

# SDABL

## Rulebook 2020

Rule changes and emphasized points of interest are highlighted in **Yellow**.

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## SECTION 1 - DEFINITION OF TERMS

### 1.1 ELIGIBLE PLAYER (League):

Any legal player as defined above and is in accordance with any other applicable age and skill-level requirements contained under Section 3 in these rules.

### 1.2 ELIGIBLE SUBSTITUTE (Game):

Any player listed on the lineup card who has not yet been officially “placed” into the offensive/batting lineup.

### 1.3 FORFEIT – NO SHOW

Any team that does not at least one player present at game time and did not notify the League Commissioner **VIA EMAIL** by 6pm on the day immediately preceding the scheduled game. No Grace Period;

### 1.4 FORFEIT – CALL IN

If a team will be unable to field a team for a scheduled game and notifies the League Commissioner **VIA EMAIL** by 6pm on the day immediately preceding a scheduled game they will **NOT** be charged with a **NO SHOW FORFEIT**. They will, however, be charged with a **CALL IN FORFEIT**.

### 1.5 Unable or Refusing to Continue a Game in Progress

Once a game commences, if a team is unable or refuses to continue a game in progress the umpires will record all the game situation components and forward that information to the league for a determination of the game status.

### 1.6 INELIGIBLE PLAYER (League):

- A) Any player participating in a game for a team and who is not currently on that team’s online REGISTERED list.
- B) Any player who does not meet the skill-level requirements contained under Section 3 in these rules
- C) Any player who has provided misinformation pertaining to his identity and/or age.
- D) Any player who has registered with two different teams in the same division on the same day.
- E) Any team member who participates in any games while under suspension.

- F) Any player who participates during the playoffs but who has not played the minimum number of regular season games required to allow the player to participate.
- G) Any games played by the team where an ineligible player had participated in are subject to forfeit.

### **1.7 INELIGIBLE SUBSTITUTE (Game):**

Any player who had already been placed in the offensive/batting lineup as a batter or a pinch runner, was removed for a hitter, and then reentered in a different spot in the offensive/batting lineup

### **1.8 LEGAL BASEBALL:**

- A) All baseballs used in a SDABL game must meet the following minimum requirements:
  - 1) Outer covering must be full grain leather
  - 2) Inner Core must be solid or cushioned cork surrounded by wool winding
- B) Balls are not considered to meet minimum standards if the manufacturer has designated the ball as a youth or practice ball
- C) Always go to the manufacturer's website to confirm the definition of the ball.

### **1.9 LEGAL PLAYER (League):**

- A) Any player who has reached his/her 18<sup>th</sup> birthday and who has registered online with his particular team
- B) Any player who meets the age restrictions for his/her teams as outlined in Section 3.1.

### **1.10 OFFENSIVE LINEUP (A player becomes "official when):**

- A) Listed as an offensive starter on the lineup card (which becomes official once the first pitch of the game has been thrown)
- B) Listed as a substitute on the lineup card and is subsequently placed into the offensive lineup once the game has started under the following conditions
  - A) If a batter, he takes his place in the batter's box (Official Baseball Rule 3.08(a)(2).
  - B) If a runner ("pinch"), he takes the place of the runner he has replaced (Official Baseball Rule 3.08(a)(4).

### **1.11 ONLINE REGISTRATION:**

- A) List of all players registered for each team within the SDABL
- B) Players are not officially on any team until added to the online team registered list.
- C) No games played by any player prior to being added to the online registered list will count towards minimum game requirements for playoff eligibility

### **1.12 PLAYER REGISTRATION (League):**

Registration is defined as a player being listed on a **team's** SDABL web site registered list.

### **1.13 PROOF OF ELIGIBILITY (Game):**

When questioned during a game, a legal photo ID with date of birth must be presented "on the spot". If not, that player must leave the game immediately.

### **1.14 ROSTER:**

The term 'roster' as it applies to the online system is a list of players that a manager has added to his team for the purpose of keeping player statistics. Being on a team roster DOES NOT indicate that a player is OFFICIALLY on the team. To OFFICIALLY be on a team they must be REGISTERED as defined by 1.12 above.

## SECTION 2 - STANDARDS OF BEHAVIOR:

### 2.1 Managers

- A) Represent your team to other teams and the SDABL
- B) Be responsible for knowing the rules, policies, and field locations
- C) Be the contact between your team and the League Commissioner
- D) Ask for the names of the plate and field umpires names at the plate meeting.
  - 1. The umpires are required to comply with this request.
  - 2. Refusal by any umpire to provide this information should be reported to the Chief Umpire of the League.

### 2.2 Managers and Players

- A) Interaction with Umpires
  - 1) **Umpires shall not be physically or verbally abused.** If problems arise with any umpire the league commissioner shall be notified.
  - 2) **PHYSICAL CONTACT WITH THE PERSON OF AN UMPIRE OR THEIR PERSONAL PROPERTY (i.e., automobile, equipment, etc) IN ANY WAY IS FORBIDDEN BY BOTH THE SDABL AND THE OFFICIAL BASEBALL RULES. VIOLATIONS WILL BE DEALT WITH BY A MINIMUM 3 GAME SUSPENSION AND UP TO SUSPENSION FOR THE SEASON OR PERMANENT EXPULSION FROM THE SDABL.**
  - 3) Discussions with umpires concerning any aspect of the game are limited to the area of the playing field. If any player or manager follows an umpire off the field he will be subject to suspension and possibly expulsion from the SDABL.
  - 4) A manager ejected 3 times in a season may be subject to additional league sanctions.

### 2.3 Managers, Players, Fans, Friends, and Family members

All Managers, Players , Fans, Friends and Family members are expected to be aware that the following substances are prohibited from **ALL** SDABL game sites

- A) Alcoholic Beverages
- B) Tobacco Products of any kind
- C) Vape products
- D) Drugs for which the person does not have a legal prescription

## SECTION 3 – ELIGIBILITY

### 3.1 Division Eligibility

- A) 18+ - Contracted players at least 18 years of age at the time of participation.
- B) 25+ - Contracted players at least 25 years of age anytime during the calendar year
- C) 35+ - Contracted players at least 35 years of age anytime during the calendar year
- D) 45+ - Contracted players at least 45 years of age anytime during the calendar year
- E) 53+ - Contracted players at least 53 years of age anytime during the calendar year

### 3.2 SKILL LEVELS

- A) Any player who has been released from a verifiable Minor League professional baseball contract within the past 12 months, will require him to play in the highest level of competition offered within his age group.
- B) Any player who has been released from a verifiable Major League professional baseball contract at any point in his life, is required to play in the highest level of play within his appropriate age group. EXCEPTION: Players over the age of 53 may play in any division they wish.
- C) Players who are currently active in University, Collegiate, JC, or NAIA baseball programs must play in the highest skill level available for their age division. To be exempt from having to play in the highest level offered, the following requirements must be met by the individual player:
  - 1. Former Div I & II players must not have been on any respective Div I and/or Div II roster for the past 18 months
  - 2. Former Div III players must not have been on any Div III roster for the past 12 months
  - 3. Former JC or NAIA players must not have been on any JC or NAIA roster for the past 6 months

### 3.3 ROSTER ELIGIBILITY

- A) No player may play for two different Saturday League teams within the same age group
- B) No player may play for two different Sunday League teams within the same age group
- C) A player may play in two different skill levels provided they are played on two different days and within one skill level of each other. For example, Sat 18A and Sun 18AA is acceptable while Sunday 25AA and 25A is not acceptable..
- D) Players removed from the game based on 3.3(A,B, and C) will not be cause for an immediate forfeit. The opposing Manager is encouraged to contact the League Commissioner for review and resolution.

- E) Players who wish to move to a different team in the same age division during an ongoing season
- 1) Must send an email to the league commissioner indicating what team they are leaving and what team they wish to move to.
  - 2) The commissioner will notify both the old and new teams of the player's intentions
  - 3) Based on the date of the email to the commissioner the player **MUST** sit out the next scheduled game of the 'new' team.
  - 4) After sitting out the one game the player may then play for the 'new' team.

### 3.4 PLAYER ADDS/DROPS/TRANSFERS:

- A separate transaction is required for each player who is added, dropped or transferred. All transactions must be made through the League on line REGISTRATION program. That is, no transactions will be considered official with a mere phone call. The following policy will apply for each case:
- **NOTE: Remember, REGISTRATION and ROSTER are two distinct and separate functions on the SDABL website. To be official, all Player Adds/Drops/Transfers MUST be completed on the REGISTRATION Website location. Adding a player to your ROSTER does not officially place them on your team.**

#### A. Player Adds

1. A player may be added anytime after the season has started.
2. This action must be taken at least one minute before the game began for that player to be eligible to participate in that game. **WARNING:** Our system only documents the most recent time/date a player was added. If you drop a player and then add him later his "stamp" will only reflect the most recent time. He will not get credit for his earlier played games. So it's best you just don't drop him.

#### B) PLAYER DROPS:

1. If you wish to drop a player contact the SDABL Operations Commissioner. But please Note the WARNING above. If you don't absolutely have to delete him and there is a chance he may return to your team later, then don't request that he be deleted..

#### C) PLAYER TRANSFERS:

1. The following policy explains the allowable player transfers between teams during an active season....
2. **Transfers within the same division:** Player may move from one team to another but must sit out one game for each transfer. **NOTE:** He must sit out the game that follows *immediately after* the date he is dropped. If this "after" game becomes forfeit or rained out, the transfer player's obligations to sit will have been fulfilled.
3. **Transfers from one division to another:**
4. **Higher division to a lower division (in terms of level of play):** Player must sit out one game before playing. The Transferred Player *may not return to* a higher level for the remainder of the season.
5. **Lower division to a higher division (in terms of level of play):** Player may play immediately after he is dropped. Player may then return to the lower division later that season, but must sit out one game *and must remain* in the lower division the rest of the season.

- Note 1:** Players transferring from a team that has folded to a potential playoff team are immediately eligible to play the next scheduled regular season game with that new team. Player eligibility for the playoffs shall remain applicable as set forth in **Section 3.5** below.
- Note 2:** The first game of a doubleheader satisfies the one (1) game requirement for the cases noted above. A game won by forfeit also satisfies this one (1) game requirement.

### 3.5 PLAYOFF ELIGIBILITY

- A) For every season, the League will announce a minimum number of games every player must participate in to be playoff eligible
- B) A manager must be able to PROVE that a player participated in a game.
- 1) For Offensive players (batters) this PROOF will consist of the teams scorebook with the player listed in the batting order for each game played.
  - 2) For Defensive-only players (non-batters), the manager must be able to provide verification from the opposing managers that the player participated by either Pitcher or playing a defensive position.
  - 3) If a player was not on the team's online registered list for a particular game then that game WILL NOT count toward the minimum number of games requirement.
  - 4) If a player was on the registered list and a game was cancelled by the league, (not postponed) then the player will get credit for a game played.
  - 5) If a player was on the registered list and a game was rained out or postponed then the player will get credit for a game played. No additional game credit will be given if a rained out or postponed game is played at a later day. Only one game played credit will be allowed per scheduled game.
  - 6) If a player was on the registered list and a game is forfeited **by the opposing team** then the player will get credit for the game.

### 3.6 CONSEQUENCES OF USING INELIGIBLE PLAYERS

The Plate Umpire will not declare a forfeit on the field. The League Commissioner will rule on the matter post-game if procedure 3.5(A) is followed.

- A) The *minimum consequence* for a **team** who uses an ineligible player is a forfeit for the game in which the player participated.
- B) The consequence for a **player** who is ineligible may be a one game suspension for any and all teams in which he may be a member.
- C) The SDABL Protest Committee will determine whether any additional consequences should be imposed on the offending team and/or offending player. Each situation will be considered on a case-by-case basis.
- D) Ineligibility protests that are upheld will apply **only** to the game being protested. Any previous games in which the ineligible player may have participated are not subject to automatic forfeit. Additional consequences, if any, will be determined on a case-by-case basis by the League

### 3.7 CHALLENGING THE USE OF INELIGIBLE PLAYERS

A) The challenging Manager must contact a League Commissioner via **email or text by 6:00 pm the day after the game in question.**

B) If the challenging manager informs the home plate umpire then the home plate umpire is then obligated to request identification from the challenged player.

1. If it is an **AGE** challenge a photo id (at a minimum) must be produced. The photo ID must contain a date of birth. If a physical photo ID can not be produced but the player can show a picture (via text message) of the photo ID then that will be accepted.
2. If it is an identity challenge then a photo ID should be produced. If a photo ID is not available then two non-photo pieces of identification (such as a bank book and credit card) will be acceptable so long as it proves the identity of the player.

C) Results of a Challenge

1. If documentation listed above is provided and verified by the plate umpire, the challenge will be denied and the player **will be allowed** to continue in the game.
2. If a challenge is denied the Manager still has the option of contacting the League Commissioner as outlined in 3.5(A) above. An investigation by the League will then take place.
3. If a challenged player cannot or will not produce valid identification then that player **will not be allowed** to play or continue playing that day.
4. If a challenged player is later able to produce valid identification they will be allowed to reenter the game subject to normal substitution/reentry rules as covered under section 9.12
5. Players removed from the game based on 3.5(C) (3) will not be cause for an immediate forfeit. The opposing Manager is required to contact the League Commissioner as outlined in 3.5(A) above for resolution.

D) Special Rules for Playoff Games (except the championship game)

1. Rules 3.7 A, B, and C apply with the following exception
2. (3.7.A) is amended to allow the challenging manager to contact the league Commissioner via **email or text by 6:00 pm the day of the game in question.**

## SECTION 4 - PLAYER REGISTRATION POLICY

### 4.1 Individual Player Registration for Regular Season Participation:

- A) All Players must be registered on their respective team's web site registered list.
- B) The Cut Off date for being registered will be announced in a Newsletter for each specific season. This will depend on rain outs and other factors. Generally it will be the third week of a season.
- C) If an individual player fails to register by the announced registration date then said player will be considered as an Ineligible Player and any games he/she participates in after the cut off date will be subject to forfeit.
- D) As long as a player has registered before the actual game time on that team's registered list he will be considered as an Eligible Player at that point.

### 4.2 Individual Player Registration for Play-Off Participation:

- A) To Participate in play-offs for any designated season a player must have participated in the minimum number of required regular season games. The minimum number of games will vary each year and each season. The minimum number of games will be announced by the league prior to the start of each season.

### 4.3 Special Participation Circumstances

**Special Occasions (as determined by the League), like Mothers Day, as well as rainouts and forfeits** will count (we assume that player was ready and willing to play) towards the minimum games required for play off participation so long as the player has registered prior to the particular rainout and/or forfeit --- unless the said rainout and/or forfeit game is subsequently played after the player has registered.

Example 1: John Smith was registered on March 12<sup>th</sup>. On Saturday March 11<sup>th</sup> his team's game was rained out (or forfeited). John Smith will not receive credit for his having participated in that game --- unless that game does in fact get played sometime after March 12<sup>th</sup>. (See following example).

Example 2: John Smith was registered on March 12<sup>th</sup>. On Saturday March 11<sup>th</sup> his team's game was rained out (or forfeited). The game is rescheduled on played on March 19<sup>th</sup> (and/or the rescheduled game was either rained out or forfeited yet again), John will receive credit for his having participated in this makeup game if he does in fact participate.

# SECTION 5 – PROTESTS

## 5.1 Protest Procedures

- A) Judgment calls by umpires **MAY NOT** be protested
- B) Only specific rule violations, such as (suspected) rule misinterpretations or misapplication of the “consequences” as defined by a specific rule, **MAY** be protested. Challenges of ineligible players are **NOT** a protest and are covered under rule 3.5.
- C) All protests must be brought to the attention of the plate umpire before the next pitch to a batter, or before the next play (such as a pick-off attempt) in order to be considered.
- D) For your own “protection,” make the opposing manager and base umpire aware of your protest.
- E) Be sure to make any and all appropriate notations in your scorebook, and have the plate umpire witness these notations, or make notations of his own.
- F) Notify your League Commissioner, via email or text, by **6:00 PM of the day following** your game.
- G) Write down and submit the details of your protest to your commissioner via email. **This is absolutely necessary** in order for your protest to be considered. These details must be submitted no later than **6:00PM three days after the game**.

## 5.2 Ruling on Submitted Protests

- A) When notifying your League Commissioner of a protest, do not expect him to handle and subsequently resolve the issue on Sunday night. Since the main concern of the SDABL is to ensure a fair and impartial hearing, time must be allowed to investigate the facts and to talk with all the principles involved, especially the umpires.
- B) For any and all protests, the decision of the SDABL President, based on the findings of the SDABL Protest Board, are final.
- C) Even if it is held that the protest was valid with reference to a violation of either Official Baseball Rules or a specific SDABL rule, this will not automatically result in the replaying of the protested game, or its continuation at the point it was protested.
- D) If both the SDABL President and Protest Board are convinced that the violation adversely affected the game and/or the protesting team’s chances of winning the game they may, at their sole discretion, rule that the game be either replayed in its entirety or restarted at the point of the protest. Each situation will be determined on a case-by-case basis. Scorebooks and line up cards from both teams may be required to make a decision, so make sure you save all relevant material.

# SECTION 6 - FINES/PENALTIES/SUSPENSIONS

## 6.1 Fines and Penalties

Fines and/or penalties may be levied against teams, managers, or players that have committed rules infractions.

- A) All fines (and penalties) are to be paid by 6:00 p.m. on the first Wednesday immediately following the game in question.
- B) If a fine is not received, the manager or player involved MAY immediately be ineligible to play the next game.
- C) When a team fine is in effect, the game shall be forfeited.
- D) If fines are not paid by 6:00 p.m. on the first Wednesday immediately following the game in question, managers, players and/or teams are subject to further league action.
- E) All penalties will begin with the next scheduled game.
- F) Rainouts and canceled games are not counted towards fulfillment of the penalty (i.e., if the next scheduled game results in a rain-out, cancellation, or postponement, the penalty carries forward to the next game and so on until it has been fully served).
- G. The following list, which is neither an exclusive nor all-inclusive list, shall govern fine infractions not already covered and stated as Guidelines:
  - 1. **Field neglect:** \$50.00 fine minimum plus the assessment of any and all costs associated with the neglect (also see: "Rain-out Policy" Rule above).
  - 2. **Preparedness** (not having batting helmets or catcher's gear, etc.): \$10.00 fine.
  - 3. **Game balls:** Teams not having 3 league-approved baseballs (see Definition 1.8) for each game will be fined \$10.00 per missing ball.
  - 4. **Losing league equipment** (bases, rakes, or drags): \$25.00 fine plus replacement cost of lost equipment.

## 6.2 Suspensions

The following list, which is neither an exclusive nor all-inclusive list, shall govern suspension infractions not already covered and stated as Guidelines:

- A) **Alcohol/Tobacco/Drugs:** Any player violating league rules concerning these substances will be subject to a three game suspension; a second violation will result in that player's expulsion from league for that season;
- B) **Fighting:** Any player involved in fighting, physical or verbal abuse, including but not limited to physical threats, racial epithets, foul or abusive language, toward another player or manager, will receive a least a one game suspension. Possible season expulsion and/or other penalties may apply;
- C) **Physical contact with an umpire:** Minimum three (3) game suspension.

- Season expulsion or permanent expulsion from the SDABL is possible;
- D) **Player Ejection:** Any player ejected from a game twice during the season will receive an immediate one game suspension effective the next scheduled game. A player ejected a third time is subject to suspension or expulsion from the league;
  - E) **Manager Ejections:** Any managers ejected three times from SDABL games during the season is subject to suspension; additionally they may not be allowed to continue that season or the next as a manager;
  - F) **Managers may also be suspended** and/or fined for ordering pitchers to throw at opposing batters;
  - G) **Throwing equipment to express displeasure** with an umpire's call (or displeasure with personal performance) may result in a warning or an immediate ejection from the umpire. It may also result in a fine or other penalty, such as suspension, depending on how serious the infraction. (In particular, if someone gets hurt as a result of thrown equipment).
  - H) The SDABL reserves the right to impose additional penalties, including but not limited to, fines, suspensions or expulsion of players, managers, and/or teams based upon the seriousness of any violation.

## SECTION 7 - FORFEITS

Forfeits affect everyone involved, especially the opposing team who has showed up expecting a game, not to mention the umpires. Therefore, the league highly encourages every manager to make every effort to field a team each week. If a manager knows ahead of time that he will not be able to field a team, he should make every effort to provide the league with plenty of notice so as to prevent the opposing team and umpires from having to make an unnecessary trip to a field.

### 7.1 NO SHOW FORFEITS

- A) The forfeiting team will be required to pay full umpire fees to both umpires.
- B) If the forfeiting team does not comply with 7.1(A) by 6pm on the Wednesday immediately following the forfeited game then the next scheduled game will not be played and will be ruled a forfeit as well. Payment must then be made by the next following Wednesday, or a 3<sup>rd</sup> forfeit will ensue, etc.
- C) Spring Season: Upon being charged with a 4<sup>th</sup> No Show and/or Call In Forfeit (or 3 consecutive No Show and/or Call In forfeits), the team **will be suspended** for the remainder of the Spring Season.
- D) Fall Season: Upon being charged with a 3<sup>rd</sup> No Show Forfeit, the team **will be suspended** for the remainder of the Fall Season.
- E) The league reserves the right to make determinations for “special circumstances” on a case-by-case basis to determine if a team’s inability to play a regularly scheduled game warrants being counted against the forfeits charged.

### 7.2 CALL IN FORFEITS

- A) Spring Season: Upon being charged with a 4<sup>th</sup> Call In and/or No Show Forfeit (or 3 consecutive Call In and/or No Show forfeits), the team **will be suspended** for the remainder of the Spring Season.
- B) Fall Season: Upon being charged with a 3<sup>rd</sup> Call In and/or No Show Forfeit, the team **will be suspended** for the remainder of the Fall Season.
- C) The league reserves the right to make determinations for “special circumstances” on a case-by-case basis to determine if a team’s inability to play a regularly scheduled game warrants being counted against the forfeits charged.

## **7.3 GAME IN PROGRESS FORFEITS**

Once the first pitch of the game has occurred a 'game in progress' forfeit can occur if the game has not become an official game (Rule x.xx) and a team is unable or refuses to continue the game. Should this occur, the umpire will suspend the game and report what occurred to the league. If the league determines that the games should have continued then the team that refused or was unable to continue may be responsible for paying both umpire fees and will be assessed with a forfeit loss with the score being 9-0 or the actual score, whichever benefits the winning team the most.

## **7.4 GAME IN PROGRESS SUSPENSIONS**

- A) Once the first pitch of the game has occurred a 'game in progress' suspension can occur.
- B) Umpires may declare a suspension for any reason they deem appropriate.
- C) The Managers of both teams should contact the League Commissioner for resolution.

## SECTION 8 – LEAGUE PLAYOFFS

Every league within the SDABL will have a post-season playoff to determine an overall league champion. The playoff format and the number of teams allowed to participate for each specific league will be determined by a variety of factors, particularly with respect to the number of teams within a specific Division. The playoff format for each league will be announced during the early part of the regular season. The SDABL reserves the right to alter the playoff format “in the spirit of fairness” and/or for any unforeseen events that may require altering the format. The SDABL will make every effort to create a playoff format that is impartial, fair, and competitive.

### 8.1 Playoff Policy

- A) The Division Winner will be based on the final league standings with reference to each team’s win/loss record. If not all teams have played the same number of games, then a Winning Percentage will determine the division winner. That is, the number of wins divided by the total number of games played. (Forfeits will be counted as a win or loss). (Tied games will be counted as ½ a win and ½ a loss).

*Example 1* (No Ties Involved): Team A has a record of 13-2, which results in a Winning Percentage of .866. Team B has a record of 14-3, which results in a Winning Percentage of .823. Even though Team B has more wins, its overall Winning Percentage is lower than Team A. Therefore, Team A is declared the division winner.

*Example 2* (Ties Involved): Team A has a record of 7-7-3, which results in a Winning Percentage of .500. (8.5 wins divided by 17 total games played). Team B has a record of 6-5-5, which results in a Winning Percentage of .531. (8.5 wins divided by 16 total games played). Therefore, Team B is declared the division winner.

- B) In the event that two (2) or more teams have equal Winning Percentages, then the **Division Winner will be determined using the following method:**
1. Head-to-head competition
  2. Fewest runs allowed between the affected teams.
  3. Best record within each team’s respective divisions, if applicable.
  4. Least runs allowed for full season for all games. (If number of games recorded are equal).
- C) All regular season rules will apply to all playoff games, including time limits and the Run (Mercy) Rule, with the following two exceptions:
- 1) A winner must be determined for each playoff game, so if there is a tie after the time limit has expired, the playoff game will continue until there is a winner.
  - 2). Championship games will not have a time limit. A modified Run (Mercy) Rule will be announced prior to the playoffs.
- D) Teams are responsible for paying the umpires and providing the baseballs for all Playoff Games except for the Championship game.

## 8.2 Qualifying for Playoffs

Beyond determining an absolute Division Winner as described in 8.1(B) above, qualifying for any Playoff Spot will be determined in the following manner:

In the event a three (3)-way tie **where all three teams have beaten each** other during the regular season.

A) If all three (3) teams are in the running for a **SINGLE** playoff spot, then the following Tie-breaker system will be used:

1) We will calculate the runs allowed for those games played against each other for the three teams involved. We will then eliminate the team that allowed the most runs. Between the two remaining teams, the head-to-head winner during the regular season will determine the winner.

For Example: Team A allowed 10 runs. Team B allowed 11 runs, and Team C allowed 12 runs. Team B beat Team A head-to-head during the regular season. Therefore, Team C is eliminated and Team B is declared the winner and advances.

2) In the event two (2) teams allowed the same “highest” number of runs, we will use the head-to-head regular season winner to determine which team will go head-to-head with the third (3<sup>rd</sup>) team that allowed the fewest runs.

For Example: Team A allowed 10 runs, Team B allowed 11 runs, and Team C allowed 11 runs. Team C had beaten Team B during the regular season. Therefore, Team C will be matched head-to-head with Team A. Whichever team won the head-to-head during the regular season will be declared the winner.

B) If all three (3) teams are in the running for **TWO** (2) playoff spots, then:

The above scenario will still apply. The only difference, however, is that once the team that allowed the most runs has been eliminated, the remaining two (2) teams will use their regular season head-to-head outcome to determine the highest “seed,” since both will be in the playoffs.

**Bottom Line: Head-to-head competition is the prevailing method for determining a winner.**

## SECTION 9 – ON FIELD PLAYING RULES

**IMPORTANT:** The umpires have been instructed to not allow any “deals” between managers when enforcing any rules, or to personally allow any “flexibility” with reference to enforcement. (For instance, umpires should not “turn their backs” to allow the managers to agree to add a player to the lineup card if said player had not been put on the lineup card prior to the first (1<sup>st</sup>) pitch of the game). Any violations should be reported to the League and/or Chief Umpire.

### 9.1 GAME TIME/TIME LIMITS:

- A) Game time is the scheduled start time, except for those situations beyond the control of either team or the umpire. For example, if no bases available, or the fields are locked, sprinklers turned on, etc. For any delays due to the latter situations, the umpires will announce the official start time established by the first pitch of the game.. **IT IS THE MANAGER’S RESPONSIBILITY TO ENSURE THAT A START TIME HAS BEEN ESTABLISHED.**
- B) **The plate umpire for that game will be responsible for the time clock.**
- C) Any game ending in a tie after the regulation time has expired will remain a tie in the standings.
- D) All SDABL games are nine (9) innings unless shortened by the time limit.
- E) In the event of darkness or weather related event that does not allow the game to continue, the game will be considered official if 5 full innings have been played (4 ½ or any part thereof if the home team is ahead) .
- F) The umpires may suspend, cancel or call a game if, in their opinion, the safety of the players are compromised due to rain, darkness, or any other event that may require the game to be stopped;
- G) No new inning shall begin after **3 hours and 15 minutes** from the ***actual start time*** of the game
- H) Tie Games
  - 1) If time expires and then an inning ends with the score tied, the game ends in a tie.
  - 2) If the 9<sup>th</sup> inning ends with time still on the clock and the score tied additional innings shall be played until either
    - a) either team has a lead at the end of any inning after the 9<sup>th</sup> inning
    - b) Rule 9.1(H).1 occurs after the 9<sup>th</sup> inning
- I) Extended Game Time Limits
  - 1. Normal time limit of 3 hours and 15 minutes will apply
  - 2. The game time can be extended under the following circumstances
    - a) 911 is called due to an injury on the field. The game will resume once the injured player has been removed from the playing field confines (outside all fences and/or gates leading to the field)

- b) The umpires determine that the field has become unsafe
- 3. If the game is to be extended the plate umpire will note the time the game was stopped and announce the new time limit (remaining time) once the game resumes.
- J. Game Time limit for Championship Games is 3 hours 30 minutes.

## 9.2 NINE (9) PLAYER RULE:

- A) If 9 or more legal and eligible players are present “Holding back” players is not allowed
- B) The batting order must consist of all 9 players (or a minimum of 9 if there are more than 9 players present);
- C) A team must always bat a minimum of 9 players throughout the course of the game if there are 9 (or more) eligible batters present;
- D) All 9 players must play on defense;
- E) If any player is lost for any reason---ejection, injury, or leaving of the premises for any reason and no legal substitute are available then the “hole” created in the batting spot must be counted as an “out” each time it comes up. Eliminating the “hole” in the batting order by “squeezing down” the order to the number of actual batters present *is not allowed*

## 9.3 LESS THAN NINE PLAYER START RULE:

- A) Teams (one or both) may start and complete any game with any number of players without penalty of forfeit.
- B) All games played and completed with less than nine members on a team will be considered legal;
- C) The team with less than 9 players must always be able to bat all players present at the game.
- D) If any additional player does show up at any point during the game
  - 1) If the team is currently batting, the additional player may be immediately inserted in the first available batting ‘hole’ in the offensive line up
  - 2) If the team is on defense, the additional player may take the field *only* after the current opposing batter has completed their at-bat;
- E) Regardless of the number of players present for either team, *both* teams are required to pay the umpires.
- F) At the end of any inning (not including the first and second innings) if a team is trailing by 15 or more runs and less than 7 players are actively in the game for that team then the game ends based on a run rule loss.
- G) If both teams have at least 7 eligible players on offense and defense then normal run rule options will be in effect as outlined in rule 9.16(A) and (B).
- H) The team beginning with less than 7 players will become the visiting team regardless what is listed on the schedule. This will allow that team more time for additional players to arrive.

## 9.3 LESS THAN NINE PLAYER START RULE (continued):

I) Lineup cards **MUST** be filled out as shown below when less than nine players are in the offensive lineup.

### 8 players

1. Player 1
2. Player 2
3. Player 3
4. Player 4
5. Player 5
6. Player 6
7. Player 7
8. Player 8
9. Auto Out

### 7 Players

1. Player 1
2. Player 2
3. Player 3
4. Player 4
5. Player 5
6. Player 6
7. Player 7
8. Auto Out
9. Auto Out

### 6 Players

1. Player 1
2. Player 2
3. Auto Out
4. Player 3
5. Player 4
6. Auto Out
7. Player 5
8. Player 6
9. Auto Out

### 5 Players

1. Player 1
2. Player 2
3. Auto Out
4. Player 3
5. Player 4
6. Auto Out
7. Player 5
8. Auto Out
9. Auto Out

### 4 Players

1. Player 1
2. Auto Out
3. Player 2
4. Auto Out
5. Player 3
6. Auto Out
7. Player 4
8. Auto Out
9. Auto Out

### 3 Players

1. Player 1
2. Auto Out
3. Player 2
4. Auto Out
5. Player 3
6. Auto Out
7. Auto Out
8. Auto Out
9. Auto Out

J) After the first pitch of the game, if a player shows up they will be placed in the first open "Auto Out" position in the lineup

## 9.4 Scoring Runs when there is a “Hole” in the Batting Order

When Rule 9.3 is active during a game and the batter **just previous** to the “Hole” comes up with 1 out already recorded then

- A) The “hole” is counted as an “automatic out.”
- B) The “automatic out” however, *will not take place* until all play associated with the batter just previous to the “hole” has stopped.
- C) This situation should be treated as if no “hole” actually existed. Subsequently, all runs should be scored as appropriate.

**EXAMPLE 1:** R3 (runner on 3<sup>rd</sup>), 1 out. The batter previous to the “hole” comes to the plate and hits a ground ball to the shortstop. R3 runs home, but the shortstop throws to 1<sup>st</sup> to retire the batter-runner. Since that is only the second out, R3 scores. And now that all play has stopped, the “hole” in the batting order is declared as the 3<sup>rd</sup> out.

Therefore, there are only two ways to prevent R3 from scoring in the above situation. First, the shortstop would need to throw the ball home to have R3 put out before scoring. Two, the 1<sup>st</sup> baseman, having put-out the batter at first as a result of the shortstop’s throw there, would have to subsequently throw home to put-out R3 before he scores.

The only other way to prevent a run from scoring for this type of situation would be to acquire a 3<sup>rd</sup> out before a run scores, such as a legitimate double-play.

**EXAMPLE 2:** R1, R3, 1 out. The batter previous to the “hole” comes to the plate and hits a ground ball to the shortstop. R3 runs home. Meantime, the shortstop throws to 2<sup>nd</sup> to retire R1, the 2<sup>nd</sup> baseman throws to 1<sup>st</sup> to retire the batter-runner. Double-play, R3 does not score. Since the 3<sup>rd</sup> out was a “real” out, then the “hole” will become the first out in the following inning.

## 9.5 LINEUP CARDS:

- A) Lineup cards are to be clear and complete. Any errors must be corrected prior to the first pitch of the game
- B) Before the game can begin the plate umpire will check the following
  - 1) Both teams have supplied 3 identical copies of their lineup
  - 2) Line up cards contain
    - a) Last name of each player (minimum) and their respective jersey number
    - b) Last name of each eligible substitute and their respective jersey number
    - c) Identification of all Non-runners (they may be either in the batting order or on the eligible substitute list).
    - d) Identification of the starting Pitchers
    - e) Identification of the team’s Manager, whether a valid team member or not.

- f) While the plate umpire will be checking items 9.5(B)1 and 9.5(B)2(a-e), it is, however, the responsibility of each manager, not the plate umpire, to ensure all this information is not only provided, but that it is correct. No corrections may be made once the first pitch of the game has been thrown.
- C) Any player who arrives after the start of the game and who is not listed on the lineup card will not be allowed to play;
- D) Any player who is participating in a game and is discovered to not have his name listed on the lineup card will be immediately removed from that game, regardless of whether or not he is a valid team member. This discovery is **NOT** grounds for a protest
- E) Managers should notify the plate umpire of all offensive and defensive substitutions as well as pitching changes when they occur. Failure of the manager to make such notification will result in an unannounced substitution as covered under rule 9.7(A).
- F) The umpires will not allow *exceptions* to rules 9.5(B)2(a-e).
- G) The umpires will not allow any “deals” between managers for allowing corrections to be made to the lineup card information.
- H) No manager will be allowed to request from the umpire that he ask the opposing manager for “permission” to make corrections.
- I) Any umpire who allows changes to any lineup card after the first pitch has been thrown must be reported to the SDABL Chief Umpire at the earliest opportunity.
- J) If an umpire makes lineup card changes not allowed under these rules a protest, may be filed by either team. Upon review of the circumstances the SDABL protest committee may declare a forfeit.

## 9.6 OFFENSIVE LINEUP:

- A) A team may bat any number of players pursuant to rules 9.2 and 9.3.
- B) Batters may be added to the lineup at any time. The added batters *must* be placed at the bottom of the lineup;
- C) If a team loses an offensive player for any reason and there is no eligible substitute to replace the lost player, then an “out” will be recorded each time the “batting hole” comes up;

## 9.7 SUBSTITUTES/SUBSTITUTIONS

- A) Substitutes who enter the game unannounced will *not* be grounds for either a protest or an “out” being awarded. **Rather, the substitution will become legal in accordance with the Official Baseball Rules, 3.08(a)(b);**
- B) Once a substitute has been placed into the offensive lineup and subsequently removed, he is no longer an eligible offensive substitute (exception covered under Rule 9.9)

- C) An offensive substitute may enter the batting lineup for either a batter or a runner.
- D) An eligible substitute must be available to replace any player who is removed for any reason such as ejection, leaving the premises for personal reasons, or injury. Injury substitute exception noted in Rule 9.9.
- E) An *unannounced* Eligible Substitute who comes up to bat immediately after the last batter listed in the Offensive lineup will be considered as having been placed at the *bottom* of the lineup, as opposed to being considered a Substitute for the lead off batter.
- F) An unannounced Eligible Substitute who comes up to bat in the “middle” of the batting order will be considered as having “replaced” the batter who was to follow the previous batter. (For example, if the “2-hole” hitter just batted and is followed to the plate by the unannounced substitute, then this substitute will be considered as having replaced the “3-hole” batter).

## **9.8 INJURED RUNNER SUBSTITUTION RULE:**

- A) Any runner who becomes injured enough to require removal from the game must be replaced at that time in the Offensive Lineup by an Eligible Substitute.
- B) If an Eligible Substitute is not available to replace an injured runner then the last recorded out may run for the injured player until that replacement scores, is called out, or the half-inning ends.
- C) The injured runner, replaced under Rules 9.8(A) or 9.8(B) MAY reenter the game after the injured runners batting position has recorded a “batting hole” out one time.
- D) Should an injured runner be replaced under Rules 9.8(A) or 9.8(B) and subsequently reach base again they may again be replaced under Rules 9.8(A) or 9.8(B) but then they are no longer allowed to reenter the game offensively or defensively and an out will be recorded each time their turn to bat comes up.

## **9.9 INJURED PLAYER SUBSTITUTION RULE:**

- A) Any player who becomes injured enough to require removal from the game must be replaced at that time in the Offensive Lineup by an Eligible Substitute.
- B) If an Eligible Substitute is not available to replace an injured player then the ineligible substitute (as defined in rule 9.7(B)) most recently removed from the game may be used to replace the injured player
- C) If the injured player sustained the injury while on base as a runner then rule 9.8 will supersede rule 9.9.

## **9.10 “COURTESY” RUNNERS:**

Not allowed for any reason.

## 9.11 EJECTIONS (Risk of Forfeits):

- A) The ejected player's manager/team will have five (5) minutes to replace the ejected player *with an eligible substitute*.
- B) If an ejected player cannot be replaced by an eligible substitute, then the "hole" created by the ejected player will be counted as an "Out" each time it comes up.

## 9.12 OFFENSIVE STARTER RE-ENTRY RULE

An Offensive Starter may be removed from the batting lineup and re-entered as many times as desired.

- A) They must always be re-entered into their original batting spot;
- B) They may not be re-entered until their immediate substitute, or a subsequent substitute, has **actually batted at least once**. **NOTE:** Merely having placed a substitute into the batting order "by name" alone (for example, as a "pinch" runner who ends up not batting) will not be grounds for starter re-entry;
- 3) Any pinch runner who replaces either the starter or a substitute will be considered "in the batting order" the moment he steps onto the base currently occupied by the player whom he is replacing.

## 9.13 BATTING ORDER

- A) The MLB Official Rules of baseball, Rule 6.07, applies to all substitutions and the batting order. That is, **it is the manager's responsibility, not the umpire's**, to ensure the proper batter is coming to the plate. The umpire is only responsible for "fixing/punishing" any violations pertaining to this when brought to his attention by the opposing manager. If an Ineligible Substitute, or any out-of-order batter, "slips through the cracks" for any particular at-bat because it has not been brought to the umpire's attention by the opposing manager before the next pitch or play, then that player is "legal" for that particular at-bat.
- B) Managers, if you have a scorekeeper for your team other than yourself or a team member---for instance, wife, girlfriend, mother, whomever --- and your scorekeeper becomes aware that the opposing team is either batting out of order, or is re-entering an ineligible substitute, the scorekeeper *must* inform *you*, the manager, that this is happening so that *you* may bring it to the umpire's attention. According to the official rules of baseball, the umpire can only officially address the issue if either the manager or a member of his team (i.e., a player) brings such situations to his attention.

## 9.14 NON-RUNNER (NR):

- A) Any player may have another player run for him provided that:
  - 1. The player just concluded an at bat
  - 2. The player is designated on the line up card as a non-runner
  - 3. A pitch has not been thrown since the non-runner reached base.
- B) Those players who require a runner are designated as non-runners (“NR”);
- C) NR status for any player must be designated on the lineup card before the first pitch of the game. If you want to run for the catcher they must also have a NR designation. No player may be designated as a NR once the game has started;
- D) The replacement runner will be the last **recorded out, and must replace the non-runner before the next pitch to the next batter;**
- E) If the non-runner reaches base in the first (1<sup>st</sup>) inning before there has been any recorded outs and he wishes to be replaced, then the runner who replaces him **must** be the last batter listed on the Offensive Lineup card;
- F) Being *On Deck* is not a valid reason not to run. If that On Deck player was indeed the last recorded out then he must still replace and run for the NR;
- G) Being Up to Bat is a valid reason not to run. In this case the NR would be replaced by the last recorded out before the current batter;
- H) The “last recorded out” is a player, not a spot in the batting order. A manager may not substitute a player for the player who is running for the non-runner (since that proposed substitute runner did not actually make the last out). If a manager wants a faster runner to run, the substitute must be for the actual NR that just reached base;
- I) The “**starter reentry rule**” and the NR rule work together like this: Even though a starter (who made the last recorded out) had been replaced by a pinch hitter in the line up, if a NR who bats in the spot (after that pinch hitter) reaches base, the original starter who made that last out must come off the bench and replace the NR. In example: Mike is the starter in the #2 hole, Mark is in the #6 hole and is a NR, Mike makes an out first time through. Second time through Mike’s manager pinch hits for him with Jim who walks. Mark the NR makes base. Every batter between Mark and the #2 hole makes base. Mike would then have to come off the bench and run for Mark since he was the actual last recorded out, it would not drop to the last recorded out before Mike. This would not mean Mike is reentering for Jim in the batting order.
- J) There is no “Use it or Lose it” requirement pertaining to non-runners. That is, if a non-runner chooses to run for himself during a specific at bat in which he reaches base safely (and once committed he may not be change his mind), he does not lose his non-runner status for any subsequent at-bats in which he may desire a runner.
- K) The number of Non-Runners allowed for each team in each division is as follows:
  - 1) 18+ --- 2 non-runners.
  - 2) 25+ --- 3 non-runners
  - 3) 35+/45+/53+ --4 non-runners

- L) In the event that an incorrect runner is put into run for the Non-Runner---either inadvertently or purposely---this **will not** be ground for anything other than replacing the incorrect runner with the correct runner. (An “incorrect” runner for this situation is defined as any player who **is** currently in the Offensive Lineup, but who **was not** the last recorded out). This holds true even if the incorrect runner has advanced to a base beyond the base he originally acquired for the Non-Runner. That is, if the Non-Runner had gotten a single and was replaced at 1st by the incorrect runner, who has now advanced to 3rd by whatever means, the correct runner will simply replace the incorrect runner if the opposing manager brings it to the attention of the umpire. If an incorrect runner does end up scoring before an opposing manager has brought the issue up to the umpire, the run will still count.
- M) If a non-runner is replaced by a pinch-runner ---either inadvertently or purposely---then the non-runner will be considered out of the Offensive Lineup and the pinch-runner will be considered in the Offensive Lineup pursuant to the Substitution Rule.
- N) NON-RUNNER/LAST-RECORDED-OUT SUBSTITUTIONS:  
When a Non-Runner has been replaced by the player who is the last-recorded-out and the Offensive Manager decides to make an immediate substitution, the manager **may declare that he is substituting for the last-recorded-out player as opposed to the Non-Runner himself.** This allows the manager to keep the Non-Runner in the Offensive Lineup. At the same time, it must be understood this substitution places the pinch-runner into the batting lineup and removes the last-recorded-out player being substituted for. All applicable Re-entry rules will apply to the removed player. Confused yet?

## 9.15 DEFENSIVE LINEUP AND PITCHERS

- A) Defensive Substitutions:
- 1) A team may substitute freely and as many times as desired for all defensive positions *except the pitcher*. (See below);
  - 2) Defensive positions are not required to be listed on the lineup card.
- B) Pitcher Re-Entry Rule: (Not related to the Offensive Re-Entry rule above).
- 1) Any pitcher (starter or reliever), once removed as pitcher, may be re-entered to pitch during the same inning or in a subsequent inning only **once** per game.
  - 2) Regardless of the situation, all pitchers must comply with Rule 3.05(b) of the Official Baseball Rules. That is, any pitcher must pitch to a batter until that batter completes his at-bat before he may be removed as pitcher. The only exception is if the pitcher becomes injured.
  - 3) If any pitcher is removed as pitcher with the intention of having him return as pitcher, he is not required to stay on the field to play another defensive position in order to return as pitcher.
  - 4) Any violation of this pitcher’s rule does not create a forfeit situation. The only consequence upon discovering that a player is pitching illegally will be to remove that player from the mound. He may, however, remain in the game and play another position.

## **9.16 RUN RULE (“MERCY” RULE):**

- A) If there is a 12 run differential at the end of seven (7) innings (6 ½ if the home team is ahead), the game will be ruled final at this point;
- B) If there is a 15 run differential at the end of five (5) innings (4 ½ if the home team is ahead), the losing team as the option to end the game.
- C) For Championship Games if there is a 15 run differential at the end of seven (7) innings (6 ½ if the home team is ahead), the game will be final at this point.

## **9.17 KEEPING SCORE:**

- A) The Home Team’s scorebook will be considered the official book during any specific game.
- B) The Visiting Team scorebook should be compared with the Home Team scorebook after each half inning to avoid discrepancies over the score;
- C) The plate umpire is also responsible for keeping track of the score, both teams should check with the plate umpire after each half inning to verify the number of runs scored.
- D) Both the Home and Visiting Team’s scorebooks (or copies) must be presented to the SDABL Protest Board upon request, if applicable. If there are any conflicts between the two books, as well as with the plate umpire’s own version of the score, the Home Team’s scorebook will be considered official. (The SDABL Protest Board, however, still retains the right to make a final decision based on the evidence presented).

## **9.18 INTENTIONAL WALKS:**

If a team desires to issue an intentional walk to a batter the defensive pitcher is required to throw four balls to the batter they want to walk intentionally.

## 9.19 RAIN-OUT POLICY:

- A) Any game stopped due to rain will be considered officially completed after five (5) full innings, or 4 ½ if the home team is ahead.
- B) Any game stopped due to rain that does not complete five (5) full innings, or 4 ½ if the home team is ahead will be suspended and the league will determine if the game will be replayed or continued from the point of suspension.
- C) If any game must be stopped during any portion of any inning after 5 full innings have been played, the score will revert back to the last complete inning played (unless the home team is ahead or has gone ahead during the inning in which the game was stopped). This is in accordance with Official Baseball Rules, 4.10 (c) (1).
- D) All efforts will be made to postpone games no later than 6:30 PM the evening prior to the game. In the event of additional inclement weather, however, managers should check the League phone number or web site prior to their games;
- E) If a game has been postponed, the League President will post a message on the League phone and/or Emergency Game Day phone's answering machine announcing the postponement;
- F) If a scheduled game is *not* postponed, or a message has not been left, both teams must assume the game will be played and must therefore show up at the field to prevent a possible forfeit
- G) If the field is unplayable, *both umpires* will make the decision at that time---**not** the managers;
- H) The Umpires have been instructed to wait at least 30 minutes if it appears there may be a favorable change in weather conditions to allow play.

**Note 1:** Since umpires may be subject to suspension for starting a game on a field that is unplayable, managers are encouraged to refrain from “pressuring” the umpires to start a game.

**Note 2:** If an umpire has started a game that (obviously) should not be started, then suspends play shortly thereafter for the (obvious) intention of merely collecting a game fee, managers should report this to the SDABL Chief Umpire immediately.

**SPECIAL NOTE:** The SDABL will make every reasonable attempt to reschedule rained out games.

## 9.20 FORCE-PLAY SLIDE RULE:

The Force-Play Slide Rule is not a “Must Slide Rule”. The purpose of this rule, as with the SDABL No Collision Rule below, is to prevent injury with respect to those plays that may encourage the “taking out” of a defensive player during a force and/or double-play situation. Basically, this rule dictates that the runner must slide directly into any base for the just mentioned situations. **Simply being able to get just a hand on the base while a “body’s length away” for the purpose of breaking up a double-play will not be allowed.** The rule in its entirety is as follows:

On any force play, the runner must slide on the ground and in a direct line between the two bases.

Exception --- A runner need not slide directly into a base as long as the runner slides or runs (while standing) in a direction away from the fielder to avoid making contact or altering the play/throw of the fielder.

1) “On the ground” means either a head-first slide or a slide with one leg and buttock on the ground.

2) “Directly into a base” means the runner’s entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

**NOTE 1:** If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.

**Contact with a fielder is legal and interference shall not be called if the runner:**

1) Makes a legal slide directly to the base, or

2) Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play.

3) Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.

**NOTE 2:** When the base runner slides beyond the base, but

(1) does not make contact with the defensive player **AND**

(2) does not alter the play of the defensive player

then interference shall not be called.

**Actions by a runner are illegal and interference shall be called if:**

1) The runner slides or runs out of the base line in the direction of the fielder;

2) The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;

3) The runner’s raised leg makes contact higher than the fielder’s knee when in a standing position;

4) The runner goes beyond the base and either makes contact with or alters the play of the fielder;

**NOTE 3: ‘Beyond the base’ means any part of the offensive player’s body makes contact with or alters the play of the fielder beyond the base.**

5) The runner slashes or kicks the fielder with either leg;

- 6) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.
7. When the base runner slides beyond the base, but
  - 1) does make contact with the defensive player OR
  - 2) does alter the play of the defensive playerthen interference will be called.

- **PENALTY for 1 -6 in (c) above:**

- 1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runners are allowed to advance or score. (Ball becomes dead).
- 2) With two outs, the interfering runner shall be declared out and no other runner(s) allowed to advance or score.

3) If the runner's slide or collision is flagrant, the runner shall be ejected from the game.  
**NOTE 4:** If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to the bases they occupied at the time of the pitch.

**NOTE 5:** On a force play, with a two-man umpiring system, if the plate umpire does not have a potential play at the plate, he should move toward the base to observe the runner going into second or third base. In this situation, the base umpire must follow the throw and may not see the true effect of the lead runner's actions.

## 9.21 NO COLLISION RULE

With 18 players and a baseball being thrown around collisions are inevitable byproducts of playing baseball. The SDABL's goal is to minimize those collisions. Towards that end the following guidelines and penalties are an integral part of all SDABL games.

1. If a defensive player has the ball and is waiting to make a tag the runner must
  - a. Give himself up **OR**
  - b. Execute a legal slide directly towards the base (initiating a slide in the immediate vicinity of a base is NOT considered a legal slide) **OR**
  - c. Run around the fielder

If the runner fails to execute any of the above options and contact is made with the field and the umpire judges that the contact could have been reasonably avoided the runner **WILL** be called out and is subject to ejection if the umpire feels the contact was severe.

2. If a defensive player is in the base path and does not have the ball the runner must
  - a. Execute a legal slide directly towards the base (initiating a slide in the immediate vicinity of a base is NOT considered a legal slide) **OR**
  - b. Run around the fielder **OR**
  - c. Stop running prior to making contact with the fielder

If the runner executes any one of the three options they will be awarded the base on an obstruction call (since the fielder did not have the ball and was in the base path).

If the runner makes contact with the fielder and the umpire judges that the contact could have been reasonably avoided then the runner **WILL** be called out and is subject to ejection if the umpire feels the contact was severe.

Notes: When an Umpire is making a ruling, intent on the part of the runner is **NOT** a deciding factor. The judgment on the part of the umpire is solely based on whether or not they feel that the runner had a reasonable opportunity to avoid the contact. If the umpire feels the runner **DID** have a reasonable opportunity to avoid the contact and contact was still made then the penalties as outlined above **WILL** be enforced.

3. Train wrecks. The term train wreck describes a play in which all participants were executing within both the spirit and letter of the rules and at the last possible moment the situation changed and a collision occurred.

Example 1. Batting running to first, directly towards the bag, first basemen on the bag stretched out towards short waiting for the throw. Throw is offline and takes the first basemen into the base path as ball and runner both arrive. Collision occurs. This is a train wreck. Everyone was doing their job and no one is a fault. The ultimate result of the play, safe or out will stand with no penalties.

Example 2. Runner running towards home. Catcher is in front of the plate waiting for the throw. Throw is offline and takes the catcher well up the line towards third base. Collision occurs. The runner was not near enough to the plate to have initiated a slide and all of a sudden the catcher is in his way trying to catch the errant throw. Again, everyone was doing their job and no one is a fault. The ultimate result of the play, safe or out will stand with no penalties.

## 9.22 OBSTRUCTION

- A) No defensive player may block the path of any runner if the defensive player does not have possession of the ball.
- B) If a defensive player is blocking the path of a runner without possession of the ball the umpire will indicate that obstruction has occurred.
- C) When obstruction has been called by the umpire
  - 1. If no play is being made on the obstructed runner the ball will remain alive and the obstructed runner and all other runners may continue to advance at their own risk. After all play has stopped the umpire will determine what base the obstructed runner will be awarded.
    - a) If the obstructed runner attempted to advance beyond the base the umpire judges to be awarded and is subsequently called out the out will stand.
    - b) If the obstructed runner safely advances to a base beyond the base the umpire judges to be awarded the obstructed runner will be allowed to remain at the further base.
  - 2. If a play is being made as the runner is obstructed the ball will immediately be dead. The obstructed runner will be awarded at least one base beyond the last base legally touched. All other runners, if forced by the placement of the obstructed runner, will also advance.

**NOTE:** Rule 9.20 deals with collisions caused by the offensive player. Rule 9.21 deals with obstruction caused by the defensive player. There will be times when an offensive player collides with a defensive player and the defensive player does not have the ball. If the umpire judges that the actions of both players was non-deliberate and unavoidable then no penalties will be enforced, rather the actual outcome of the play (out or safe) will stand.

**Examples:**

- A) Runner trying to score and the throw takes the catcher up the third baseline towards third. A collision occurs between the catcher and the runner. No penalty.
- B) Batter-runner running to first and the throw takes the first basemen up the first baseline towards home. A collision occurs between the batter-runner and the first basemen. No penalty.

## 9.23 Championship Game Special Rules

- A) if there is a 15 run differential at the end of seven (7) innings (6 ½ if the home team is ahead), the game will be rules final at this point.
- B) Time Limit is 3 hours and 30 minutes.
- C) All Scores and games must be complete with no pending protests allowed after the game
  - 1) Each manager will have until the conclusion of the third innings to challenge any player he feels is not eligible due to not being properly registered.
- D. If a manager feels that an opposing player has not played in the required number of games to be eligible the manager must use the following process to challenge the player(s)
  - 1. Contact your commissioner via email and inform him of the players you wish to challenge.
  - 2. The email must be received 48 hours prior to the scheduled start time of the game. This will allow time for the commissioner to research the challenge.
- E) Any questions, protests, and roster challenges will be decided by the commissioner in attendance at the game. The commissioner's decision(s) are final and will not be subject to a further challenge.

## SECTION 10 FIELDS

Please keep in mind that the use of all high school fields is a privilege, *not* a right. That is, even though the SDABL pays for the use of high school fields, no high school administration or individual high school coach is *obligated* to allow us to use their fields. Therefore, in order to continue our privileges we must ensure that no field is abused or left in an unplayable condition after its use.

Keep the following in mind....

- A) **IMPORTANT:** IF A FIELD IS WET, DO NOT HAUL DIRT OR ANY OTHER MATERIAL ON OR OFF A FIELD TO MAKE IT PLAYABLE. IF A FIELD IS WET, DO NOT HAUL DIRT OR ANY OTHER MATERIAL ON OR OFF A FIELD TO MAKE IT PLAYABLE. IF A FIELD IS WET, DO NOT HAUL DIRT OR ANY OTHER MATERIAL ON OR OFF A FIELD TO MAKE IT PLAYABLE. IF A FIELD IS WET, DO NOT HAUL DIRT OR ANY OTHER MATERIAL ON OR OFF A FIELD TO MAKE IT PLAYABLE.
- B) LOSS OF A FIELD'S USE TO THE LEAGUE DUE TO THE IMPROPER ACTIONS OF A TEAM OR TEAMS WILL RESULT IN SANCTIONS, INCLUDING, BUT NOT LIMITED TO, SUSPENSION/EXPULSION OF THE OFFENDING PLAYERS/TEAMS, FINES, AND REIMBURSEMENT BY THE OFFENDING PLAYERS/TEAMS TO THE FIELD'S OWNER FOR DAMAGES.
- C) If the field cannot be made ready by light raking, do not play on it;
- D) Do not subject a wet field to footprints or heavy raking.
- E) Accountability for Fields: Umpires are not accountable to the schools for the condition of the field. The SDABL, however, *is* accountable. Therefore, consideration should be given to the condition of the field after the game has been completed. Will it be possible to restore the field to its original condition before the next game?
- F) Teams and umpires are subject to suspension for playing on a field that effectively makes the field unplayable after the game. Any abuse by teams and/or players is subject to fines and suspensions without refund. Decisions on playability of a field are made for the sake of the field and the league, not for the convenience of teams or umpires. Fields are a very important part of a league. **It does no good to ruin a field and lose it for the season just to play one game that could be postponed and rescheduled.**

**Note:** Requirements for field maintenance may vary from city to city depending on requirements from high school coaches and/or athletic directors, or the administrative policies of each particular high school.

### Reminders:

- G) All players and managers are reminded that pre-game stretching and throwing should be done on the outfield grass not on the infield or in front of the dugouts.
- H) Hitting drills against any fence are prohibited because it damages chain link fences and jeopardizes player safety;
- I) Hitting drills that involves PLASTIC balls against the fence IS allowed.

**J) Batting and infield practice prior to the game is NOT allowed.**

K) No climbing or jumping over fences to gain access to a field. If a field is locked and a team does not have the key, stay off the field;

**L) Cutting locks or removing gates to get on a field or obtain field equipment is expressly prohibited.** Any such actions shall result in a fine and subject that player/team to league suspension;

M) Stay off dugout roofs and back stops.

- **Special Note:** Both managers of each team are responsible for verifying the field's playing conditions. If one manager determines a field is not playable, but the opposing manager disagrees, the initial decision will be left to the umpires present. If the umpires deem the field playable, but one or both managers still do not agree, then the Emergency Game Day line should be called (619.733.2606) for advice. A league representative will be contacted to make the final decision.

All unplayable field conditions for any given day should be immediately reported to the league office by means of the Emergency Game day line. For those fields that may be unplayable in the future because of unsafe conditions of a perpetual nature, the league should be informed so corrective action may be taken.

**Special Reminder:** Players, managers and team are liable for the cost of damages to a field in addition to being subject to fines and suspension without refund.

## SECTION 11 BATS

- A) Composite, and ceramic bats *must* have some type of grip attached. It does not have to be the original grip, but it must be one that is, in the umpire's judgment, safe for use.
- B) Pine tar alone on any composite bats is not acceptable. WOOD BATS do not require any type of grip, and pine tar alone is acceptable;
- B) Bats that have a "3" differential in weight vs. length are currently eligible. For example, a bat with a 32" length must weigh at least 29 ounces;
- C) Bats with a "pebbled" or "golf-ball" finish on the barrel are prohibited;
- D) The discovery of any unauthorized bats will result in the bat being removed from the game with no further penalties
- E) Bats approved for use in the SDABL must be either wood or composite

NOTE: Before a player invests in a "hi-tech" bat with such a finish they should check with his commissioner.

# SECTION 12 – UMPIRES

## 12.1 Game Fees

- A) Game fees are established by the League prior to the start of each season.
- B) One team pays the Plate Umpire and the other team pays the Base Umpire the required game fee during the pregame plate meeting.
- C) Some teams prepay their umpire fees through the League. In this case, one (or both) of the umpires will be paid by the League.
- D) Should only one umpire be present at the pregame plate meeting and there is no indication that the second umpire will be working that game then each team will pay the single umpire 75% of the normal game fee.
- E) In the event a game that has started (at least one pitch thrown) is suspended due to inclement weather or other events out of the control of the League, the umpires will return 50% of their game fees to the teams if the game has not become a regulation game.
- F) Should a suspended game be rescheduled to continue for the point of suspension then both teams will only be required to pay both umpires 50% of the normal game fee at the start of the resumed game.
- G) Should a suspended game be rescheduled to be played in its entirety the teams will be required to pay the umpires full normal game fees at the start of the rescheduled game.

## 12.2 Authority

Umpires have been authorized by the League to rule on any actions on the field based on

- A) Official Baseball Rules Section 9
- B) Other rules and policies as outlined in the SDABL rulebook.

## 12.3 Decorum

- A) Managers, Players, and Spectators are expected to maintain the proper decorum as outlined in Section 2.
- B) Umpires are expected to treat Managers, Players, and Spectators with the same respect that the umpire expect to receive

## SECTION 13 MANAGING TIPS

### **Organizing Your Team:**

The following tips are set forth in an attempt to assist you and help make the task of managing simpler and easier.

#### **Working with Your League Commissioner:**

- *Know who your League Commissioner is and how to contact him;*
- Keep in touch with your Commissioner on a regular basis. If you don't receive your newsletter, call your Commissioner to let him know;
- Immediately notify your Commissioner if you change your address and/or phone number;
- Immediately notify your Commissioner if you have filed a protest during your game;
- If *you* are unable to attend a game, inform your Commissioner and tell him who will be officially representing your team. (Be sure to leave all necessary equipment and paperwork with your replacement);
- If *your team* will be unable to attend a game, you must inform your Commissioner in plenty of time. .

#### **Managing Your Team:**

Using the following guidelines, we think you'll find managing a much easier task, which will give you more time to address the game itself....

- · Keep in touch with your players. Use your coach and another player on the team to help with making phone calls during the week (similar to a calling tree in Little League). This helps alleviate some of the time commitment involved;
- Use a 3-ring binder to keep all player newsletters, line-up cards, schedules, rules, and player addresses/phone numbers. Also keep a master list of everyone's uniform number and positions (depth chart) for use in altering field assignments on the defensive line-up. Use the binder to keep everything centrally located for easy recall/use;
- After each game and after your players have cleaned up the field and policed for trash, let them know the time of next week's game and the field location. This will minimize phone calls and alert you to absences that might occur;
- Try to keep all players "in the game" at all times. When players are not in the batting order and/or the defensive alignment, their edge tends to wear off. Don't let players sit down too long before getting them back into the game, either offensively or defensively;

- Collect all team fees up front, with or without a sponsor. Try to avoid "installment plans" or "pay-as-you-go" methods. This is risky and causes you administrative hassles that you don't need. We strongly suggest that even if you have a sponsor, that you charge your players a team fee. Experience has shown that when a player is relieved of a financial commitment, their participation and commitment to the team becomes suspect;
- Get all players to help with cleaning up. If you consistently let certain players leave without lending a hand, you'll soon have all players "slipping away" and you'll be left with all the field maintenance clean up. If everyone pitches in, the job will be easier and faster.

### **Practicing:**

The SDABL suggests you hold your practices at junior high schools or other facilities if permission can be arranged. (**NOTE:** Contact your League Commissioner for information about getting permission to use any high school field for practice. **DO NOT USE ANY SCHOOL WITHOUT PERMISSION**). At any facility though, rules governing soft toss (hitting against the fence) and throwing on the grass in front of dugouts, are not waived. Further, we suggest taking only infield/outfield practice between games. Yes, we realize that batting practice is what most players want to do, however, that activity is the hardest on a field. It tears up the mound and the batter's box and creates an indirect soft toss action on the backstop (since use of a catcher during batting practice is rare). If you really must take batting practice, please don't do it on a varsity field.

## **SECTION 14 GOALS OF THE SDABL:**

- Provide a well-organized and well-run League that is administered in a fair and impartial manner that keeps the player in mind and provides a forum for adults of all ages to play baseball, not softball;
- Provide leagues that are designed to accommodate different ages and abilities to eliminate the fear of intimidation;
- Create an organized and fun amateur baseball league for adults ages 18 and over.

The *San Diego Adult Baseball League* will always strive to be responsive to it's players, managers and coaches and on its openness and availability to any adult who wishes to play baseball. If you feel it necessary to comment, ask a question, or bring a potential problem to either entities attention please feel free to do so at the following address or phone number:

### **SAN DIEGO ADULT BASEBALL LEAGUE (SDABL)**

**7227 Broadway Ave. Suite 301**

**Lemon Grove, CA 91945**

**Telephone: (858) 292-7510**

***NOW PLAY BALL!***