



# **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 HAVE 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. No player may pitch more than three innings in any one game. 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.
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.
4. Swing players from BJLBA 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).

#### **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: Official score will be kept through GameChanger, with the home team providing a scorekeeper. Home scorekeeper shall confer with visiting team's scorekeeper at the end of each full inning to ensure mutual agreement on score and record of innings pitched.
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.

#### SPORTSMANSHIP, ELIGIBILITY AND PLAY

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. 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 the batter is injured and cannot complete the turn at bat, then the last batter who did not to reach first base safety shall complete that player's plate appearance.
12. Official Time: The official start time shall be indicated by the home plate umpire.
13. Time Limit: A one- hour thirty minute time limit shall apply to all scheduled league games. Any innings started before one hour and thirty minutes will be completed.
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 coach-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 plus the batter may score.
20. Makeups: Any postponed or rained out games will be rescheduled as facility availability permits.
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.
23. 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.
24. Pitching Distance: All pitchers must throw from a distance of 60' 6".
25. 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.*