



Rules and Other Information

Structure

- Executive Director will be responsible for appointing and removing members of the Executive Board.
- Executive Director will be responsible for enforcing all rules and penalties for violations of the rules.
- Executive Board, as appointed by the Executive Director, will be responsible for bringing ideas on league rules to the table and will vote on those rules. Will vote on other items as needed.
- Advisory Board will be made up of one representative from each team in the league. Rep should not be a member of the Executive Committee.
- Advisory Board will vote on items per Executive Director and must vote yay or nay, they may not abstain.
- Advisory Board will be responsible for bringing ideas and concerns to the Executive Committee. They also have the right to send a rule back to committee if a majority find the rule unfair, unclear or any other credible reason.
- All managers must be approved by the Executive Board before joining the league.

Player limits and rules

- Eligible players in the league are as follows (age by end of season):
 - 18 and over if playing with parent and rostered prior to 2023.
 - 30 and over if not with parent.
- Players under 35 MUST use wood bats. Failing to do so is an automatic out and all runners are returned to their respective bases.
- Any player under 35 who does not have a wood bat available may continue to play defense but does not bat until they have a wood bat. Position in the lineup will be an out if less than 9 batting.

- Players under the age of 30:
 - Parent must be present, in the lineup, and receive a minimum of one at bat in the game their child plays.
 - Are eligible to play **ONLY** the following positions in the field: catcher, second base, first base and right field.
 - May not be used as a pinch runner.
 - Are not eligible for All-Star game.
- Any player under 40 will not be eligible if they are on a roster of a professional baseball team, or Central / Susquehanna league or on a college roster.

Rosters

- March 1st is the cutoff for adding teams for the current season.
- There is no limit on roster size.
- No more than 5 players under the age of 30 on any roster.
- Rosters are locked and payment is due April 1st of each season.
- Players may change rosters in the off season.
 - **Players must inform their manager by January 1st if they intend to change teams.**
 - ***Players may, up to the 3rd game of the season, request to be placed on waivers (once in a season) if they do not wish to remain with their team.***
 - **Waivers will be used (see above) to allow players to move in season. Teams will be able to claim a player on waivers based on reverse order of standings—a new team will be considered 1st choice if the season hasn't started or there is a tie in the current standings. That team will then retain the player for the remainder of the season.**
- Free Agent draft will be held with all un-rostered players no later than April 1st.
 - Draft will be in reverse order of previous year's record. Tie-breakers will be as noted later in the rules.
 - Teams do not have to take players but are encouraged to try and accommodate any free agents to help the league grow.

The league will be utilizing MLB rules except for the following exceptions:

Game Times

- **The managers are responsible for knowing start time, and scorekeepers will track the game's time.** Start time for the game will be 5 mins after the pre-game meeting of umpires and managers. *The umpires are not responsible for the time.*
- All games will be 7 innings with a time limit of 2½ hours.
- No new inning shall be started after 2¼ hours.
- If the score is tied after 7 innings and the game is within the 2¼ hour limit, the game continues into extra innings.
- If the time limit has been reached and the game is tied, teams will play using the **Tie-Breaking rules**.
- Time limits apply to all games, late games are NOT exempt from the time limit.

Tie-Breaking rules

- If the score is tied and the time limit has been reached, one last inning is played.
- This inning will start with the last out from the previous inning on 2nd base, for both teams.
- Each team is limited to a maximum of 3 runs in the extra inning, even in the case where a homerun would exceed 3 runs. If the score is still tied, the game ends as a tie.

Batting

- No bunting is permitted.
- Each team will submit a continuous batting order before the start of week 1. This is the official batting order for the entire season.
- Any player(s) added after the batting order has been submitted will be inserted at the end of the official batting order.
- Players may be skipped in the order if injured or leaving the game without recording an out if there are still 9 players in the order. They may re-enter the batting order if they feel they can do so, however this rule does not permit players to skip their at bats for strategic purposes (players can't skip an at bat to allow another hitter to bat)

- If at any time a lineup has less than 9 batters, an automatic out will be declared for each batter less than 9. The position in the lineup where the automatic out is taken will be:
 - in the place of players that have vacated the lineup, if they are removed after the game starts, or
 - at the end of the lineup if a team starts with 7 or 8 batters.
- There will be no modified bats. Vote unanimously from managers.
 - If discovered, the bat is removed from the game and the player is ejected per MLB Rule Rule 6.03(a)(4).

Pitching

- Players must be 35 or older to pitch.
- Pitchers may pitch a maximum of 4 innings per game. Any inning in which they pitch is considered a complete inning when calculating innings pitched.
- Pitchers may work from the stretch or wind-up.
- Pitchers may NOT re-enter to pitch after leaving the position.
- Balks will not be called.

Base Running

- No base stealing is permitted.
- Runners may take a lead of 10' from 1st and 3rd base, and 12' from 2nd base. Secondary lead is MAXIMUM of 2 additional steps to primary lead.
When lining the field a mark will be placed at 10' and 12' respectively.
- Runners must have both feet behind the "lead line" prior to secondary lead.
- Runners take a lead at their own risk and may be picked off by the pitcher or catcher.
- At the umpire's discretion a player may be called out for taking an excessive lead.
- On an attempted pickoff, runners must return to the base they are leading from. If there is an overthrow or error, runners may advance immediately, and do not have to touch the base, at their own risk.
- With 2 outs and a full count, forced runners may run on the pitcher's first movement. NO PICKOFFS ALLOWED IN THIS SITUATION.
- Runners must wear batting helmets when running the bases.

Courtesy Runners

- Prior to the game, managers **MUST** announce any players not able to run the bases.
- If a player is hurt during the game, they may use a courtesy runner.
- The courtesy runner is the closest previous batter in the line-up who is not on base or designated as a player who cannot run. If the courtesy runner is the pitcher or catcher, the next eligible runner may be used.
 - Runners must be 30 or over. Under 30 MAY NOT be a courtesy runner.
- If a player, not identified as a non-runner prior to the game, reaches 2nd base during their at bat, they may not have a courtesy runner unless injured during that play.
- Pitchers and catchers may have courtesy runners if they reach base to keep the game moving along.
- With 2 outs, catchers should use a courtesy runner.

Fill-in players

- Fill-in players are not to be used to create an advantage for the team they are playing for.
- If a team is short players there are 2 options:
 - The opposing team shall provide players in the field for the team that is short. This is primarily used when a team has 7 or 8 rostered players.
 - A team may use "other" players. Any "other" player must be agreed upon by both managers and should not be difference makers. "Other" players will bat after the last rostered player in attendance. "Other" players are limited to playing the outfield and if not able to, may play first base or catch. "Other" players may not pitch.
- If you have less than 7 players the game is **a forfeit** in the standings, 7-0; however you can still play the game and pay the umpires. Opposing manager **MAY NOT** choose to not take a forfeit.
- A team that has 9 players but needs help in the field must use a player from the opposing team. No "other" player may be used.

Fields

- Multiple fields will be utilized for play. (4- starting in 2025)
- Managers are responsible for cleaning their dugout at the end of the game.
- BOTH teams are responsible for getting the fields ready to play before the first game of the day and maintaining the fields at the end of the last game of the day. In between games, players from all 4 teams should help with any quick maintenance needed. Managers are aware of any special

requirements at each field. Leave the field in as good as or better condition than when you arrived.

- Players and scorekeepers only in the dugouts.
- No smoking or alcohol at any of the fields.

Keeping Score

- The league will pay scorekeepers \$15/game.
- Scoresheets will be sent Sunday evening, but no later than Monday, to the head scorekeeper, to be recorded on the league website.
- Lineup will be written from leadoff batter for the game and only players present or expected to be present are listed for ease of scoring.

Uniforms

- All players need to wear similar shirts and hats.
- Uniforms should have names and/or numbers. (In the odd occurrence that there are duplicate numbers, uniforms of duplicate numbers MUST also have name.)
- Players need to have ID available to verify they are on the roster.
- Players should not wear shorts (This is a clarification).

Playoffs

- Players must play 5 of their team's games in order to play in the playoffs.
- Playoff games will be highest seed vs. lowest each round. Highest seed is home team.
- All teams make playoffs with bottom seeds playing a wild card play in game the Saturday of week 1 playoff week, when necessary to avoid byes and when odd number of teams. *This can be revisited each season based on the number of teams.
- Playoffs are single elimination.
- Championship will be between the winners of the inter-division playoffs.
- Playoff games must be played to a win, no ties. After time limit, use regular season extra innings rule for all extra innings.

Sportsmanship

- All players and managers shall conduct themselves in a sportsmanlike manner. Unsportsmanlike conduct will not be tolerated during the season.

- Any player ejected from a game for arguing with an umpire shall serve a 1 game suspension.
- Any player or manager that displays unsportsmanlike conduct during or after the game shall serve a 1 game suspension.
- For a 2nd offense, the person is suspended for 5 games, a 3rd offense is a suspension for the remainder of the season - pending a board investigation.
- Multiple suspensions across seasons will be handled differently and at the board's discretion.

Standings Tie-breakers

- First tie-breaker in standings is head to head match up.
- Second tie-breaker is division record.
- Third tie-breaker is runs allowed

Rules violations

- The rules are the rules, no exceptions.
- First violation, games with infractions are forfeit.
- Second violation, the manager is barred from managing in the league.

****Rules are subject to change without notice. Changes will be sent out when made.**