



CYAS WIFFLEBALL RULES

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**League communications will happen via email to captains (captains please contact your teams).
In the event of inclement weather check our Facebook group, if games are cancelled,
otherwise it is fair to assume games are on.**

CYAS LEAGUE RULES

CYAS CODE OF CONDUCT

Sportsmanship is required in this league. Such as:

- The officials are volunteers that give time to make your game more enjoyable; please thank them after every game for offering their time! We encourage you to buy them food/drinks after the games (it doubtfully will help you on the field, but can't hurt).
- All games are in the hands of the officials. Any questions/discussions about the rule interpretations should go through the team captain.
- Pray before and after games (optional if not Catholic), and shake hands after games
- Go out to the socials and comingle with other teams
- Encourage and engage players that are not as athletic/skilled, these are rec. leagues!

Unsportsmanlike conduct will not be tolerated and may result in ejection from games or the league. This includes:

- recruiting stacked teams (in casual leagues) & running up the score
- foul language (including the Lord's name taken in vain), racial slurs and verbal abuse
- unnecessary roughness and/or physical abuse
- acting out of anger, including throwing equipment or personal items
- arguing with officials, staff, participants, or fans
- abuse of the honor system
- show good sportsmanship whether victory or defeat
- failure to provide volunteer referees where assigned

SPORTSMANSHIP RATING:

- ALL TEAMS WILL BE GIVEN SPORTSMANSHIP RATINGS AFTER EACH GAME - CAPTAINS MUST SIGN OFF ON THEIR RATINGS
- The Sportsmanship Rating will be added into the league standings. The end of the season tournament standings are determined on the point system that a win is worth 6 points, a tie is worth 3 points, and a loss is worth 0 points. With the sportsmanship rating, during each game, every team is able to receive a maximum of 10 points per game.
- Sportsmanship Policy: Teams will be given a sportsmanship rating by the officials & commissioner after each game. The scores are determined as follows:
 - 4 - Excellent Conduct and Sportsmanship – Players cooperate fully with the officials and the opposing team's members. The captain calmly converses with officials about rule interpretations and calls. The captain also has full control of his/her teammates.
 - 3 – Good Conduct and Sportsmanship – Team members verbally complain about some decisions made by the

officials and/or show minor dissension. **Teams that receive 1 severe behavioral penalty will receive no higher than a 3.0 rating.**

- 2 - Average Conduct and Sportsmanship – Team shows verbal dissent towards officials and/or the opposing team. Captain exhibits minor control over his/her teammates, but is in control of their own temper. **Teams receiving multiple behaviour fouls will receive no higher than a 2.0 rating.**
- 1 – Below Average Conduct and Sportsmanship – Teams constantly comment to the officials and/or the opposing team from the field and/or sidelines. The team captain exhibits little or no control over teammates and/or himself/herself. **A team which receives an ejection can receive no higher than a 1.0 rating.**
- 0 – Poor Conduct and Sportsmanship – Team is completely uncooperative. Captain has no control over teammates, and/or their own temper. Any team causing a game to be forfeited, other than by not showing, or receives multiple ejections shall receive a 0.0 rating.
- A team that receives a 0.0 rating must have their captain meet with a CYAS representative before they are eligible to play their next contest.
- A team winning a contest by Forfeit or Honest Effort Forfeit will receive a 4.0 rating
- A team that does not provide any required refs/timers/scorekeepers where assigned will receive a 0 sportsmanship point rating on their previous game, or next game if it is the first week.

TEAM SUBSTITUTIONS- If a team does not have enough players to field a team, they may get a substitute:

- From another team (a “League Registrant”), if the game is not a tournament game.
- From outside the league, but they must sign a liability waiver (even if they have played in another season).
- **If the substitute is from outside the league they may only play in two (2) regular season games without registering on the roster. An outside player must register and officially join the team roster online in order to play in any tournament game, and they must have played in at least one (1) season game (as evidenced by having a sub waiver on file).**

OFFICIATING & TEAM VOLUNTEER REFEREES/UMPIRES

- Each team will be required to provide two umpires whenever their team is not playing (one for each court).
- Captains only should discuss calls/rules with the refs. Please remember that there is a difference between discussion and arguing. Arguing will result in a penalty, but questions are encouraged.
- Officials have the right to eject a player from a game with or without warning for unsportsmanlike behavior, including complaining, arguing, vulgar language or any other unsportsmanlike conduct.

CYAS GAME SPECIFIC RULES

TEAM COMPOSITION

Seven (7) players max will play in the field, with a minimum starting team of 5 (minimum of 2 of each gender) in the field at all times. Teams may have a maximum of 12 players on their roster. All players on the roster will bat in the lineup, and every player must field at some point in the game. Substitutions are allowed in the outfield in-between innings. Teams with 7 fielders, must have one fielder play catcher at all times, otherwise the ump may substitute as a ball returner only.

EQUIPMENT

- Bats, balls, and bases will be provided by CYAS. Teams must use the equipment that is provided. No outside bats/ balls are permitted.
- All players **must wear non-marking tennis shoes**. Any player wearing shoes other than non-marking tennis shoes will be asked to play bare foot (at their own risk of injury).
- Fielders may NOT use baseball/softball gloves in the outfield. They can use batting gloves only when batting. Hats may be worn but may NOT be used to catch the ball.

GAME TIME AND MERCY RULES

- Each game has a 50-minute or 9-inning limit. Any inning started after 45-mins on the game clock will be completed and

no new innings will begin after.

- A game will end in a tie if the score is tied after 9 innings or if the time limit has ended; unless it is a tournament game then it will go into extra-innings.
- There is a seven (7) run limit per team per inning
- A team coming to bat losing by more than 7 points is exempt from the 7 run limit, but may not exceed going up by 1 point (for example, if losing by 11 points, they may score a maximum of 12 at their bat)
- The game will be ended if a team is up by 15 runs after 7 complete innings (7 1/2, if the home team is ahead).

PITCHING

- Pitching will be performed by a representative of the batting team who must remain in the same standing spot at all times.
- Pitchers must make sure that the fielders are set after a hit before delivering the next pitch to their team. The defense/ref may ask for a redo if they were not allowed time to return to their positions.
- In the act of delivering the ball to the batter the pitcher must keep one foot behind/on the pitching line. A legal delivery shall be a ball that is delivered underhand or overhand at any speed.
- If the pitcher is hit by a batted ball from their team, it is a foul ball.
- The pitcher shall not interfere in the play, but must wait to receive the ball. Once the ball is delivered to the pitcher the play is dead, the pitcher must accept the ball. If a pitcher leaves the plate before the ball is delivered to them then all runners that have advanced beyond a force run will have to return to their previous base.

HITTING

- The batter must keep two hands on the bat prior to and when contacting the ball. One-handed swings that hit the ball into fair territory will result in a foul ball call.
- There is no running forward to hit the ball, the players back foot must remain behind the mid-point of home plate. Any foul ball on the fifth pitch is an out. Otherwise, there are no balls, no walks and no strikes (only whiffs). HIT THE BALL AND PLAY THE GAME!
- There is no bunting. The batter must take a full swing at the ball. A batter who bunts the ball is out and the ball is immediately dead (intentional partial hits with the net effect similar to a bunt is consider unsportsmanlike and may be penalized if repeated).
- There are no homeruns, unless achieved while the ball is being fielded.
- Any runner in fair territory and not in contact with a base that is struck by a fair batted ball is out.
- Any foul ball caught without at least one foot inside the half-court line will be considered a dead-ball foul.
- The basketball rim in the 3rd base line is considered foul territory.
- Each batter will receive a maximum of 5 pitches. If a batter has not made a fair hit after five pitches the batter will be out.

BASE RUNNING

- Runners cannot lead off or steal bases. Runners may not slide or dive, except when there is no risk of collision (umps call). If the runner makes contact with a base and the base slides away from its original position on the court, the runner is safe (if it occurred before the tag or force out) and cannot be put out while returning the base to its proper position.
- There will be a safety base at 1st and at home. Runners must use the outside base. Home will be an automatic force out (no tag necessary, but the runner is not forced to advance to home from third unless bases are loaded, they may return to third at any point before touching the home plate).
- In the event that a team is batting and a player is on base when it is his/her turn to bat, the player shall vacate the base to come to bat (the lineup must be kept). No out will be recorded. No ghost runner will be permitted.
- Base runners are responsible for avoiding all collisions with fielders anytime a fielder is making a play on the ball

(fielding, throwing, and catching). If the base runner does not avoid the collision, play will be ruled dead, the base runner is called out, the batter is awarded first (unless involved in the collision), and all runners return to their original base unless forced to the next base. Exception is made if the base runner slows/stops to avoid contact and places their hands in the air to signal to the ref that they were impeded then they will be awarded the next base for avoiding contact. If a fielder dives or impedes the runner in the base path in a way unavoidable then the runner will be awarded the next base and play is dead (at ump's discretion).

FIELDING

- The batter is out in situations similar to softball (force-out, caught fly ball, etc). Runners may NOT be hit by a thrown ball for an out.
- The ceiling, rafters, and any other objects hanging over fair territory is considered in play. Batted balls may be played off each of these objects. Balls caught before hitting the ground will be considered outs. Once a ball contacts an overhanging object in fair territory, it cannot be considered a foul ball (even if it rolls over a foul line). Any ball that becomes lodged in these objects will result in a ground-rule double for the batter (this includes a ball hit into the bleachers or a ball that rolls into the other game after landing/hitting fair territory). All other runners are entitled to two bases based on their position at the time of the pitch.
- If an **overthrown ball** goes into the neighboring game, base runners are awarded only one (1) extra base. Other than that, runners may advance at their own risk until play is declared dead by the umpire.
- **Diving is not recommended when fielding** a ball due to the chance of injury caused by the hard playing surface. **Fielders may NOT leave their feet in an effort to tag a runner.** In this case, the runner is awarded two bases from the point of the violation.
- There is no automatic infield fly rule. Players deemed using this to purposely get double/triple plays will lose team sportsmanship points, all runners will be deemed safe and advanced two bases and that player will be required to sit out for two innings.