

# Baltimore County Over 40 Baseball League

## OFFICIAL RULES

Revised and Adopted by the Board: October 14, 2007

### 1. GENERAL

**Each participant is required to have FUN. Any player failing to follow this requirement should be reminded by EVERYONE else.**

The Baltimore County Over-40 Baseball League ("the League") will adhere to the American League Rule Book as published annually, with the exception of the following amendments.

Team Managers are to ensure all players comply with these Rules, as amended.

### 2. NUMBER OF PLAYERS & SPIRIT OF PLAY

A liberal replacement policy will exist. This will include loaning/ borrowing of opposing team player(s) with the consent of all managers and players involved. This is to ensure a game is played. Remember winning is secondary to having fun. Any living body that is capable of playing and not a severe injury risk can serve as a temporary replacement. Hereon, this will be deemed the *CHARLIE RULE*. Substitution players should preferably be Over 40 Players.

### 3. NUMBER OF TEAMS, TEAM ROSTERS

The league shall consist of four teams. As soon as possible following the Draft, but no later than opening day of the new season, the League Secretary shall submit to each manager and to the Commissioner a full team roster, including phone numbers and e-mail addresses.

### 4. PRE-GAME MEETING

a. The league will provide four new baseballs (two from each manager) to the plate Umpire at the start of each game. Unless lost or damaged, these balls will be returned to the respective teams after the game.

b. Each team will be represented at the Ground Rules discussion held at home plate prior to the start of each game. The ground rules will remain consistent throughout the season and are not subject to periodic change during a season. The two team managers will agree to any changes to the ground rules pertaining to unusual circumstances, for example a football goal post placed on the playing field that may interfere with play.

c. Each team's line-up will be set by the time the umpires meet to review ground rules. This means that any player not available to play at that time shall be placed at the end of his team's line-up.

## 5. PLAYING TIME, BATTING ORDER

- a. All players present at the game will bat, in order. Every player must play at least 3 innings in the field. It is the responsibility of each team Manager to see that this Rule is implemented. If, for some reason, a game is shortened, or a player leaves early or arrives late, this Rule does not apply.
- b. When a player cannot finish a game they started, for any reason, that player's spot in the batting order will be skipped and an out will not be assigned each time his batting spot comes up.

## 6. SUBSTITUTIONS

- a. Free and liberal substitution of defensive players will be allowed, except for a pitcher. Once a pitcher is replaced, that pitcher may not pitch again during the remainder of that game. A pitcher may pitch a maximum of four (4) consecutive innings per game.
- b. At anytime during a game a pitcher will be replaced if they issue 4 walks in a row or hit 2 batters in an inning. That pitcher will not be able to re-enter as a pitcher for the conclusion of that game.
- c. If a pinch runner is needed for an injured offensive player, PREFERABLY the offensive player who made the last batted out should pinch run. In the interest of time conservation, a substitute runner will be allowed for the incoming pitcher and catcher.

## 7. A LEGAL GAME

- a. A legal game is one where the trailing team has batted at least five times.
- b. Each team will keep an accurate score book (supplied by the League) for each game.
- c. A game will consist of at least seven (7) but not more than eight (8) innings, or until the times allocated by field permits where applicable. A game starting on or after 6:00 PM will consist of seven (7) innings. A suspended game which is rescheduled will be played only to the inning it would have been played on its original date (except in the event of a tie).
- d. Once a game is a legal game, the umpires may conclude the game at any time they feel it is unsafe to play due to darkness or weather conditions. If a game is concluded in the middle on an inning due to darkness or weather, the game's outcome shall be determined as of the last completed inning. If the home team is winning at the time of stoppage it will be considered a complete inning. If the visiting team is winning at the time of stoppage the score will be as of the last full inning. A resulting tie will be considered a suspended game to be continued from that point at a later time.

## 8. GAME CANCELLATIONS

- a. Valid reasons for game cancellations are:  
(1) unavailability of umpires, and (2) inclement weather.
- b. Once a game begins, the umpires have the responsibility to determine the safety of playing. This pertains to weather conditions, day light, and other matters related to safety, i.e. the condition of the field.
- c. A game stopped before it is a legal game will be rescheduled as a new game. All rescheduled games will be held at a time assigned by the Commissioner.

## 9. LEGAL EQUIPMENT & UNIFORMS

- a. Players may only use solid wooden baseball bats. Composite or Metal bats are prohibited.
- b. Players may only use shoes with non metal spikes.
- c. Matching team uniforms are preferred and make the league look best.
- b. All batters and base runners will wear safety approved batting helmets supplied by the League whenever the player is at bat or on the base paths. This includes batting practice and team drills.

## 10. UMPIRES

- a. Umpires (whether one or two are present) have the final decision on all judgment calls.
- b. There will be no arguing with umpires or between players concerning BALLS, STRIKES nor OUTS.
- c. Only violations of AMERICAN LEAGUE RULES may be protested.
- d. Umpires will have authority to eject unreasonable players/spectators .

## 11. EXCESSIVE LEAD RULE / TOURNAMENT AND SUBSEQUENT YEAR SEEDINGS

- a. If, after five (5) or more complete innings (4½ or more if the home team is leading), one team is leading by 12 or more runs, the game will be considered complete and the leading team declared the winner, This will apply only if the losing team consents.
- b. No more than 6 runs will be counted for each half inning of play up to and including the first 6 innings. Thereafter there will be no run limits imposed in the remaining innings.
- c. For the purpose of the subsequent year's draft, as well as for placing teams into seeds for any post season tournament, an overall standing shall be calculated as follows.
  - (i) First, all teams shall be ranked in terms of their win-lost records as they would be in major league baseball.

(ii) Second, in the event of a tie between teams, the won-lost record in the contests between the tied teams shall determine their respective ranking overall. Therefore if two teams are otherwise tied, the one that has the winning record against the other shall be placed ahead in the standings.

(iii) In the event that there is an even record between tied teams, their ultimate standing versus each other will be determined by a coin toss.

## 12. GAME vs. DAY

Each game is to be treated as a game and not a day. For a suspended game being finished prior to the start of a regularly scheduled game, the pitcher of record in the suspended game, if not having pitched his limit of four (4) consecutive innings or the equivalent of, may continue to pitch until his limit for that game is reached, or the game is finished, whichever occurs earlier. After the suspended game is finished, and a regularly scheduled game is started, the pitcher(s) mentioned above would be eligible to pitch in the new game.

## 13. APPEALS

Umpires have the final decision in judgment calls. Only violations of the rules may be protested.

## 14. PLAYER AGE

New players must be thirty-nine (**39**) years of age or older by the date of the first game of the new season. All new players must provide valid proof of age to the league by the date of the New Player Evaluation. All players must provide proof of age to a league official before they are allowed to play.

## 15. ELIGIBILITY ROSTER

a. An Eligibility Roster, which includes players' positions, age, self-ranked ability level, and phone number, will be maintained by the League Treasurer as well as the Commissioner and will not be distributed to each Manager. When a team needs a replacement player, the Treasurer will assign players from the Eligibility Roster on a first-in-first-out basis.

b. A new player must be selected from the Eligibility Roster. All new players must go on the Eligibility Roster.

c. When a team's roster falls below the minimum, the next available player will be assigned to that team.

## 16. LEGAL ROSTER

a. A team roster will consist of a maximum of fifteen (15) number of players. If several slots on different teams need to be filled to maintain the roster at its "legal" level, and no players are available from the Eligibility Roster to fill those vacancies, new players will be entered on the list and assigned on a first come first served basis. The incoming player will be charged a pro-rated fee for the remaining games and be required to purchase a uniform.

- b. Each team may have a part time player paying only 50% of the annual fee, provided:
- (1) that player plays no more than eight games of the current season
  - (2) Abuse of this privilege by Managers may result in possible forfeitures to be determined by the Executive Board.

## 17. REGISTRATION

- a. **Returning Players.** Players in good standing at the end of a season are “Returning Players” for the purpose of these rules and are entitled to return and play the following season as long as they meet the league’s application deadlines. A player who misses a single season is also considered to be a returning player. The league shall open registration exclusively for returning players at least one month before admitting the applications of new players.
- b. **New Players.** New player applications received during the exclusive returning player registration period are to be placed in a queue by the league Treasurer. On the first day that new applications are accepted after the exclusive returning player registration period, the collected new player applications will be accepted in the order they were received up until the point that the league is deemed “full” as determined by Section 18 of these rules.
- c. **League Full.** The league is deemed to be “full” when the number of registered players equals the minimum number of players per team (as defined by Section 16 of these rules) multiplied by the number of teams in the league. At four teams and a minimum of fifteen players per team, the league will be deemed full when the number of registrations reaches at least sixty. If any team will be carrying more than the minimum number of players (because of Section 16b or Section 17a) the “full” enrollment of the league shall be deemed to be increased by that number of additional players.
- d. **Eligibility Roster.** Once the league is deemed to be full, all applications received, whether from new or returning players, shall be placed by the Treasurer on a waiting list known as the “Eligibility Roster”.
- e. **Payment.** A player’s application shall not be deemed accepted and they shall not be considered registered unless the application is accompanied by payment in full of the league’s published registration fee. In the event that an applicant submits a check which is returned by the bank for any reason, that player’s application will be deemed not to be received and that player not registered. That applicant will be placed at the back of the applicant queue when the league receives valid funds for both the registration fee as well as any bank charges incurred by the return of the bounced check. In such a case, it is possible that the league may have become full in the intervening period and the player involved relegated to the Eligibility Roster.

## 18. RETURNING PLAYERS

- a. As long as the league is not full pursuant to Section 17c, a returning player is entitled to return to the last team he/she played for unless he/she elects Free Agency under Section 20a of these rules or unless he/she is removed from that team by the league board under Section 20b.
- b. If the league is full and a returning player’s application is in the Eligibility Roster pursuant to Section 17d, that player may be added to his old team’s roster after the draft is

completed and only if the old team agrees to the addition. This will result in the team having more than the minimum number of players.

c. If the league receives an application from a past player who has missed more than a season and who wishes to return to the last team he/she played for and the league is not yet full, that veteran player may be assigned to his/her old team only if the team agrees to the assignment. If the league receives the application after the league is deemed full, then that player may be added with the team's approval only after the new player draft is complete. This will result in the team having more than the minimum number of players. This section shall only be used if the league has records of the veteran player's past participation.

## 19. EVALUATION

A New Player Evaluation is held each Spring to complete the registration process. It is the responsibility of each team to be represented at this Evaluation. The Commissioner is to ensure that any drafted player has participated in the evaluation. All Rookies (other than Protected Players) must attend the Evaluation in order to be eligible for the draft. In its first year of operation, the league will assign all players to the four teams with an eye to creating parity among the teams.

## 20 FREE AGENTS AND PROTECTED PLAYERS

a. Any returning player wishing to change teams must claim free agency status on his/her registration form. Free agents will be put into the pool of new players for the purpose of the league's draft, see Section 21.

b. A manager may not force a player to leave a team without the player's consent. After two unexplained absences or four missed games, the manager may petition the Board to remove that player from the team's roster. A player so removed will be put into the pool of new players as a free agent for the purpose of the league's draft, see Section 21.

c. A free agent may designate on his application the team he/she wants to join. After the league is deemed full, the Treasurer will ascertain if the team so named has elected to take the free agent as their first round draft pick. If the team agrees, the Treasurer shall inform the Secretary so that the draft can be run accordingly. If the team already has the minimum number of players and thus would have had no draft picks to give up, then the Treasurer shall allow another player off of the eligibility roster and into the new player draft.

d. A new player can declare which team he/she wishes to play for and if that team wants that player, it may declare him/her to be its "protected player". A protected player does not need to attend the new player draft. A team selecting a protected player shall lose its best available draft pick. To be a protected player, a new player must have met all of the other eligibility requirements.

e. The two teams with the worst regular season record can thus select two free agents or protected players before the draft. All other teams may select only one free agent or one protected player before the draft. The worst record teams picking one free agent or protected player will not lose a first round draft pick. The worst record team selecting two players under this paragraph will lose its first round draft pick.

## 21. DRAFT

- a. Each Spring, the league shall hold a new player evaluation and draft to allow each team to be brought up to its required minimum as set forth in Section 16. The Treasurer shall invite the exact number of new players and free agents to the evaluation corresponding to the total number of vacancies on the teams. The Treasurer shall also invite one or two alternate applicants from the top of the Eligibility Roster to observe in case an invited player does not show up. In that case, the alternate applicants shall participate as needed in the evaluation with the other new players and free agents. A player not showing up to the new player evaluation shall be placed at a random spot in the Eligibility Roster.
- b. The Secretary shall prepare a document laying out the order of the draft picks. Picks shall be assigned to teams in the reverse order of the teams' performance in the previous season as determined by Section 11. The draft shall be organized into rounds for clarity and each manager shall be given numbered cards corresponding to their team's picks in the draft.
- c. Before the new player evaluation begins, teams shall hand in their first round draft picks for any pre selected free agents or protected players pursuant to Section 20.
- d. If two new players are invited to the evaluation and they have designated on their application that they wish to be selected together, then the league will honor their request. For a team to select the two players as a pair, the team would need to give up its two best available draft picks at the time it makes the selection. The two players may not be split up unless they are the last two players selected in the draft and two teams have the last two picks.
- e. A team wishing to add players above the league minimum shall be able to do so only after every other team reaches the minimum number of players. In practice this means that such additional picks will be the very last picks in the draft.
- f. Teams may swap draft pick cards as they wish before the new players are notified of their team selection.
- g. After all new players are selected and all draft pick cards are handed in, teams may trade new players as long as the new players have not been notified of their selection in the draft. If such a trade is made, then the two managers will notify the league secretary before notifying the traded new players. The league's records of teams and players will be accurate at all times.
- h. Once new players have been notified of their new teams, trades may only be consummated with the approval of the players involved. This rule applies to all trades before July 5th between teams including those involving returning players.

## 22. NUMBER OF TEAMS, TEAM ROSTERS

The league shall consist of four teams. As soon as possible following the Draft, but no later than opening day of the new season, the League Secretary shall submit to each manager and to the Commissioner a full team roster, including phone numbers and e-mail addresses.

## 23. RULES VIOLATIONS

All ejections will result in at least a one game suspension, which will be the following played game. In the event of a protest or serious infraction of the league rules, e.g. one of the type

for which either forfeiture, suspension or expulsion has been previously set forth as a penalty, the following procedure shall apply:

a. The Commissioner shall undertake an investigation to ascertain all of the pertinent facts from all available witnesses. The Commissioner shall thereafter make a finding of fact and if necessary levy penalty against the offending player(s) or team.

b. These Rules are subject to periodic review and may be amended at any time according to the guidelines herein.

#### 24. RULES AMENDING

Any of these rules may be amended by majority consent of the Executive Committee.

Respectfully submitted,  
Don Smith – Treasurer  
Jack Dott – Field Manager

Executive Committee Members  
Baltimore County Over 40 Baseball League