

CLACK BASEBALL

OFFICIAL LEAGUE RULEBOOK

Adult Wood-Bat Pickup Baseball — Dallas-Fort Worth

Effective Date: 08/15/2026 Version 1.0

This rulebook governs all Clack Baseball play. By registering and taking the field, all participants agree to abide by these rules, the league Terms & Conditions, and the Participant Waiver.

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1. Introduction

1.1 Mission

Clack Baseball exists to give adults everywhere (currently in Fort Worth, TX) a competitive, well-organized,

and genuinely fun place to keep playing real baseball — wood bats, real rules, no upfront league costs and commitment.

1.2 Governing Body

Clack Baseball ("the League") is an adult wood-bat pickup baseball company in the Dallas-Fort Worth area. The League's governing body holds final authority over all rule interpretation, scheduling, discipline, and disputes not explicitly resolved by this rulebook.

1.3 Rules Basis

Games are governed by the Official Baseball Rules (OBR) of Major League Baseball, except where specifically amended in this document to fit an adult recreational, wood-bat, pickup-format league. Where this rulebook is silent, OBR governs. Where this rulebook conflicts with OBR, this rulebook controls.

2. Eligibility & Registration

2.1 Age Requirement

All participants must be 18 years of age or older on the date of play.

2.2 Registration & Waiver

Every player must complete League registration and sign the Participant Waiver before taking the field for any game, scrimmage, or practice event. No waiver, no play — no exceptions, including guests and one-off fill-ins.

2.3 Check-In

Players check in with League staff or the on-site coordinator prior to first pitch each game night to confirm eligibility. All fees, payments, and credits are collected at the time of signup/registration — check-in does not involve any payment or credit transaction.

3. Team Formation (Rotating Pickup Format)

3.1 Team Assignment

Clack Baseball runs on a rotating pickup format: teams are not fixed for a season. Rosters are created each game automatically based on individual sign up positions and time. During sign-ups for a game, the player chooses the team and position. The order in which his team signs up is the batting order for that game. If you would like to swap batting positions with another player, you must go to your game's Stat Keeper to request the change prior to game start. Clack Baseball does not use team captains.

3.2 Roster Size Per Game

Each team consists of 9 players.

3.2 Starting Pitcher and Pitcher Rotation

During game sign-up, the players have the option to sign up to be their team's starting pitcher. Each pitcher can only pitch 2 innings, maximum. If a pitcher hits 2 players in the same inning, they must

switch out with another player. During account setup, we provide a checkbox “Willing to Pitch?”. This checkbox will allow you to be in the “Suggested Pitching Order” provided to you on your lineup sheet each game. This is our *suggestion* on who should pitch if players cannot agree. The pitcher will then typically switch positions with whoever comes into pitch next.

4. Equipment

4.1 Bats — Wood Only

Only wood or wood-composite bats are legal for game play. Metal, aluminum, and composite/alloy bats are strictly prohibited, regardless of BBCOR certification. An umpire or governing body representative may inspect any bat and remove an illegal bat from play; a batter who hits with an illegal bat is called out and may be subject to additional discipline under Section 9 if the violation appears intentional.

4.2 Gloves & Protective Gear

Standard fielding gloves are required for all fielders. Batting helmets are mandatory for all batters and baserunners. Catchers must wear full protective gear (helmet with mask, chest protector, shin guards) any time they are catching, including warm-up pitches. We do provide *some* equipment, but not enough to fill both teams. We do provide catcher’s gear, but please bring your own if possible.

4.3 Footwear

Molded or rubber cleats are permitted; metal spikes are prohibited for safety.

5. Game Format

5.1 Time Limit

Games are played to a hard 2-hour time limit. Play stops immediately the moment 2 hours have elapsed from first pitch. If time expires in the middle of an inning, the current batter will be deemed the “final at bat” and the score will officially be whatever the score is after the final at bat.

5.2 Innings Cap

Regardless of time remaining, no game shall exceed 9 innings.

5.3 Ties

If the 2-hour time limit expires with the score tied, the game will end with a tie.

5.4 Minimum Players

A team must have 9 players to start a game. If a team's available player count drops below 9 during a game due to injury or departure, the game may continue short-handed. A fill in player can join if available. To do this, they must create a Clack Baseball account, if not already, and talk to the Stat Keeper to be entered into the game.

6. Pitching Rules

6.1 Pitching Limit

There is no pitch-count limit. Instead, no pitcher may pitch more than 2 innings in a single game. A pitcher must also be removed from the mound if they hit two batters with pitches in the same inning, or at any time at the discretion of the umpire or the governing body.

6.2 Mound Visits

Each team is limited to 3 defensive mound visits per game that do not require a pitching change. A second visit to the same pitcher in the same inning requires that pitcher to be removed from the mound (position-player conversion is allowed).

6.3 Quick Pitch (No Full Balk Rule)

Clack Baseball does not enforce a full balk rule — it is too difficult for a single umpire to officiate consistently. The one enforced pitching-deception violation is the quick pitch: a pitcher may not deliver a pitch before the batter is set and ready in the batter's box. If a pitcher quick-pitches, all baserunners advance one base; if the bases are empty, a ball is called on the batter.

7. Rules of Play

7.1 General

Standard OBR rules of play govern balls, strikes, force plays, tag plays, infield fly, catch/no-catch, and all other live-ball situations except as amended in this rulebook.

7.2 Courtesy Runners

A courtesy runner is permitted at any time for a player who is injured or unable to run safely, provided the runner is a player not currently in the batting order or the most recent batting-order out. In addition, a courtesy runner may be used for the pitcher and the catcher who are due to play defense in the next half inning; that courtesy runner must be the player who was the most recently recorded out.

7.3 Sliding & Contact

Head-first slides are not permitted at any base, including home plate. Runners must slide feet-first or make a legal attempt to avoid contact.

Home plate collisions are prohibited — a runner must slide or attempt to avoid the catcher, and a catcher may not block the plate without possession of the ball.

Takeout slides are prohibited. A takeout slide is a slide directed at a fielder — rather than at the base — with the intent or effect of breaking up a play, including any slide made with spikes up. Any takeout slide, and spikes-up slides judged by the umpire to be malicious, result in immediate ejection under Section 9. Sliding that the umpire judges to be accidental or simply poor technique, without malicious intent, draws only one warning for the entire team, covering the rest of that game — any further incident by anyone on that team after the warning results in ejection.

8. Substitutions & Position Changes

8.1 No Substitutions — Position Changes Only

There are no offensive substitutions — the 9 players who start the game make up the full lineup for that game. Players may freely change defensive positions at any time during the game. If a player must leave due to injury or personal matter, a fill-in can join from the audience given they are eligible to play and sign up via the Clack Baseball website.

9. Conduct & Discipline

9.1 Sportsmanship

Clack Baseball is adult rec league baseball first. Players and spectators are expected to treat umpires, opponents, and teammates with basic respect at all times.

9.2 Prohibited Conduct

1. Abusive language or profanity directed at an umpire, opponent, or teammate.
2. Arguing balls and strikes with an umpire beyond the helmet-tap review process described in Section 15.
3. Throwing or slamming equipment in anger.
4. Discrimination, slurs, or derogatory language directed at any participant.
5. Any other unsportsmanlike conduct intended to demean or intimidate another participant.

9.3 Ejection Procedure & Consequences

Umpires and the governing body have full authority to eject any player or spectator for violations of Section 9.2, the sliding rules in Section 7.3, or other serious misconduct. An ejected individual must leave the field and immediate playing area right away and is out for the remainder of that game.

Beyond removal from that game, further suspension is not automatic — it is decided by the governing body on a case-by-case basis.

Every disciplinary action under this section is ultimately at the discretion of the governing body and may be made more or less severe than this framework on a case-by-case basis depending on the conduct involved.

When a player is ejected, the batter or pitcher who replaces them assumes the exact ball-strike count, and for a pitcher the existing base/out situation, that was in effect at the moment of ejection.

Ejected players are not entitled to a refund for that night or for any games missed as a result of a resulting suspension.

9.4 Fighting

Fighting or intentional physical aggression toward another participant results in immediate ejection and an automatic lifetime suspension, with no exception, pending governing body review.

9.5 Appeals of Discipline

A player may appeal a suspension or ejection to the Clack Baseball governing body no earlier than 48 hours after the incident. This can be done at clackbaseball.com/contact-us.

9.6 Permanent Ban & Reinstatement

A player removed permanently from the League may not apply for reinstatement until at least 3 months have passed, and any reinstatement request must be reviewed and approved by the governing body.

10. Safety

10.1 Injury Protocol

Play stops immediately for any potentially serious injury. Any injury that causes a player to leave the field must be confirmed by an on-site official or umpire before that player is permitted to return to the game.

10.2 Weather Suspension

At the first sign of lightning or thunder, play is suspended immediately and all participants must clear the field. Play may not resume until at least 30 minutes have passed since the last observed lightning or thunder. If play is unable to continue, please reach out to us at clackbaseball.com/contact-us to request partial credit for the game. If the game is able to continue, the full 2 hour game time will be attempted, based on field reservations. If the field is reserved after our initial ending time, then we must exit the field.

10.3 Assumption of Risk

All participants acknowledge and accept the inherent risks of baseball, as further detailed in the Clack Baseball Participant Waiver, which every player must sign prior to play.

11. Weather & Field Conditions

11.1 Rainouts & Cancellations

The governing body or field coordinator has sole authority to cancel, delay, or relocate a game due to weather or unsafe field conditions. Rainout policy and any make-up or credit process follow the League's Terms & Conditions.

11.2 Field Closure

If a facility closes a field mid-game for conditions or scheduling, the game is considered complete if 5 or more innings (4½ if the home team is leading) have been played; otherwise the current winning team is declared the victor.

12. Statistics & Recognition

12.1 Individual Stat Tracking

Because teams are different every game, Clack Baseball tracks individual player statistics rather than team win-loss records as the primary measure of standing — batting average, hits, home runs, and similar

counting stats, published periodically to the Clack Baseball website.

12.2 Season Recognition

End-of-season awards and recognition, if held, are based on individual statistical leaders and governing-body nominated awards (e.g., sportsmanship, MVP).

13. Fees, Refunds & Registration Policy

Registration fees, refund eligibility, cancellation credits, and payment processing are governed by the Clack Baseball Terms & Conditions, which every registered player agrees to at sign-up. This rulebook governs on-field play only and does not override that document on financial matters.

14. Governing Body Authority & Rule Amendments

14.1 Final Authority

The governing body holds final authority to interpret any rule in this book and to resolve any situation this rulebook does not explicitly cover, in the interest of fair and safe play.

14.2 Amendments

This rulebook may be amended by the governing body at any time. Players will be given at least 1 week's notice before a rule change takes effect. If a change is urgent — such as a safety issue — players will be notified of the change as soon as possible, and it may take effect immediately without the standard notice period.

15. Umpiring & Rule Interpretation

15.1 Balls & Strikes

Catchers are responsible for calling balls and strikes during their team's half-inning on defense. If a batter believes a call was incorrect, they may tap their helmet within 3 seconds of the call to request that the umpire make the final judgment on that pitch. The umpire's ruling is final. There is no limit on how many times a batter may use this process during a game.

15.2 Judgment Calls

All judgment calls made by umpires — safe/out, fair/foul, catch/no-catch, and similar in-game determinations — are final and cannot be reversed.

15.3 Rule Clarification & Appeals

Players may ask an umpire for clarification on how a rule is being interpreted at any time during play.

Appendix A: Quick Reference Card

Game Basics

2-hour hard time limit — play stops immediately when time expires · 9-inning cap
No mercy rule

Time expires mid-inning: score reverts to the last fully completed inning

Tied at the time limit: TIE!

9 players per team; no substitutes, only defensive position changes (unless needed, as specified)

Equipment

Wood or wood-composite bats only — no metal/alloy

Helmets mandatory batting/running; full catcher's gear mandatory when catching

No metal spikes

Pitching

No pitch limit; 2-inning max per pitcher; removed after hitting 2 batters in same inning or at umpire/governing body discretion

No full balk rule — only quick pitch is enforced (runners advance one base; ball if bases empty)

Sliding

No head-first slides, anywhere, including home

No takeout slides or malicious spikes-up slides — immediate ejection; accidental/poor sliding gets one team warning per game

Conduct & Discipline

Ejection = out for remainder of that game; further suspension decided by governing body

Fighting = immediate ejection + automatic season-long suspension

Discipline appeals: 48 hours after incident, to the governing body

Permanent bans: no reinstatement request before 3 months, governing body review required

Ejected players are not refunded

Umpiring

Catchers call balls/strikes; batter may tap helmet within 3 seconds for umpire review — unlimited uses, umpire's call is final

Judgment calls are final; rule-misapplication appeals go to the governing body 24+ hours after the game