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 **MLB**
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PLAYERS

Batters: Each team will have 4 Batters who will have an At-Bat as part of their team's inning;

Legend: former MLB player

Superstar: the best talent from women's baseball and softball

Rookie: up and coming talent drawn from the men's baseball development system

Wild Card: high profile content creators trained up by MLB (male or female)

Fielders: When on defense, two of the batters will be fielders.

Pitchers: Each team will have 1 BP Pitcher.



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FIELD OF PLAY

Length of Field*

- Between 280 ft and 320 ft to center field
- Between 260 ft and 300 ft down the lines

Angle of field *

Optimum Field of Play will be set with an angle of 45 degrees from Home Plate.

Batter's Box - Will be marked out on a raised stage.

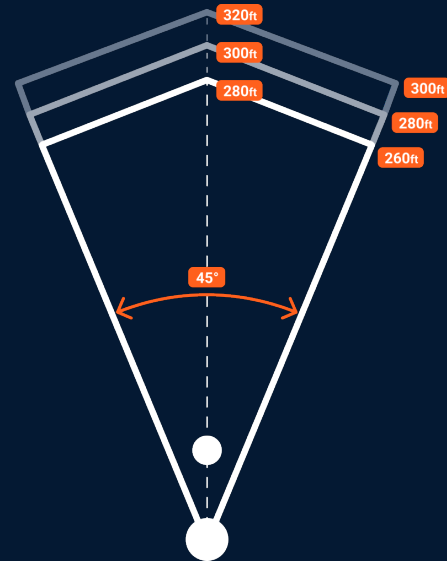
Pitcher's Mound - Will be raised to the same height as the stage.

Target Positions

- 2 raised targets will be placed at approximately 160ft from Home Plate, approximately 20 feet in from each foul line.
- 2 raised targets will be placed immediately beyond the Outfield Fence, approximately 20 feet either side of Center Field.

Catch Zone - The Catch Zone will cover 60ft from the outfield fence. The front of the Catch Zone will be delineated by a line marked on the outfield.

Outfield Fence - There will be a padded outfield fence with a minimum height of 4 ft.



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Batting Order

- Teams will bat alternately, with one batter from Team A followed by one batter from Team B and so on.
- Teams batting orders will be organized into matchups between equals – for example Team A Legend will be followed by Team B Legend; Team A Wild Card will be followed by Team B Wild Card etc.

At-Bat

- Three practice pitches will be permitted prior to each At-Bat.
- There will be a maximum of 35 pitches per At-Bat.
- A batter may swing at 25 of these pitches; and take up to 10 of these pitches.
- The At-Bat is over as soon as the batter has swung at 25 pitches; or once all 35 pitches have been thrown (whichever happens first).
- Each batter may call for one Time Out of 30 seconds during their At-Bat.



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Outfield Catches

- A catch taken by a fielder within the designated Catch Zone counts as 1 point for the Defense.
- Catches taken at the front of the Catch Zone will count if the catcher completes the catch before any part of their body touches the ground outside the Catch Zone.

Hot Streaks

- A batter may call for their Hot Streak at any point during their At-Bat.
- A Hot Streak cannot be paused – once called for, all 5 Hot Streak pitches will be delivered consecutively.
- A batter may take pitches within their Hot Streak (with the total 10 takes they are allowed during their At-Bat).
- If a batter does not call for their Hot Streak, it will begin automatically once the batter has taken 20 swings.
- A Home Run hit during a Hot Streak will count for 2 points for the Offense.
- A Target Hit hit during a Hot Streak will count for 2 points for the Offense.
- A catch taken during a Hot Streak will count for 2 points for the Defense.



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Target Hits

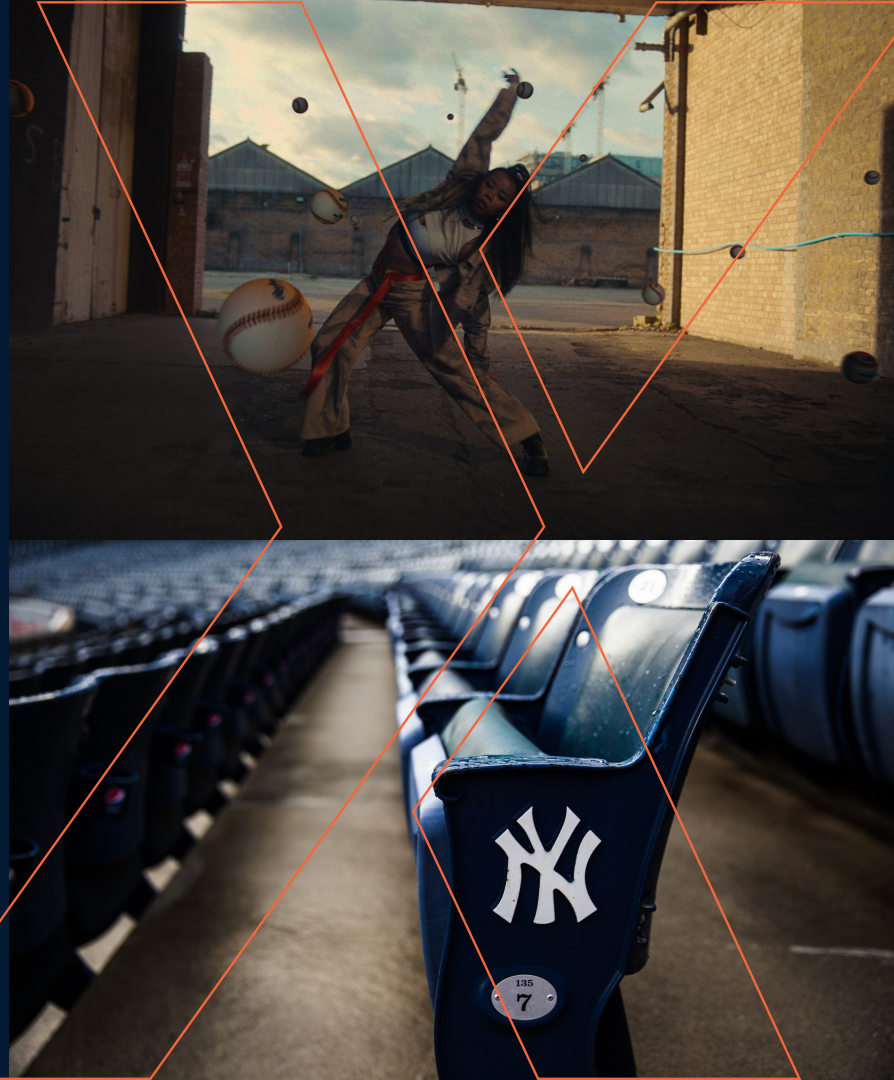
- Target Hits count for 1 point for the Offense. (note: when the batter hits a target beyond the Outfield Fence they will score a total of 2 points – 1 for the Home Run and 1 for the Target Hit).
- Target Hit during a Hot Streak counts for 2 points.
- Once a Target Hit has been called, the ball is 'dead' and cannot be caught.

End of Game

The game is over at the point when one team takes the lead, and the other team has no further batters to come.

Tie Breaker

- If the game is tied after all batters have completed their At-Bat, each team will select one batter to participate in a Swing Off.
- The Swing Off will consist of 10 swings per batter, with each allowed to take a maximum of 3 pitches.
- Three practice pitches will be permitted before each At-Bat in the Swing Off. or Home Runs – no Hot Streak, Target Hits, or Catches.
- In the Swing Off, points are only scored f
- If the game remains tied after the Swing Off, the two selected batters will have 'sudden death' At-Bats of 1 swing, with each allowed to take 1 pitch per At-Bat.



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