

ANDERSON MEN'S SENIOR BASEBALL LEAGUE

RULES AND REGULATIONS

REVISED May 16, 2012

This league was created to provide for men the ability to continue to play baseball. Adult behavior must always prevail, no matter how competitive any league. The responsibility to enforce sportsmanship will remain the responsibility of the League Commissioner and the Team Managers. Anyone who abuses the league's code can be suspended or expelled from the league.

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RULES

1. GAME EQUIPMENT

1.a. All batters, runners must wear helmets at all times. Catchers must wear a helmet underneath their mask.

1.b. Wood and metal bats are allowed. No softball bats are permitted.

1.c. Metal cleats are permitted.

1.d. All base coaches must wear batting helmets at all times.

2. GAME LENGTH

2.a All games are 7 innings. Games are considered completed if called after 5 innings due to darkness or rain. This determination shall be at the umpire's and league Commissioner Discretion. All league playoff games will not have a time limit. A game will be considered complete if the team which is ahead has a 12 run lead after 5 innings.

2.b If at the end of 5 innings, and the game has gone 2 hours and 30 minutes, no new inning can start. The 18+ league time limit is 2 hours 15 minutes. The game will be ruled final. One inning will be played in case of ties.

2.c Tie games will count in the standings and will not be made up.

2.d In case of rain, it is the responsibility of the scheduled home team to help fix up fields the previous Saturday or Sunday. The Commissioner or designate will determine if fields are playable and will notify the umpires, update the rainout number and all team managers. The rainout number is 513-254-8221.

2.e. Final league standings will be determined by won/lost percentage. Divisional ties will be decided in the following order: head-to-head competition, intra-division won-lost record, inter-division won-lost record, coin flip.

3. TEAMS, PLAYERS AND LINEUPS

3.a. A player is eligible to participate in an official league sanctioned game if he will be at least 35 years old during the year of play or 18+ in the 18 and over league. The Commissioner, with the consent of the Managers, can make an exception to this rule.

3.b The league commissioner may assign “New Players” to the league. A player who has previously played in a league game must go through a pool in order to switch teams. A player wishing to leave his existing team will be considered a “New Player.” The Commissioner, with the consent of the Managers, can make an exception to this rule. The annual draft will be conducted in a manner to allow parity in leagues by having the prior year’s teams with the lowest finishing records drafting first. A team can recruit their own players. A player that has played in the league in the past 2 years is not eligible to be recruited by another team.

3.c All players, prior to participating in a game, must have a signed waiver form on file with the league and have paid all fees.

3.d A Manager will bat his entire roster. A skipped batter as result of injury or early departure will not count as an out. No player will sit more then 1 inning in a row unless he is injured or in the player’s opinion he cannot take the field. At the players discretion he can just bat or play the field

3.e Once the game begins a Manager may add players that show up late to the bottom of the batting order. The Manager or his designate must inform the opposing Manager of any additions to the batting order.

3.f A team must have 8 players for an official game. A team that is short of players can notify the Commissioner by noon Saturday. Every attempt will be made to obtain a sub. The sub will not be allowed to pitch. The Commissioner, his designate, or the opposing Manager must approve a sub.

3.g. Courtesy runners can be used at any time. The last player making an out must be used for as courtesy runners. If a runner is needed in the first inning and there are no outs then the last batter will run. The exception is for the Pitcher and Catcher, any player can be used.

3.h In case of ties after 7 innings, each team will start with a runner on second base. If game time as described in 2b has been passed the teams will be allowed 1 additional inning to break the tie. The teams can continue to play until game time as described in 2.b. If the game ends in a tie, it will go into the standings as a tie and the game cannot be replayed.

4. PITCHERS

4.a. A pitcher will be allowed to pitch for nine outs in any game.

4.b. A pitcher who hits two batters in his allowable 3 innings may be asked to be removed by the opposing manager. He will be permitted to pitch the rest of the game. In the 18+ league a pitcher can't hit more than 2 batters per inning.

4.c. A pitcher may not wear white sleeves, batting gloves, or wristbands.

5. PLAYER CODE OF CONDUCT

5.a. The league has the right to suspend any player who abuses league rules or who does not exhibit a sense of sportsmanship or who plays without regard to the safety of the umpires or other players.

5.b. An umpire has sole discretion to eject any player or manager from the game.

5.c. A player showing aggressive physical contact or fighting with another player or umpire will not be tolerated. Any violation will result in a minimum two game suspension.

5.d. Players shall not intentionally collide with any other players. In the case of a runner intentionally colliding with a fielder, the runner will be called out and may, at the umpire's discretion, be ejected from the game. All base runners must either slide or give up their right to a base (avoid a collision by stopping or leaving a base path) if the defensive player (e.g. catcher) has possession of the ball or is in the act of receiving the ball. A defensive player not in possession of the ball or not in the act of receiving the ball cannot block the base (e.g. home plate) or be in the base path so as to impede (obstruct) the base runner's right to that base. Under such circumstances, the defensive player shall be responsible to avoid collision. If a collision does occur under these circumstances, the runner will always be considered safe and the obstruction rule shall be enforced. The defensive player may be ejected from the game and will be suspended from league play if the obstruction is judged to be intentional.

5.e. The commissioner may, suspend any player for such a period and upon such terms as it may propose, for the conduct with in his opinion is prejudicial to the welfare, interest, reputation, or charter of the league. This may include the remainder of the season of for life.