



SPECIAL RULES FOR

Monroe County Senior League Baseball Association

- Spring Season -

All MCSLBA games shall be played according to the BABE RUTH LEAGUE, INC. BASEBALL RULES AND REGULATIONS AND OFFICIAL PLAYING RULES except as noted below.

COACHING

1. All coaches MUST BE NYSCA certified or COMPLETED THE BABE RUTH COACH'S CERTIFICATION PROGRAM before being allowed to coach a team in the MCSLBA.

PITCHING AND CATCHING LIMITATIONS

1. A player may pitch seven innings per week without any rest stipulations between games. Once removed from pitching, a pitcher may not re-enter as a pitcher. A game must be forfeited if a pitcher exceeds his/her specific pitching limitations, regardless of when the infraction occurred or is discovered. *(See additional divisional specific pitching rules below)*
2. A new week begins each Monday at 12:01 a.m. One pitch thrown to a batter constitutes an inning pitched.
3. Substitutes (subs) may not pitch or catch.

GAME OPERATIONS

1. Setup: The league officer in charge will be responsible in getting all necessary equipment for operations and to place it back in storage after the last game of the night.
2. Game Time: All games will start at 5:45pm and 8:00pm respectively. An inning shall be considered ended and the next one begun at the exact moment of the third out for the home team.
3. Game Timetable: The visitor infield practice is from 5:10pm until 5:25pm. The home team has the infield from 5:25pm until 5:40pm. Games will start promptly at 5:45pm. Similar times will be used for the second game.
4. Early Start: Whenever the field is available, both managers are in agreement, and umpires are available, games may begin before the scheduled start time.
5. Field Maintenance: The visiting team will be responsible for the removal (before the first game) and replacement (after the last game) of the field tarps. Tarps and tires should be stored outside the field of play. When placing the tarps on the field, they should not touch or lay on the surrounding grass. In addition, the tires should be placed evenly distributed on the corners of the FLAT tarps.
6. Submission of Lineup: Before the game begins, each manager shall exchange lineups with a copy to the official scorer. Each team will bat according to the submitted lineup.

7. Scorekeeping / Scoreboard: The home team for each game is responsible for furnishing the official scorekeeper. The visiting team is responsible for furnishing a scoreboard operator.
8. Official Scorekeepers Summary: The scorekeeper must sign the "Official Scorekeepers Summary" and turn it into the appropriate umpire shed. In addition, at the conclusion of each game managers must initial or sign the official scorekeeper's summary and thereby acknowledge the correctness of: the final score, the name of each pitcher who pitched for both teams and the number of innings pitched by each pitcher is applicable. Failure to initial or sign the summary shall result in an unregistered game.
9. Participants: Only players of the two teams engaged in the game and one batboy/batgirl per team, if on the official roster, will be allowed on the playing field; plus one manager and two coaches per team.

ALL DIVISIONS

1. Tobacco Free: Coaches, Players, and Umpires: Use of tobacco on playing fields or in dugouts is PROHIBITED. Any infraction of this rule results, first in a warning, and if repeated, ejection from the game.
2. Drugs, Alcohol Free: Coaches, Players, and Umpires: Use of alcohol or drugs will result in immediate ejection from the game. A meeting of the board of directors will decide any disciplinary actions to be made.
3. Profanity Free: Coaches, Players, and Umpires: Use of profanity, taunting or negative chatter is PROHIBITED. Any infraction of this rule results, first in a warning, and if repeated, ejection from the game.
4. Eligibility: A game played with a player who is ineligible will result in a forfeit for the player's team.
5. Participation: Any player who is dropped from a team roster, for any reason, may not re-enter the player pool for that season. They may re-enter the player pool the following season through tryouts, if eligible.
6. Official Game Roster: Teams must field a minimum of 6 players from their team roster. In addition, a maximum of three eligible subs may be used to fill out a team for any given game (up to 9 players in total). All Subs must bat at the end of the lineup. Failure to comply will result in a game forfeit.
7. Forfeit with Less than Eight: A team must field a minimum of eight players and complete the game with eight players or forfeit the game. There will be a ten (10) minute "grace period" after the official start. When neither team has eight (8) players at the official start of the game or within the ten minute grace period, the game on that date is declared a NO GAME.
8. Playing Time: Each player will play a minimum of six defensive outs. Failure to do so will result in forfeiture of the game. EXCEPTIONS: Game shortened by Mercy Rule or Act of God.
9. Courtesy Runner: At any time, the offensive team may use a courtesy runner for the catcher of record (i.e., the player who will catch the next half inning). The courtesy runner shall be the last recorded out made (this could include the previous inning). If no outs have been recorded in the game, it shall be the last batter in the batting lineup.

10. Pinch Runner: A pinch runner may only be used in case of player injury. As with a normal player substitution, when an injured player is pinch run for, that player is removed from the remainder of the game. The pinch runner shall be the last recorded out made (this could include the previous inning). If no outs have been recorded in the game, it shall be the last batter in the batting lineup.
11. Batting Lineup Length Equals Players In Attendance: The batting lineup will be as lengthy as the number of team players in attendance. If players arrive late, they shall be inserted at the bottom of the submitted batting order, upon their arrival. If a player leaves before the end of the game because of ejection, injury, parent removal, etc., then the batting order will skip over the departed players slot without any penalty to the offensive team (i.e., no automatic out). If during a "plate appearance" a player, while at bat is injured such that the player cannot complete the turn at bat, then the last batter who did not to reach first base safety, shall complete that players "plate appearance".
12. Official Time: The official start time shall be indicated by the home plate umpire and notation of it entered by the scorekeeper into the official scorebook.
13. Time Limit: A one- hour forty-five time limit shall apply to all scheduled league games. Any innings started before one-hour forty-five minutes will be completed. The League Tournament shall have a two-hour time limit.
14. Delay/Stalling: In the event of a game nearing its completion (time limit) and the home plate umpire feels that a team is deliberately stalling either offensively or defensively he may: (a) Add time to the official clock and give the offending team one warning. (b) A second offense may result in a forfeiture of the game.
15. Suspended Game: In the event of a game being called before completing four and a half innings with the home team ahead or five innings with the home team behind, the game will be treated as a suspended game. The game will be continued from the point of suspension. EXCEPTION: In case of time limit, it would stand as a completed game.
16. Tie Game: At the end of the time limit, if a game is tied, it will be counted as a tie and recorded as half a win and half a loss. For city tournament seeding purposes, the following tie-breaking rules will apply: 1) head to head competition, and 2) coin toss. EXCEPTION: League Tournament games will be played until a clear winner is determined.
17. Game Speed: Managers and coaches shall encourage players to hurry on and off the field between half innings and shall under no circumstances employ any stalling tactics. No more than one 30 second coached called time out per team, will be permitted in any half inning. Time allowed for pitching changes and injuries will be left to the umpire's judgment.
18. Mercy Rule: The mercy run rule shall apply if one team is ahead by 15 runs after three innings played, 12 runs after four innings played ($3\frac{1}{2}$ if the home team is ahead), 10 runs after five innings played ($4\frac{1}{2}$ if the home team is ahead) or 8 runs after 6 innings played ($5\frac{1}{2}$ if the home team is ahead).

19. Scoring Limitations: In any inning a team that is tied or ahead may not increase its score by more than five (5) runs during their time at bat. A team that is behind in an inning may not go ahead of its opponent by more than five (5) runs during their time at bat. Exception: If the seventh run scores because the batter has hit a ball over the fence in fair territory on the fly (i.e., a home run), then all runners on base at the time of the home run may score.
20. Makeups: Any postponed or rained out games will be played as scheduled by the board of directors as facilities are available.
21. Ejections: A player, manager or coach who is ejected from a game will be suspended from playing or managing in his team's next regular scheduled game. No exceptions.
22. Protest Procedure: (a) Notice that the game is being played under protest must be filed with the home plate umpire by the manager at the time of the disputed decision and before the next pitched ball to the batter or the next play. (b) Written reports setting forth all of the facts of the protest must be filed by the manager and umpire with the league president within 48 hours of the date of the protest. (c) Final decision of the protest shall be decided by the League President and/or his/her appointed committee within 48 hours of the delivery of the written notification. (d) The president's protest committee shall be composed of three members of the League not connected with any team in that division.

MINOR DIVISION

1. Approved Bats: The bat may not exceed 34" in length, and the bat barrel may not exceed 2 5/8" in diameter. All aluminum/alloy and composite handle/barrel bats are allowed. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed.
2. Pitching Distance: 13 year olds may throw from a distance of 54' OR 60'-6", but they cannot change their throwing distance during the game after their first official pitch is made. 14-15 year olds must throw from a distance of 60'-6".
3. Pitching Limits: No player may pitch more than three innings in a game. A game must be forfeited if these specific pitching limitations are not met, regardless of when the infraction occurred or is discovered. *(See additional general pitching rules above)*
4. Base Paths: 90' base paths will be used.
5. Swing Players: Swing players may not pitch in the MCSLBA league and may only catch 2 innings in a MCSLBA game while they actively engaged with a BJLBA team (League and Tournament).

MAJOR DIVISION

1. Approved Bats: The bat may not exceed 34" in length and the bat barrel may not exceed 2 5/8" in diameter or be greater than a 3 length to weight ratio. All aluminum/alloy and composite handle/barrel bats are allowed. Wood barrel bats conforming to the specifications of Official Baseball Rule 1.10 are allowed.
2. Pitching Distance: All players will throw from a distance of 60'-6"

3. Pitching Limits: A combination of two or more 18yo players' can only pitch a total of 5 innings in a game (any innings). No one 18yo player can pitch more than 3 innings in a game. A game must be forfeited if these specific pitching limitations are not met, regardless of when the infraction occurred or is discovered. The League Tournament shall not have this pitching limit. (See additional general pitching rules above)
4. Base Paths: 90' base paths will be used.

Any rules not included in the Local Rules that a member may find necessary or important for smooth or proper functioning of the League should be brought to the attention of the officers where a final decision will be made.

Last Updated 2/20/2022