

2022 CENTRAL MASS OVER-38 BASEBALL LEAGUE RULES

The Central Mass Over-38 Baseball League plays by “The Official Rules of Major League Baseball,” with the following adaptations:

SECTION 1 – LEAGUE FEES

- 1.1 A league fee of **\$850** is due on the date determined by the league president and treasurer.
- 1.2 A **\$140** forfeit fee is due at time of registration.
 - 1.2.1 This fee will be used by the league president/treasure to pay umpires in the event of a forfeit or scheduling issue with the umpires. This will be done at the discretion of the league president.
 - 1.2.2 At the end of the season the team can receive the balance of the teams forfeit fee back, or they may put it towards next year's forfeit fee.
- 1.3 Checks should be made out to: **Central Mass Over 38 Baseball**

SECTION 2 – UNIFORMS & EQUIPMENT

- 2.1 All players must wear full baseball uniforms consisting of similar team replica numbered jerseys, team replica baseball caps, full length baseball pants, and sanitary sox with stirrups, or two in one socks, or solid colored baseball socks. No player may play without a full uniform, unless the opposing team rep consents otherwise.
- 2.2 All batters and base runners must wear batting helmets with at least one ear flap facing the pitcher. Cracked or damaged helmets shall be removed from play and discarded.
- 2.3 All catchers shall wear a face mask with a built-in or attachable throat guard when fielding their position, warming up a pitcher between innings or catching in the bullpen.
- 2.4 All catchers and base coaches are encouraged to wear helmets while on the field of play.
- 2.5 Only league-sanctioned (**Diamond D1-PRO-NFHS**) baseballs will be permitted and must be purchased from the league.
- 2.6 Each team must provide the home plate umpire with two (2) new baseballs before each game. To keep games moving, please chase your foul balls and be ready to provide additional baseballs, when needed.
- 2.7 This is a wood and wood composite bat league only. No metal bats are allowed.
- 2.8 Standard baseball shoes with metal spikes are permitted.

SECTION 3 – TEAM ROSTERS AND PLAYER ELIGIBILITY

- 3.1 Prior to the start of each season, each team rep shall furnish to the League Official Scorer his team's roster, which must contain the full name, address and date of birth for every player on his team.
- 3.2 No player may appear on more than one (1) team's roster at one time.
- 3.3 Rosters are open and teams can add/drop players as they see fit for the entire regular season. However, any new player must be formally added to his team's roster (*by adding him on the team roster on the website*) within 24 hours after his participation to be declared eligible for play.
- 3.4 If a player whose active roster status has been challenged is ultimately declared to have been ineligible, all games he played in prior to being formally added to his team's roster shall result in forfeit.
- 3.5 Players must turn forty (38) or older in the calendar year to be eligible for that season.
Example: For example, a player wishing to play during the 2014 season must turn age 38 or older by December 31, 2014.

2022 CENTRAL MASS OVER-38 BASEBALL LEAGUE RULES

- 3.6 It is the responsibility of each team to verify the age of every player on its roster. If a team rep has a concern about an opposing player's age, the issue must be raised the day of the game (*same rule holds for playoff games*). The challenge can occur later that game day (does not have to be during or before the game) but must occur on that same day. The challenge shall be made to the rep with the player in question and the league president needs to be notified. That rep must provide verification (*i.e., valid birth certificate or driver's license*) of the player's eligibility within twenty-four (24) hours. The challenged player is not allowed to play again until proof of eligibility can be furnished.
- 3.7 If a player whose age has been challenged is ultimately declared ineligible, all games he has played in that season shall result in forfeit.

SECTION 4 – UMPIRE FEES

- 4.1 Umpire fees must be paid in cash prior to the start of each game.
- 4.2 The umpire fee is \$70.00 for seven (7) innings.
- 4.3 If only one umpire shows up for a game, he shall be paid a \$105.00 fee.
Note: Teams should notify the Umpire Assigner when this occurs.
- 4.4 The home team is responsible for paying the home plate umpire, while the visiting team shall pay the base umpire.
- 4.5 A forfeiting team must pay an additional \$70 penalty fee, which constitutes half a game fee for each umpire. (This will be paid out of the forfeit fee held by the league for each team).

SECTION 5 – GAME ADMINISTRATION AND FACILITY/FIELD USE

- 5.1 All games shall be seven (7) innings in length.
- 5.2 Game start times will be as scheduled on the league website or league schedule.
- 5.3 Opposing team reps shall jointly make cancellation and make-up scheduling decisions, with the home team being accountable for notifying the Umpire Assigner of such decisions.
- 5.4 All ground rules will be reviewed and agreed to during pre-game meetings between the umpires and opposing team reps five minutes before each game's scheduled starting time.
- 5.5 If a team is unable to field the required minimum of nine (9) roster players or is otherwise unable to begin play within fifteen (15) minutes after a game's scheduled starting time, that team shall forfeit the game.
Exception: The opposing team may lend players to the short-handed team to avert a forfeit. If done, the results of that game shall be considered official.
- 5.6 Games stopped due to rain, darkness, etc. shall be considered official if five (5) complete innings have been played, or after four and a half (4 ½) innings if the home team is ahead. Any games not officially completed will be rescheduled and replayed from the first (1st) inning.
- 5.7 The league mercy rule is as follows:
- 5.7.1 15 runs if the home team is leading after the away team bats in the 3rd inning, or if at any point in the bottom of the 3rd the home team takes the lead by 15 runs.
 - 5.7.2 12 runs if the home team is leading after the away team bats in the 4th inning, or if at any point in the bottom of the 4th the home team takes the lead by 12 runs.
 - 5.7.3 10 runs if the home team is leading after the away team bats in the 5th, 6th or 7th inning, or if at any point after the away team has batted 5 times, the home team takes the lead by 12 runs.
- 5.8 Only five (5) warm-up pitches will be permitted between each inning after the first inning.

2022 CENTRAL MASS OVER-38 BASEBALL LEAGUE RULES

- 5.9 Please obey the posted rules, regulations and representatives of each field and facility.
- 5.10 Each team will be responsible for picking up its respective bench area after each game.
- 5.11 If a game is rained out (or rescheduled for any other reason), managers have 48 hours to notify the league president, or designated scheduler, an agreed upon new date to play the rained out game.
- 5.11.1 After 48 hours if the teams have not agreed on a date, the league president, or designated scheduler, will schedule the makeup game.
- 5.11.2 If the game is scheduled by the league president, or designated scheduler, and one or both teams cannot field a team for that day, assuming 48 hours is given to cancel umpires:
- If one team cannot field a team, they will be given a loss 7-0.
 - If both teams cannot field at team, both teams will be given a loss and the final score will be recorded at 7-7.
 - If umpires are able to be canceled, no forfeit fee will be paid.

SECTION 6 – REPORTING GAME SCORES-ROSTERS

- 6.1 The home team shall be responsible for entering the final score on the league website.
- 6.2 Each regular season game both teams must keep a list, first and last name, of all the players playing in that game, for both teams.

SECTION 7 – OFFENSIVE AND DEFENSIVE LINEUPS

- 7.1 Defensive and offensive lineups are independent of one another; meaning all players may be substituted for defensively at any time without affecting their offensive status in the lineup. A player need not play defensively to be in the batting lineup.
- 7.2 A team may bat as many players as it desires, with a minimum of nine (9), all of whom must remain in their initial spot in the lineup for the entire game.
- 7.3 A team may add batters to the bottom of the lineup at any time, but must notify the opposing team.
- 7.4 Once in the batting order, players must remain in that spot in the lineup for the remainder of the game and cannot be removed, regardless of their batting position or when they were added during the game, except under the following conditions:
- 7.4.1 A batter may be pinch-hit or pinch-run for by a reserve player not previously filling a position in the batting order. That batter cannot re-enter the game as a hitter or base runner, but may remain in the game defensively.
- 7.4.2 If a player occupying a position in the batting order is forced to leave a game due to injury, ejection or other commitment, a reserve player not previously filling a position in the batting order must hit in that batter's place. If no substitute is available, then that position in the batting order is simply skipped over.

SECTION 8 – COURTESY RUNNERS

- 8.1 Each team may declare up to 2 players which a courtesy runner will be used for;
- 8.1.1 For any starter you can declare before the game, or before the players first at bat.
- 8.1.2 For any substitute, you must declare before the first pitch of the game.
- 8.2 Any player declared must use a courtesy runner every time he reaches base.
- 8.3 The courtesy runner will be the last completed batter not currently on base.
- 8.4 If a courtesy runner is required for the first batter, the last batter in the lineup will be the courtesy runner

2022 CENTRAL MASS OVER-38 BASEBALL LEAGUE RULES

- 8.5** To keep games moving, the current pitcher and catcher may be skipped over as courtesy runners and the player making the next previous batted out is then eligible to be the courtesy runner.
- 8.6** Courtesy runners have no limitations and can steal and advance as normal baserunners.
- 8.7** With two outs any player that will be catching the following inning, is allowed to have a courtesy runner.
Note: This is for speed of play. A player is not required to use the courtesy runner if they do not elect to.
- 8.8** If a courtesy runner walks or is hit by a pitch, the umpire will call a dead ball. The batter will not need to take first base, the courtesy runner will assume the base and the umpire will bring the ball back into play once the courtesy runner has assumed the base.
- 8.9** If you need an additional runner(s) at any point due to an injury during the game, in addition to the 2 declared, they will be allowed with the following:
- 8.9.1** The runner cannot advance on a pitcher ball, unless the ball is batted into play.
 - 8.9.2** The runner may advance if the pitcher attempts to pick off the runner from a base.

2022 CENTRAL MASS OVER-38 BASEBALL LEAGUE RULES

SECTION 9 – PITCHERS

- 9.1 There will be no limit to the number of innings a pitcher may pitch in a game.
- 9.2 Pitchers may not wear white or gray sleeves, batting gloves or wristbands.
- 9.3 Intentional walks are permitted. The pitcher does not have to throw any pitches to issue the walk.
- 9.4 **REMOVED 3 hit batter rule**
- 9.5 A pitcher, once removed from pitching, may return to the mound only one time during the game, but not in the same inning. A team may exercise this option only once per game (*not once per pitcher*).

SECTION 10 – CODE OF CONDUCT

Team reps and players shall conduct themselves in a sportsmanlike manner at all times. No team rep or player shall commit the following acts:

- 10.1 Lay a hand upon, shove or strike, or threaten an umpire.
- 10.2 Refuse to abide by an umpire's decision.
- 10.3 Be guilty of objectionable demonstrations of dissent at an umpire's decision.
- 10.4 Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player.
- 10.5 Players shall not intentionally collide with any other player.
 - 10.5.1 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 expelled from the game. All base runners must either slide or give up their right to a base (avoid a collision by stopping or leaving the base path) if the defensive player (e.g., catcher) has possession of the ball, is in the act of receiving the ball, or is about to immediately receive the ball and will be able to make an apparent play on the runner.
 - 10.5.2 Whenever possible, defensive players shall also be responsible to avoid a collision by straddling or standing aside (rather than blocking) a base. If a collision does occur under these circumstances, the runner will always be considered safe and the obstruction rule shall be enforced.
- 10.6 Infielders are not allowed to decoy a throw or catch. Decoying is referred to as a false catch or throw done in an attempt to get the player to slide unnecessarily, where no strategic value is gained. If a decoy throw or catch is detected, all runners shall be allowed to advance one base beyond the base held after all play stops.
- 10.7 Be guilty of physical attack as an aggressor upon any player, team rep, umpire or spectator, before, during or immediately after a game.
- 10.8 Be guilty of verbal abuse of any player, team rep, umpire or spectator, before, during or immediately after a game.
- 10.9 Consume alcoholic beverages or illegal drugs during the game or be on the field of play at any time in an intoxicated condition. No smoking on the field of play or in the dugout.

2022 CENTRAL MASS OVER-38 BASEBALL LEAGUE RULES

SECTION 11 – PENALTIES

- 11.1 The umpires have sole discretion to eject any team rep or player from the game.
- 11.2 Ejected ballplayers must leave the ballpark. The umpires will determine the definition of “ballpark.” If the ejected player fails to comply with the umpire’s decision, his team will forfeit the game.
- 11.3 Any player who is ejected from a game shall be suspended from playing in his team’s next game, regardless of whether that be a regular season or playoff game. A second ejection shall result in that player’s suspension for the next three games. A third ejection shall result in that player’s suspension for the remainder of the regular season and/or playoffs.

SECTION 12 – GRIEVANCES, PROTESTS AND APPEALS

- 12.1 Protests involving normal baseball rules must be filed with umpires at the time of play. No protest will be allowed after the next pitch is thrown.
- 12.2 All grievances, protests or appeals involving league rules must be filed with all team reps immediately following the completion of the game. After review, one rep for each team will vote and the majority ruling will be final.

SECTION 13 – PLAYOFFS

- 13.1 A player must play in at least 30% rounded down of the regular season games played to be eligible for the playoffs.
- 13.1.2 If at any point in the playoffs a team feels a player has not qualified, the league president will conduct a review of the teams books for the games that the player supposedly played in. (see rule 6.2 for team responsibility for keeping game records)**
- 13.2 In the event a team receives a regular season forfeit win, each player on that team’s roster at the time of the scheduled game receives one game toward playoff eligibility.
- 13.3 The following criteria (*in order listed*) shall be used to determine playoff seeding:
- Win-Loss Record
 - Head-to-Head Competition
 - Runs Allowed in Head-to-Head Competition
 - Coin Flip