

## **PLASTICBALL**

The game of plasticball is a form of backyard baseball. Plasticball is a distillation of the greatest aspects of baseball (pitching, hitting, fielding and mind games) while minimizing the chances of injury, argument, and the need for umpiring.

Games are to be five innings long, with extra innings as required until a tie is broken. There will be a five run limit per inning EXCEPT in the 5th(last) inning or later (multi-run extra-base hits can take it past the limit, depending on base runner situation). Three outs or "taking it to the limit" changes sides. In most respects the game is identical to baseball: the home team plays defense first; three strikes is an out, four balls is a walk, hit the ball over the fence for a homerun!

The major differences between baseball and plasticball, and the corresponding rules and regulations that necessarily follow, are set forth below in the Plasticball Stipulations.

Plasticball Stipulations:

Section 0: GENERAL

Section 1: PITCHING

Section 2: BATTING

Section 3: FIELDING

Section 4: PARK DIMENSIONS AND REGULATIONS

Section 5: TEAM OWNERSHIP AND RESPONSIBILITIES

Section 6: LEAGUE STRUCTURE AND ASSOCIATED FEES

Section 7: LEAGUE ADMINISTRATION

Section 8: OFFENSES AND ASSOCIATED FINES

Section 9: PLAY-OFF STRUCTURE

0. GENERAL

0.0 Anything not expressly written in these rules, is to be deferred to the rules of Major League Baseball, and shall be interpreted in a timely fashion by a committee appointed by the League Commissioner.

0.1 All players must wear uniforms when appearing in official league games.

0.2 Time-out may be called by anyone, at anytime, for any reason.

## 1. PITCHING

1.0 Lady pitchers must start from (touching) or directly behind the diaphragm (4.7).

1.1 Gent pitchers must start from (touching) or directly behind the rubber.

1.2 Pitchers may throw any style of pitch.

1.3 Players may pitch no more than twice in the same game.

1.4 Pitchers may intentionally hit batters (scored only as a ball).

1.5 Any pitch made with the hitter outside the batter's box is to be ruled a dead ball.

1.6 Any pitch that is foul tipped into the strike zone will be ruled a strike.

## 2. BATTING

2.0 Players may enter the batting order once per game.

2.1 No team shall ever have less than two batters in their line-up, nor shall any team have more than four batters in their line-up at any time.

2.2 Designated hitters may bat for pitchers and fielders.

2.3 Batters must start in the Batter's box (1.5 & 4.5).

2.4 Ghosts shall run for all batters.

2.5 Ladies may use any plastic bat.

2.6 The girth of a gent's bat shall not exceed 2 5/8" in diameter and must be plastic.

2.7 Any gent batting under .111, may use a ladies' bat (with permission) one at-bat per game.

### 3. FIELDING

3.0 Any hit ball caught in the air is an out. (4.1)

3.1 Any ball “stuck” in the air is a live ball until a member of the batting team counts to 10 and announces “Ball at rest!” Count must start after the ball has stopped moving. Furthermore, any ball determined to be “at rest” is considered a dead ball, negating the pitch.

3.2 If a hit ball touches the ground and ends up in fair territory, the fielder may throw (or leap and throw: 3.6 & 3.7) the ball from where it is fielded, and hit the backstop for an out. If the ball misses the backstop, it's a base hit: single, double or triple, depending on where the ball was fielded (4.2).

3.3 If a hit ball touches the ground and ends up in fair territory, the fielder may throw (or leap and throw) the ball from where it comes to rest, and hit any player on the opposing team for an out. This is scored as an Administered Whooping (8.1). If the ball misses the player(s), it's a base hit: single, double or triple, depending on where the ball was fielded.

3.4 Players must stay within the field of play when registering any putout (4.0).

3.5 Players must stay within fair territory when attempting a thrown putout.

3.6 Ladies may take up to three standing leaps in any direction (up to the leap limit line, 4.6) before attempting to putout any gentleman.

3.7 Gentlemen may take up to three leaps in any direction (up to the leap limit line) before attempting a putout of any lady on “in the park” extra base opportunities.

3.8 When fielding versus a lady batter, gentlemen must throw with their opposite throwing arm.

3.9 Double Play Rule. If, during any force play situation, on a ball hit in the air, any player on the defensive team clearly shouts: "Double play!" before the ball is caught by either defensive player; then a double play can be completed as follows: a) The player who catches the ball (Player 1) must throw the ball to (Player 2). b) (Player 2) must catch the ball in the air, while having at least one foot in the “swath” between the gentlemen's rubber and the ladies diaphragm (4.7). c) (Player 2) must then throw the ball for a strike or complete an administered whooping (3.3), rendering both the batter and the lead base runner out.

Note: Dropping the ball on the transfer from (Player 1) to (Player 2), failing to throw a strike, or missing an administered whooping attempt, constitute a Failed Double Play: The batter is out, but all runners advance one base.

#### 4. PARK DIMENSIONS AND REGULATIONS

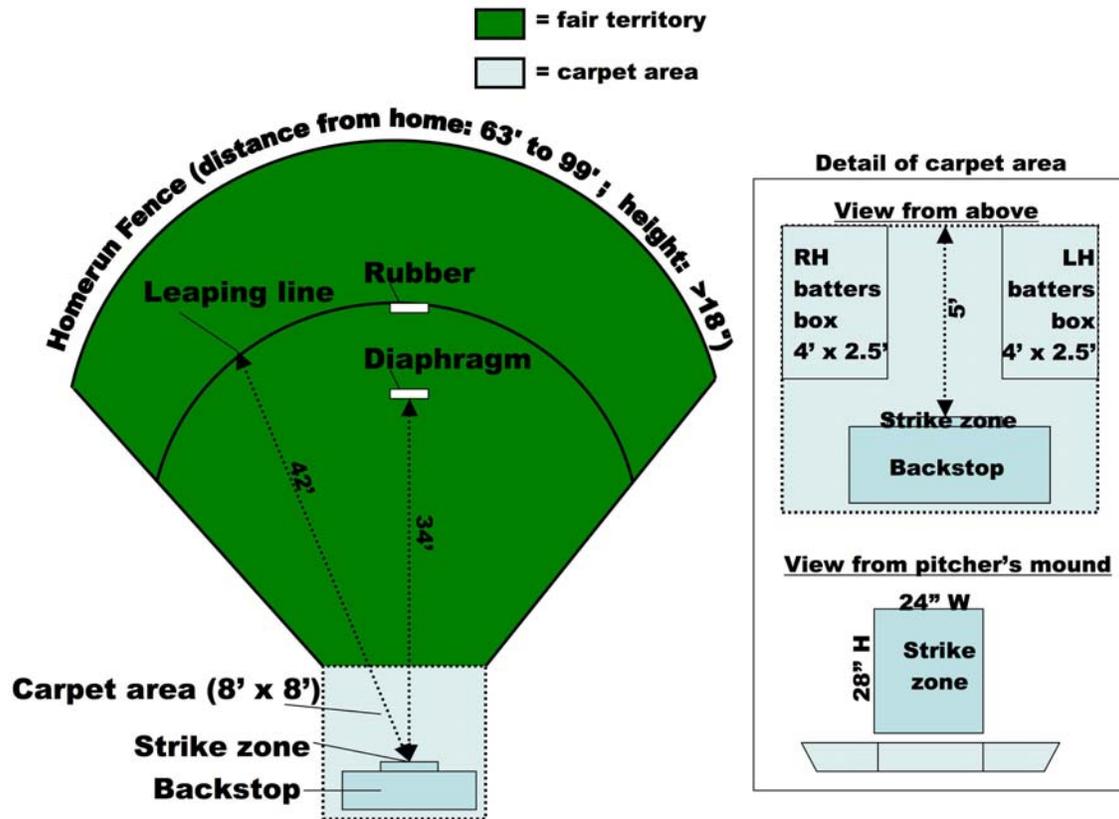


Figure 4.1 Generic MIFPL field dimensions.

4.0 Each field must have an established field of play; consisting of fair and foul territory that is clearly marked. The angle between home plate and the two foul poles shall be within 15° of a right angle (between 75° and 105°).

4.1 Field owners must specify which elements of the yard are part of the “air” and which are part of the “ground”. (Eaves troughs are considered to be part of the roof).

4.2 All fields must have designated single (1b), double (2b), and triple (3b) areas that are clearly marked.

4.3 A homerun fence or wall is required from foul pole to foul pole and shall be no less than 63ft from the strike zone, no more than 99ft from the strike zone, and not less than 18" in height.

4.4 The strike zone shall be a rectangular opening: 28" high by 24" wide (+/- 2" in each dimension), with an Eephus angle not more than +/- 11.25 degrees, facing the mound, centered 5' from the front of the carpet, and surrounded by a backstop.

4.5 The carpet shall be 8' x 8' and contain both batters boxes. Each batters box shall be 4' long and 2' 6" wide, and be clearly marked.

4.6 All fields must have a leap limit line (42' from the strike zone) that is clearly marked.

4.7 The distance from the diaphragm to the strike zone shall be +/- 6" of 34ft. The distance from the rubber to the strike zone shall be +/- 6" of 42ft. A 2' wide "swath" shall run between them. These shall all be clearly marked.

4.8 The final field dimensions and base hit area designations are to be approved by the MIFPL Field Committee.

# The Meadows

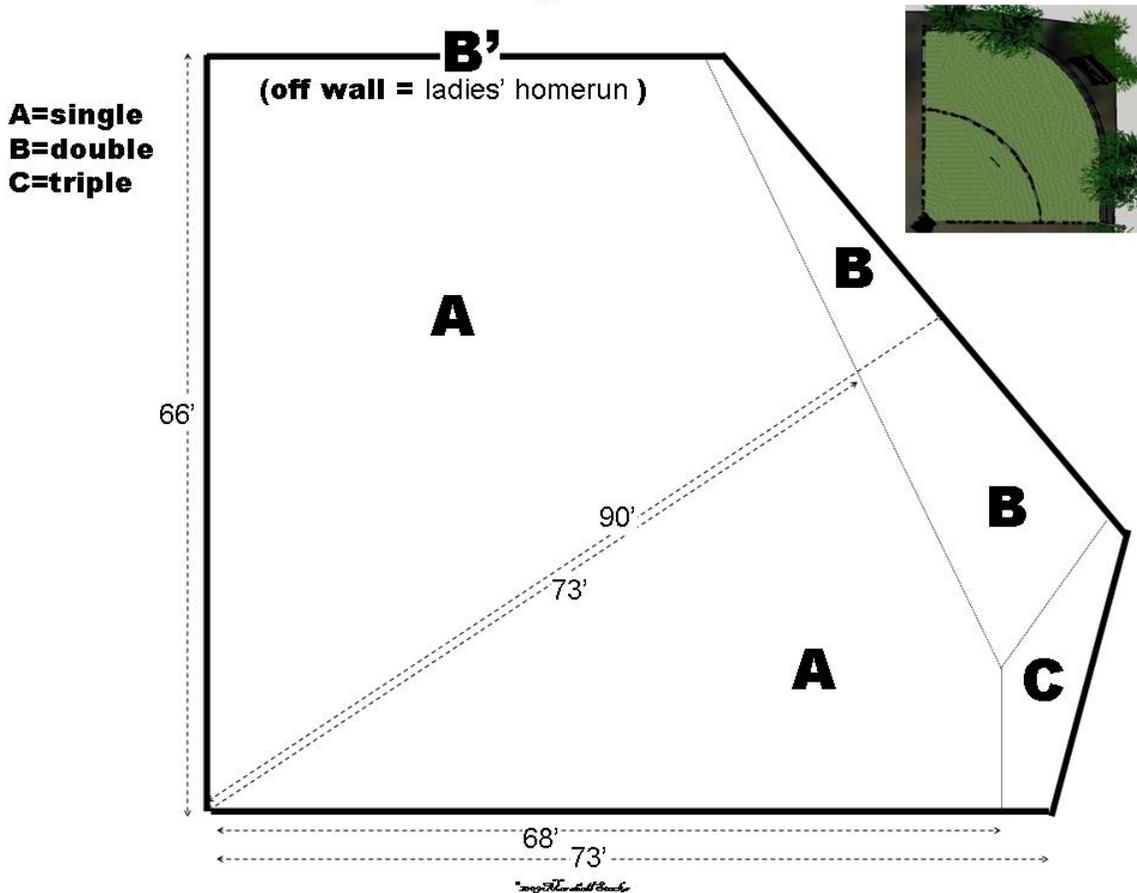


Figure 4.2 Example of single, double, and triple, and homerun areas illustrated for an actual official MIFPL ballpark.

## 5. TEAM OWNERSHIP AND RESPONSIBILITIES

5.0 Each team must complete four games by the 4th of July, and complete all 10 regular season games by September 11th of each year.

5.1 To be included in the season schedule, each team will submit a team roster specifying at least two players (including first, middle & last name, birth date, nickname, contact voice# and/or contact email address), at least one team owner, the team manager, team colors, and official team song(s). The aforementioned information should be sent via email to teams@mifpl.com with the subject heading "[TEAM NAME] OFFICIAL ROSTER". Any future roster changes are to be made by mailing the official roster to teams@mifpl.com with subject heading "[TEAM NAME] ROSTER CHANGE".

5.2 A \$60 deposit and a copy of these rules (signed by both the team owner and team manager) should be turned in to a League Officer by March 15 of each year.

5.3 Once a team has completed all ten regular season games, \$40 will be returned (pending any fines). The remaining \$20 is kept for league dues.

5.4 All rostered players are responsible for any applicable team fines.

5.5 Teams are encouraged to submit official pictures for each player to the online social home of the MIFPL. Anyone may use any likeness to represent anyone who has not submitted an official picture.

## 6. LEAGUE STRUCTURE AND ASSOCIATED FEES

6.0 The league shall consist of no less than four and no more than twelve teams, slots will be filled on a first come, first served basis. The original roster posting date shall be used to determine who came first. If the membership dues plus annual deposit are not paid by March 15 of each year, the team loses its slot.

6.1 Not more than six players can play for a given team in any game. Teams cannot have more than 10 people on the roster at any given time.

6.2 Team fines (detailed in Section 6) are taken very seriously. No team shall be permitted to play any official plasticball game with \$20 or more in outstanding team fines.

6.3 The League shall consist of two divisions (Republic and Empire). If the League finds any potential conflict of interest among teams within the same division, the franchise may be revoked at the discretion of the commissioner.

6.4 Teams may become bona fide. Bona fide MIFPL franchises are defined as those teams that have completed at least one full regular season plus any associated post-season games (5.0).

6.5 Players may be listed on only one roster at any given time and play in up to 11 official games per regular season, provided that two of the games (one for each team) take place on the same day of the player's trade, or a divisional tie-breaker scenario becomes necessary (9.1-9.4) Otherwise, any player may play up to 10 games for any team. Not counting the All-star game.

6.6 All midseason trades are to be approved by the League Office and its commissioner. Any roster change involving the trade of a player from one team roster to any other team roster is not complete until a \$20 trade fee has been paid to the treasurer of Michigan's Fantastic Plasticball League. The trade deadline is 8/15 of each year.

6.7 Franchise registration is included in the \$20 league dues. A fee of \$20 is assessed for registration of new franchise names, limited to one new franchise registration person per year. A MIFPL franchise renewal fee of \$5/year will be assessed.

## 7. LEAGUE ADMINISTRATION

7.0 All power for MIFPL administration, including the ability to appoint committees that have executive power to resolve issues and official grievances, resides with the commissioner.

7.1 The commissioner of plasticball shall be elected by a majority of eligible MIFPL voters, and shall serve until a vote of no confidence is called for and approved by a majority of eligible MIFPL voters.

7.2 MIFPL voting eligibility is gained by 1) any player that, health permitting, has qualified in plate appearances (42), fielding attempts (34), and/or innings pitched (9) for two consecutive seasons and who is currently on an active roster; or 2) an owner of any MIFPL ballpark (4.8).

7.3 All monies exchanged to influence any committee vote shall be reported to the commissioner, and half (50%) of said bribe will be assessed as a fee and be paid to the treasurer. Anyone who accepts any bribe and does not promptly report the payment to the commissioner shall be banned from the MIFPL for life.

7.4 Any eligible MIFPL voter may nominate a candidate for commissioner prior to December 31st of each year by sending an email to: teams@mifpl.com with the subject heading "I nominate [candidate name] for MIFPL commissioner".

7.5 Voting for commissioner and other MIFPL positions shall take place in person on the same day and in the same location as the MIFPL All-Star game. Proxies for eligible voters must be registered in advance by sending an email to teams@mifpl.com with the subject heading "I nominate [name of proxy] as my proxy for MIFPL voting" prior to noon on the day of the All-Star game (9.8).

7.6 The League treasurer shall write an annual summary of all league income. The commissioner may request funds from the treasurer for any reason, and must report any expenditure of league holdings. The commissioner is the only individual with authority to order the spending of league income. The Commissioner shall submit or otherwise make available (e.g. posting on mifpl.com) an annual report detailing all expenditures of league revenues.

## 8. OFFENSES AND ASSOCIATED FINES

8.0 Throwing the bat. (\$1)

8.1 Hitting anyone not inside the batter's box with a plasticball. (\$1) Successful Administered Whoopings are exempt.

8.2 Kicking the ball reservoir. (\$5)

8.3 Hitting a child under the age of five with a thrown plasticball. (\$10 total - \$5 to the mother, \$5 to the league)

8.4 Fighting, everyone involved, including verbally or otherwise (\$20). If no reasonable resolution of a dispute can be obtained during the game, official grievances must be explained on the notes section on the back of the score sheet.

8.5 Appearing in league play with greater than \$20 in outstanding fines (\$20).

8.6 Failure to play the season in a timely manner (5.0) causes undue stress to the league and shall result in a team fine of \$20 plus \$1 per rostered player, per day until the overdue games are completed. Any delay may be considered grounds for the revoking of any Bona Fide Franchise status. All revoked franchises shall become property of the MIFPL.

8.7 Roster changes involving the addition of a new player to the league must be submitted within 7 days after any games involving the new player. Non-rostered players are ineligible to play in MIFPL games. If a team plays a MIFPL game with a non-rostered player, and fails to register an official roster change within seven days of said game, that team shall be fined \$20 and the game is automatically forfeited to the other team. Shall each team in a MIFPL game use one or more non-rostered players, the game will count and each team will be fined \$20.

8.8 Appearing in league game without a uniform (\$1).

## 9. POST-SEASON and PLAYOFF STRUCTURE

9.0 The Galactic Series (best of 7) is to be played by division champs of the Republic and the Empire. Division champs are determined by a best of 3 series between the teams with the top two win/loss records in each division.

9.1 If two teams are tied for second place, a one game playoff will determine the second place team. Divisional tie-breakers are to be considered regular season games.

9.2 If more than two teams are tied for second place, a one-game playoff between the two teams with the top plus/minus (runs scored/allowed) will determine the second place team.

9.3 In the event of a two-way tie for first place, the team with the top plus/minus will have home field advantage in the division series.

9.4 If more than two teams are tied for first place, the team with the top plus/minus will be considered division champion and a one-game playoff between the two teams with the 2nd and 3rd plus/minus (runs scored / allowed) will determine the second place team.

9.5 An All-Star game between the Empire and Republic divisions will determine home-field advantage in the Galactic Series.

9.6 The manager of the reigning division champion team shall manage the All-Star game for their division and shall select All-Stars at his/her discretion. In the event that that individual is unable or unwilling to manage the All-Star game, managers of the current teams are given the opportunity to manage their Division's All-Star team in order of their regular teams' won/loss records.

9.7 Only those individuals listed on active MIFPL team rosters are eligible to play in the All-Star game, and must play for the division to which their current team belongs.

9.8 The All-Star game is to be scheduled by the All-Star Managers and played by the 4th of July of each year.

I have read, understood, and promise to abide by the above stated Rules of Plasticball.

team name: \_\_\_\_\_

\_\_\_\_\_  
Manager's name (print)

\_\_\_\_\_  
Manager's signature

\_\_\_\_\_  
Owner's name (if different)

\_\_\_\_\_  
Owner' signature

\_\_\_\_\_  
date

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Cohen, and S. Page