

# Rules

## Draft:

- Serpentine draft of remaining 18 players in pool.
- 7 captain's names drawn randomly. 1st name drawn is 1st pick, 2nd name drawn is 2nd pick and so on...
- 1 minute time limit per draft pick.
- Players selected in the draft will only be allowed to be selected from the list of the 21 remaining players submitted and finalized the day of the draft.
- Any player chosen that is not on said list, will not be allowed.

## League Format:

- Trades are permitted before, during, and after draft. **Trade deadline is the beginning of Week 6.**
- If 2 or more players cannot attend a scheduled game, the commissioner will review the situation.
- Substitutes pre-approved by the league commissioner at least 2 days in advance of a scheduled game will be allowed in the event a player cannot make it.
- 4 players max per team.
- 7 weeks of games, 2 games per week for each team. 2 weeks of playoffs.
- Games will be scheduled to fit the league's players as best as we can. 3v3 games may be scheduled in the event one player from each team can't make it.
- Each team will play each other 3 times.
- Tie-breakers for league standings are determined by total points scored.
- Statistics and final scores must be kept by teams and reported to the commissioner the day of the scheduled game. League leaders will be updated every week.
- Keeping statistics is mandatory and scorebooks will be provided.
- Videos of each AB are highly encouraged for highlights to be posted on social media. There will be weekly Top 10 plays so record as much as you can!
- League leaders in each major statistical category (HR's, Hits, Strikeouts thrown, Batting AVG, RBI's) at the end of the season will be purchased one (non-alcoholic) beverage of their choice by the player who came in last in each category.

## Rules of Play:

- Pitches are to be lobbed in. Pitch location may change, but speed must remain consistently slow.
- Pegging is allowed.

- A home run is anything that goes over the fence in fair territory on the fly. Fair or foul will be at the honest discretion of the group.
- A base hit is anything that lands in fair territory on the outfield grass on the fly without being caught by an opposing fielder.
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- Once the runner steps off of first and heads towards second, they are fair game to be tagged out.
- On a fair ball that hits the infield first, the fielder does not need to throw to first, they simply need to field it cleanly before the runner makes it to first.
- If the ball hits anywhere in fair territory on the infield grass *before* hitting the outfield grass is an out as long as the opposing player fields it cleanly.
  - Exceptions:
    - If the ball comes to a complete stop in the outfield before the opposing fielder picks it up, the runner is safe.
    - If the runner reaches first base *before* the opposing fielder fields it cleanly, the runner is safe.
- No stealing, no leading.
- If the ball goes through the hole in the fence: ground rule double.
- Baserunners allowed one base on an overthrow that leaves the field of play.
- No limit on runs per inning.
- 3 outs per inning.
- 6 innings per game.
- In the event of a tie, play the game until there is a winner.
- 3 strikes, you're out.
- 6 balls in one at-bat is a walk.
- Lineups must be submitted to opposing teams prior to first pitch.
- Batting out of turn will result in an automatic out.
- If batted ball hits runner, runner is automatically out.

## Playoffs:

- Two week playoff tournament.
- Top 6 teams make it.
- Top 2 teams get a bye. Single elimination format for first 2 rounds.
- Higher seed has home field advantage.
- First round: 3 seed v 6 seed, 4 seed v 5 seed.
- Second round: Lowest seed remaining @ 1 seed, Highest seed remaining @ 2 seed.
- Championship: a best of 3 series with the higher seed getting the 1st and 3rd\* games at home *\*if necessary*.

