

OFFICIAL 2018 FAST PLASTIC RULEBOOK

I. THE FIELD

1. The field will be a level surface. The angle created by the foul lines at the tip of home plate will be ninety (90) degrees.
2. The infield will be a forty-five (45) foot square. Home plate and three (3) bases will be placed in normal baseball fashion. A fair play line will be drawn in front of home plate; the line will intersect each foul line at twelve (12) feet creating a “fair play triangle”. A double play line will be drawn in front of second base; the line will intersect each base line at twelve (12) feet creating a “double play triangle” (DPT).
3. The outfield foul poles will be no less than eighty-five (85) feet and no more than ninety-five (95) feet from home plate in both left and right field. The center field wall will be no less than ninety-five (95) feet and no more than one hundred fifteen (115) feet from home plate. Homerun fences will be used.
4. The pitching distance is forty-five (45) feet from the rubber to home plate (back point) and forty-eight (48) feet to the strike zone target.

II. EQUIPMENT

1. The official ball of Fast Plastic will be the white, baseball size, 2004 and later models (No. 1149044) Wiffle®Ball. Each team will bring their own supply. New or like-new balls are required. A ball will be declared illegal for use if it has a crack greater than one-quarter (1/4) inch and will be removed from the game. Each pitcher will keep possession of his ball. Players may bring only one (1) ball on the field during a game. The ball may be lightly scuffed or sanded but no foreign matter can be added to the ball. In preparing a ball, you may not alter the sphereness/roundness or overall quality of the ball. Any ball excessively knifed, cut, scuffed, or darkened will be reviewed by tournament officials.
2. The bat must be rounded on all sides, cannot exceed thirty-eight (38) inches in length, two and three-quarters (2 3/4) inches in diameter, **or have tape, etc. eighteen (18) inches from the handle end. Fast Plastic reserves the right to inspect and declare a bat illegal for use.**

3. The strike zone target (SZT) will be twenty-three (23) inches wide by twenty-seven (27) inches high/long and will stand thirteen (13) inches off the ground. The target will be three (3) feet behind the back point of home plate.
4. If batter's boxes are used, they will be four (4) feet wide and six (6) feet long and placed ten (10) inches on either side of home plate.
5. The backstop will be an eight (8) foot square and placed four (4) feet behind the back point of home plate.
6. Proper footwear is required. Spikes/cleats are prohibited. Turf shoes are allowed.
7. Baseball gloves/mitts are not allowed. Only batters may wear batting gloves.
8. Uniforms are required. Matching shirts and hats are required.

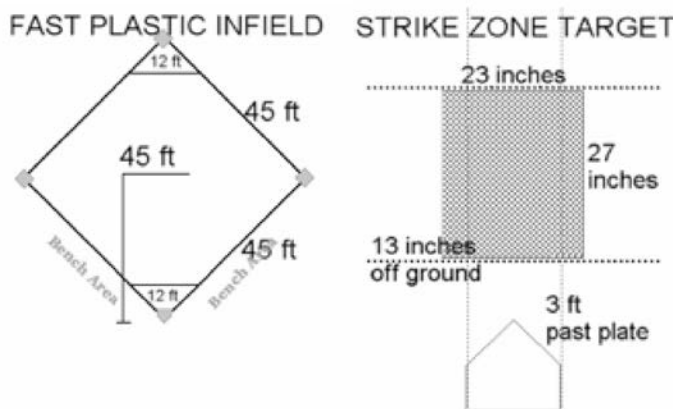
III. TEAMS & ROSTERS

1. Teams consist between two (2) and four (4) players.
2. A maximum of three (3) players may take the field for defense but a team may choose to bat a maximum of four (4) players. The pitcher and all fielders must bat. If a starting player is unable to continue playing and his team does not have a non-starter to take his place, his turn at bat will be considered an out. The batting order will not change during the game. Batting out of order will result in an out (standard MLB rule).
3. All starting players may change positions at any time defensively, however once a player is substituted by a non-starter, the starter is out of the game and cannot re-enter. (Also see Section V, Rule 3.)
4. Completion of the registration process is final. All changes to a team's roster must be approved by Fast Plastic. Roster changes may be subject to an additional registration fee in the amount of \$250.00.

IV. THE GAME

1. For the Texas Open Tournament all preliminary qualifying games shall be five (5) innings. If teams are tied upon conclusion of a 5 inning game, the Fast Plastic Tie-breaker system will be used to determine the advancing team.
2. All Playoff games will be 6 innings and will use extra innings to determine a game winner.
3. A ten (10) run “mercy rule” is in effect after any complete inning.
4. Each team receives three (3) outs per inning.
5. Four (4) balls equal a walk. Three (3) strikes equal an out. Fouls are unlimited unless a foul tip with two (2) strikes hits the strike zone target. This will result in an out.
6. There are no restrictions with pitching speeds. A pitcher can throw as fast or slow as he likes. We welcome all skill levels.
7. There is no physical base running. All runners will be imaginary/ghost. There is no stealing.
8. Fair and foul balls adhere to standard baseball rules unless otherwise stated.
9. All ground balls must reach the fair play line. If a batted ground ball does not cross and remain past the fair play line it will be ruled a foul ball. Infielders may NOT record ground ball outs until the ball passes the fair play line.
10. Infield ground ball outs will be recorded by throwing to designated areas outlined and described in Section VIII, Rule 5.
11. If a batted ball is dropped by a fielder and the ball falls on the ground, it will be ruled a hit.
12. Any fair ball that lands past the infield line will be ruled single; or a double if the ball continues to roll and either comes in contact with or rolls past the fence.
13. A ground ball that comes to a complete stop in the infield is ruled an infield single.
14. A fly ball hitting the wall first and then caught by a fielder before hitting the ground is a double.

15. A fly ball hitting the wall first then the ground is a triple.
16. A fly ball hitting a fielder, who is not within six feet of the wall, and continuing over the wall is ruled a double.
17. A homerun will be declared for the following situations:
- A fair ball lands beyond the wall/ fence in fair territory.
 - A fielder causes the fence/wall to collapse, minimize, fall down, or deform while attempting to catch a fly ball.
 - A fielder's momentum forces him over or through the wall/ fence and coming in contact with ground beyond the playing field.
 - A fly ball hitting a fielder positioned within six feet of the wall, and continuing over the wall.
18. With a runner on third and/or second base and less than two (2) outs, a team may try and advance the runners on a fly ball. When the ball is in the air the offensive team can yell, "TAG" to activate the runner(s). (Also see Section VII, Rule 2)
19. A maximum of three (3) extra innings will be allowed. If the game is still tied, the team with the most total bases (Section IV, Rule 17) will be declared the winner. If the total bases are tied at the end of the 9th inning, the game will continue until one (1) team is ahead by runs or total bases after a complete inning.
20. During the course of the game each team will keep track of their total bases.
21. Total bases are determined by the outcome of the batter's plate appearance. Homerun = 4 bases; Triple = 3 bases; Double = 2 bases; Single and Walk = 1 base. The batter does not earn a base when he reaches via a Fielder's Choice.
22. There are no errors.
23. While not in the field or batting, players are required to remain in the bench area.



V. THE PITCHER

1. A pitcher will get ten (10) warm-up pitches before the start of the game once he takes the mound, seven (7) between innings and three (3) after a ball has been declared illegal or lost. Pitchers may not throw any warm ups when they switch balls on their own during an inning. A relief pitcher will receive seven (7) warm-up pitches unless he has previously pitched during the game. If a relief pitcher comes into the game due to a result of an injury to the active pitcher, a reasonable amount of time will be allowed for the relief pitcher to warm-up.
2. A pitcher must start his wind-up from the pitching rubber. The pitcher must have at least one (1) foot touching the rubber when he releases the ball. If a ball is pitched in violation of this rule, the pitch will be ruled a “no pitch”. Repeated violations may result in the pitcher being removed from the pitcher’s position for the remainder of the game.
3. A pitcher entering the game must face one complete batter before being replaced.
4. A wild pitch will be declared whenever a pitched ball COMPLETELY misses and breaks the plane of the backstop, without hitting the target strike zone, the batter, or the bat. All base runners will advance one base.
5. A pitcher may not wear any type of distracting jewelry or clothing.
6. There are NO balks.

VI. THE BATTER

1. The batter may NOT intentionally move into the path of a pitch. If he does, he will be called for batter’s interference, and the pitch will be called a strike. A warning must be given first and a “no pitch” will result. The warning remains with that particular batter for the remainder of the game.
2. A batter must move out of the way of a fielder’s throwing attempt. If the batter is standing in front of the backstop and/or the strike zone target and is hit by a fielders throw while the ball is in the air, a successful fielding play will be recorded. (Also see Section VIII)

3. A hit batsman results in a ball only unless the batter is hit in the head. A headshot will result in the batter awarded first base. (Also see Section VI, Rule 4)
4. The batter's hands are considered part of the bat ONLY if the batter is swinging.
5. The batter will NOT touch foul balls until they come to a complete stop. If the batter does touch a moving foul ball and the ball is determined to have a chance of rolling into fair territory the batter will be ruled out.
6. Bunting is not allowed.

VII. BASE RUNNERS

1. There is no physical base running. Base runners are imaginary.
2. Base runners move as follows: One base on a single, three bases on a double and triple. With two outs all runners advance one extra base on a clean (untouched) hit through the infield. An infield hit does not get the two out extra base. A clean hit is defined as follows: Any fair ball, either on the ground or in the air, which comes in contact with the outfield (any part of the fair playing surface outside of the infield hit line) before being touched by an infielder.
3. With a runner on third and/or second base and less than two (2) outs the offensive team may try and advance the runners on a fly ball. When the ball is in the air the offensive team can yell, "TAG" to activate the runner(s). The fielder must catch the ball cleanly and throw to the backstop or any part of the strike zone target in the air, if he does the lead runner is out, if it misses, the runner(s) scores and/or advances. All other base runners hold their base. The fielder has three (3) seconds and one (1) step to make the throw after the catch.
4. In a walk-off game winning situation, other than a homerun, the batter will only be awarded the total number of bases needed in order to score the winning run. For example, if a batter drives the ball to the wall with a runner at third, the hit will be scored as a single.

VIII. FIELDERS AND DOUBLE PLAYS

1. All fielders must start in fair territory.
2. A fielder will not line up in any manner that may distract a batter.

3. Only infielders may record ground ball outs. To be considered an infielder, the player must be on or inside the infield line prior to and during the pitcher's windup and delivery.
4. All ground ball outs will be completed by throwing.
5. Infield Throwing Outs
 - a) An out is recorded when a ball thrown directly toward home plate hits either the backstop or any part of the Strike Zone Target (SZT) in the air. The infielder has 3 seconds and 1 step in which to release the throw.
 - b) In a double play situation, an out is recorded when a ball is thrown toward 2nd base to a second infielder who is positioned on or inside the Double Play Triangle (DPT) at the time he cleanly catches the ball with at least one foot in contact with the ground. The infielder has 3 seconds and 1 step in which to release the throw.
 - c) An out is recorded when a ball is thrown from the Double Play Triangle (DPT) in an attempt to complete a double play after it is caught cleanly and then thrown toward home plate. The ball must hit either the backstop or any part of the Strike Zone Target (SZT) in the air. The infielder has 3 seconds and 1 step in which to release the throw.
 - d) An infielder may "Hold" a non-forced runner by cleanly fielding a ground ball and throwing to the Backstop/SZT. The out will be the lead forced runner. If the infielder bobbles/deflects the ball all non-forced runners will advance one base and the out is at first.
6. Double Plays
 - a) In order to attempt/complete a double play, ALL defensive players must be positioned within the boundaries of the infield, i.e. "Double Play Depth".
 - b) The Pitcher is considered an infielder and can participate in any aspect of the double play.
 - c) In order to attempt/complete a double play, the infielders involved must handle the ball cleanly (not juggled or deflected).
 - d) In accordance with Rule 5 of this section, a ground ball double play is recorded by an infielder first fielding the ball and then throwing it to a different infielder who has at least one foot on or inside the DPT (See Section I, Rule 2) who then throws the ball to the Backstop/SZT.
 - e) The first runner of the double play will be out when the infielder at the DPT cleanly catches the ball.

- f) If the infielder at the DPT fails to catch the throw cleanly ALL runners will be safe.
- g) The successful double play will result in the out at second base and first base except when the bases are loaded. If the bases are loaded the outs will be recorded at home plate and first base.
- h) If the ground ball is juggled or deflected the infielder cannot complete a double play, his only option is to throw toward home to get the runner at first. All other runners advance one (1) base.
- i) If a ground ball is fielded cleanly by an infielder while he is positioned on or inside the DPT he may attempt an “unassisted double play” by throwing to the Backstop/STZ.
- j) An infielder may “Hold” a non-forced runner by fielding a ground ball cleanly and throwing directly to the Backstop/SZT. The out (if any) will be the lead forced runner. If the infielder bobbles/deflects the ball all non-forced runners will advance one base.
- k) If an infielder attempts a double play in any fashion, all non-forced runners will advance one (1) base if the successful double play does not end the inning.
- l) An infielder may NOT intentionally allow a fly ball or line drive to land in order to create a double play situation. If this does occur, only one (1) out by normal infield ground ball rules can be achieved.

7. There is NO infield fly rule as defined by MLB.

IX. WHO MAKES THE CALL

1. Fair and foul calls will be the responsibility of the batter.
2. Singles, doubles and triples will be made by the fielder closest to the ball.
3. Check swings will be the responsibility of the pitcher.
4. Foul balls off the batter’s hands will be the responsibility of the batter.
5. Batter’s interference will be the responsibility of the pitcher.
6. Determining the timeliness of the “TAG” call will be the responsibility of the defense.

7. Whether a thrown ball hits the Backstop/SZT for throwing plays (tags and infield) will be the offensive team's responsibility. It is also the offensive team's call on the timeliness of the throwing attempt.
8. Wild pitch determination will be the offensive team's responsibility.
9. Legal pitch determination will be the offensive team's responsibility.
10. Keeping and reporting the official score will be the home team's responsibility.
11. Consult your Director for calls not mentioned herein.

X. GENERAL RULES

1. A coin toss will decide the Home team during the round robin format.
2. The higher seeded team will be the Home team during the playoff rounds.
3. There is no refund on tournament fees once a team is registered.
4. Forfeiting games is not allowed; teams must play all of their scheduled games. Any forfeiture may result in the team being disqualified from the tournament.
5. All teams and players will respect and adhere to the rules of Fast Plastic. All players will conduct themselves in a sportsmanlike fashion. Taunting, berating or other type of disrespectful conduct towards opponents and/or league officials will not be tolerated. Any violations may result in an ejection from the game and/or tournament.
6. Fast Plastic reserves the right to refuse entry of any player or team.
7. Formal protests must be lodged to the Tournament Director and only prior to the next pitch. Judgment calls cannot be protested. All decisions made by the Director will be final.
8. Rules not stated herein, will follow the rules of Major League Baseball.
9. The Tournament Director has complete control of the tournament and all participants.