, flailing your arms, or touching them.   If this happens then the base runner is out.
	5. If the runner runs outside the baseline (approximately 5 feet) to elude a ball thrown at them they are out.  If the runner runs outside the baseline to elude a fielder blocking the baseline or to elude a fielder in the process of fielding a ball, then they are still "live" and can continue running to the next base.
	6. A player who would usually be forced to the next base must advance to the next base on any ground ball. Failure to do so will result in the runner being automatically out.
	7. A base runner is out if:
* The ball touches any base runner and he's not on a base. Consider the ball like “poison” if the ball hits you anyhow, anyway and you are not on a base you are out.
* The fielder tags the base in which the base runner is headed in a force out situation.
The base runner is tagged out.
* Hit with a thrown ball below the neck.
* The base runner over runs 2nd or 3rd base and is tagged.
* Base runner is hit by a batted ball

**Base runner is hit by a batted ball**: If a base runner is hit directly by a batted ball (one that the fielding team did not touch), then the base runner is out regardless if he/she is on base. The batter is then awarded first base, and other base runners will only advance if forced. Lets say you have bases loaded and a batted ball hits the player on 2nd base. That player would be out, they player on 3rd stays where they are, the player on 1st goes to 2nd and the batter takes 1st base.

* 1. You may “Hit and Sit” on a homerun (no base running appeals allowed).  This means after hitting a homerun over the fence/line, the batter does not have to touch any of the bases.  All runners on base at the time of the homerun do not have to touch any more bases. The players may simply run off the field if desired. We recommend running bases but the rule avoids a controversial play on a HR that someone may or may not have touched a base.
	2. Any flagrant contact by runner will not be tolerated. When a defensive player has the ball and is waiting for the runner and the runner deliberately, with great force, crashes into the defensive player, the runner is declared out and will be ejected from the game. The ball will be declared dead and all runners must return to the last base they legally occupied. If the act is to be judged flagrant by the captains, the runner closest to home also will be declared out.
	3. **NO PINCH RUNNERS ALLOWED.** If you are not healthy enough to run the bases, please do not push yourself and play as we do not want you hurting yourself further. **The only exception** is if a player is injured on a play and that player has made it safely to a base and cannot continue. Then and only then a pinch runner can be used but the player being replaced can no longer play in the game. Pinch runners will be chosen by the captains of both teams to find a mutually acceptable replacement.
1. **Fielding**
2. No more than 7 fielders may be on defense at any given time (maximum of 4 guys). Players may substitute freely on defense (see rule 2c).
3. All fielders, besides the catcher, must start play and remain behind the 1st Base/Pitcher mound and 3rd base/Pitcher mound diagonals until the ball is hit.  This is NOT the same diagonal as 1st base to 3rd base.
4. Fielders may not catch a ball in the homerun zone (see rule 4o).  The ball is a HR if the fielder catches the ball in the HR zone or lands in the HR zone if it is caught in the air (without feet planted) before the HR zone. Players need to have at least 2 feet in the playing field when catching the ball for an out with regards to a homerun (does not apply to a foul ball).
5. On a ground ball, if any fielder gets the ball and touches the pitching base before the batter reaches first base, then the batter is out.  On a ground ball, the fielder doesn't have to throw to a defensive player at first base to get a force out; he or she can throw to the pitcher to get a force out at first base.  The pitcher may also field the ball and throw to any other fielder who then touches the pitching rubber to make the force out at first base.
6. If a fielder touches a base and has control of the ball prior to the runner reaching the base in which he or she is forced to run, then the runner is out.  Any defensive player may touch any base at any time for a force out.
7. If a ball is hit in the air to a fielder who catches the ball and a runner leaves the base prior to the ball being caught and doesn't go back and tag that base, then the runner is out once a defensive player tags the base before the runner returns to that base.
8. A foul-tipped ball caught by the catcher before it touches the ground is an out.
9. If the catcher catches a foul ball anywhere in foul territory it is an out and the play is dead and runners cannot advance. This only applies to the catcher. If any other field player catches a foul ball you can tag up on the play.
10. **The "Dud Zone"** is a clearly marked, triangular area 15 feet along each foul line from the plate and across. Balls that stop or are fielded in the "Dud Zone" are ruled as a foul ball; therefore the Dud Zone is considered foul territory.  As long as the ball is hit with the bat, the ball is live unless stopped, whether on its own or by a defensive player, in the “Dud Zone” or foul territory.  This means the ball may first hit any area in front of the strike zone first before going into fair territory including the carpet, home plate, or the “Dud Zone.”  The ball will be considered fair if rolled into fair territory without being stopped or touched.
11. In-Field Fly Rule: Wiffle Dixie does NOT use the In-Field Fly Rule since catching a wiffleball may be more difficult to catch than a baseball or softball. However, a player may NOT intentionally drop a catch-able ball in an attempt to complete a double-play.  If a player intentionally drops a ball as determined by the Captains, then all players are safe and will advance to the next base including the batter running to 1st base. If the Captains determine that the player accidentally dropped the ball, then play continues per normal rules of play.
12. The defense always has the right of way when fielding a batted ball.  It is the responsibility of the runner to avoid contact with the fielder when a fielder is attempting to field a batted ball.  If he does not avoid the fielder, then the runner is out.  A runner cannot plow over the 3rd baseman on a ground ball because he is in the baseline to 3rd base if he/she is in the act
of fielding a live ball. A runner may, however, run in front or behind of the fielder as long as the runner is within the base line (approximately 5 feet) and doesn't distract, disrupt, or interfere with the play or fielder (running into, placing hands in player view, etc.). A runner standing and letting the ball go through their legs could be considered interference by hindering the view of a defensive player. OBSTRUCTION is the act of a fielder who, while NOT in possession of the ball and NOT in the act of fielding the ball, impedes the progress of any runner. If a fielder impedes a runner from reaching a base (i.e. "blocking the base or baseline", etc.), the runner will be considered safe at the intended base. If a fielder is about to receive a thrown ball and if the ball is in flight directly toward and near enough to the fielder so he must occupy his position to receive the ball he may be considered "in the act of fielding a ball." It is entirely up to the judgment of the umpire as to whether a fielder is in the act of fielding a ball. After a fielder has made an attempt to field a ball and missed, he can no longer be in the "act of fielding" the ball. For example, an infielder dives at a ground ball and the ball passes him and he continues to lie on the ground and delays the progress of the runner, he very likely has obstructed the runner.
13. **Peg Out Rule:** If a runner is hit below the neck (or anywhere on body if sliding) with a thrown, batted, or deflected ball, then they are out if not on a base.  If a runner is pegged for the out, the play continues until the play is deemed dead. Fielders may throw at their own risk and if they miss the base runner or hit the runner while safely on a base, all base runners may run at will and at their own risk no matter where the ball goes.
14. **No Overthrows**: There is not an overthrow rule.  Runners may advance at their own risk until the play is declared dead.  We do have a peg out rule see (Fielding 7j) In the Spirit of the game, if a ball that is in play is overthrown behind either of the benches and/or ends up in a cooler, baby stroller, over the fence, behind the netted goals, or in an area that appears difficult to retrieve, then all runners must stop at the base they are going to.  The location of the ball (how far away it has gone) is not to be considered, but whether or not the ball is difficult to retrieve.
15. **Pitcher’s Mound Rule** (play is dead): Runners are not permitted to advance once the pitcher is in possession of the ball on the mound. "Mound" means not only the pitcher's plate, but the dirt surrounding the rubber (approximately 3 foot radius), as well. All runners are to return to the last base touched when the pitcher is in possession of the ball and steps on the mound. If the runner has made a clear attempt to advance to a base BEFORE the pitcher steps on the mound, he/she may proceed at their own risk of being tagged or hit by a thrown ball.  For example, if a player is running to 3rd base and then passes 3rd base before the pitcher is on the mound, the runner may continue at their own risk.  If a runner passes a base before the pitcher is on the mound but STOPS and then the pitcher steps on the mound the play is dead and the runner must return to the last base touched. If the pitcher tries to go after the runner attempting to advance then it’s a live ball again. Basically, a runner cannot pass third and inch towards home and then run towards home while the ball is on the mound. With that being said If all base runners have stopped running (i.e. stopped on a base), then the play is dead regardless of whether the ball is at the pitcher’s mound or not. A play where an umpire would call “time” is what is assumed as “play is dead.”  A pitcher walking back to the pitcher mound from home, or any other part of the field, while runners have stopped is “time” and runners may not continue to advance.  If this were attempted, this would be a cheap way to play and not in the spirit of the league.

**Umpiring Guide**

Please remember this is a self-umpired and officiated league which requires sportsmanship and honesty. Here are the umpiring guidelines:

Only Captains should discuss the calls. This isn’t debate team.  ALL captains are responsible for knowing ALL rules.  Captains are responsible for keeping your teams calm while you discuss the play/ call with the other team captain.

1. Know and understand the rules!  If you have a question about a rule, look it up first and then ask Mike or Kelsey if clarification is needed.  Remember: Commissioners are also players on their own team so anything that can be handled on your own field between captains saves time on all fields.
2. Use of the Radar Gun - The person trying to get a reading on the pitch speed needs to stand about even with the batter in foul territory. Aim the Radar Gum between the towards the right field cone so it will get the reading about ½ to home plate.
3. Both teams should place someone in position to make the calls. 3rd base is usually the place best to make calls at first/pitcher’s mound since most hit toward the third base side.  Also, someone should be near the HR line to see any questionable homeruns.
4. It is up to the team that is batting to first determine whether their runners are safe or out.
5. You are expected to call yourself out when you know you are out. (ex.: you felt the ball hit you and you know you are off the base).
6. You are expected to call your teammates out if you know they are out. Don't sit mute or say, "I'm not sure" if you really know.
7. The closest person who saw the play should determine the call.  So someone on the sidelines behind home plate should not determine whether a ball went over the homerun line. If you do not have someone near the HR line, and the play is truly questionable, then the outfielders should make the call.
8. The team that is batting can defer the call to the other team if they are not sure of a call. In this case, the fielding team will make the final decision.
9. The fielding team can also contest the call of the batting team only if they believe they are absolutely sure.
10. If neither team is sure, then the captains will discuss the play and ask input from teammate and spectators.
11. If the captains cannot reach an agreement (this should be extremely rare), then the following will result:
* If the play in question involves the batter and it’s a force play at first base or determining whether a batter had a hit or not, then a do-over will result and the batter will bat with a fresh count and other base runners will return to their previous bases.
* For all other plays, a coin flip (or the like) will determine the outcome. (i.e.: to determine if a person was off base when hit, if a runner was tagged at home before touching home plate, etc.)
* If one captain is not sure and the other captain is positive, then the captain that is positive will determine the call. The do-over and coin flip is only to be use when both captains are completely unsure. Again, this should be a rare circumstance.
1. No arguing, just discussing. And no mocking the call or complaining once the call is final (see Code of Conduct).
2. The bottom line is: we really shouldn’t have to be flipping coins or complaining, just be honest and fair and everything will work out and everyone will have fun.
3. You can bring a video camera and record the game and maybe it will help with some calls.
4. Official Scoring:
* The team captains are responsible for maintaining the counts and the number of outs during the innings.
* Team captains will declare the score after each half inning.
* All members that have registered and paid for the season are eligible for the playoff games. Substitutes may not play in the playoff games without league approval
* When a captain assembles a team he/she must have at least 4 girls and 5 guys on the roster and up to 12 players (with league approved exceptions). If you want to assemble a team and want us to help find players, we will, but you will first need to find at least 5 girls to play for your team

**Playoffs tie game rule** - **In order to keep teams from stalling in the playoffs, if games end in a tie, the winner will now be decided by a coin flip. The team that held the lead last after a complete inning gets to make the Heads/Tails coin flip call.**

**Captain’s Weekly Responsibilities**

1. Assemble the weekly roster (determine who will be there or not each week) and find substitute players if necessary.
2. Understand all rules.  The captains are going to be the referees during the games and handle any disputes with the other captains. The official rules will be emailed prior to the start of the season.
3. Turn in a completed score sheet.
4. Come to the early games at least 15 minutes early to help set up and stay after for the late games to help tear down the field.  These can also be assigned to another team member.  If everyone pitches in, then everyone will only have to come in early or stay late once per season.
5. Captains must encourage all players to show up each week. We had several complaints that some captains told some female players to stay home since they already had 2 girls playing. This will not be tolerated.
6. Captains are to try to avoid game delays by making sure their players know what positions they are to play and to remind their players of who is to bat next in the lineup.
7. Make sure members can play in at least half the games before you let them join your team.
8. Of course good sportsmanship is required. Please demand this from all of your teammates especially those acting out of line (throwing bats, cursing, etc.).
9. **The decisions of the league commissioners are FINAL.**

**Hammond Park Rules**

1. Alcohol is not allowed at the park. These are the new alcohol field policies that will be followed or people will be asked to leave the league after their second violation.
2. No metal cleats/spikes are allowed on this field. (most people wear sneakers or low profile turf shoes)
3. No dogs or pets are allowed within the fenced area of the field.
4. No smoking within the fenced area or putting out smoking products on the playing surface.

If rules are not followed, your team members and possibly your entire team may be subject to game and season forfeiture. Wiffle Dixie Social League may also lose our privileges to reserve and play at Hammond Park.  Finding a place to play with a league our size is very difficult so please keep others, including our league, in mind with regards to the park rules.

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