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2010 Adult Baseball Information – Over 35 Division

1. **RULES:** Major League rules will be followed with the exceptions listed below. Anne Arundel County Department of Recreation & Parks Guidelines & Reference Manual and department policies governs this league.
2. **ALCOHOL:** No alcoholic beverages are allowed on or near any playing field at any time. In addition, tobacco products are not allowed past the parking lots at Rec. & Parks facilities, and not at all at school fields. Any team, or team followers, violating his rule will be subject to suspension from the league.
3. **FIELD PREPARATION:** The home team, listed 2nd on the schedule, is responsible for bases and preparation of the field at all fields except Joe Cannon Stadium and Bachman Sports Complex. All teams are responsible for providing maintenance after the game including raking the batters box and pitcher's mound and trash pick up.
4. **FIELD USE:** Hitting balls into any fence is strictly prohibited.
5. **ROSTERS:** Team rosters are limited to a maximum of 25 players. All teams must carry a minimum roster of 15 players. The department must receive all completed rosters by **May 2, 2010**. **Only the official AA County Rec. & Parks Department "Adult Roster" form will be accepted.** There is no deadline to add players. Players added to rosters after July 15th are not eligible for post-season play unless approved by the league. All transactions can be completed at George F. Bachman Sports Complex or Joe Cannon Stadium. An Add/Drop form must be in the department's possession by mail, drop-off, or fax before a player may play. Teams failing to follow this rule will forfeit all games with ineligible players.
6. **AGE & ELIGIBILITY:** All players must turn 35 in 2010 in order to be eligible for the Over 35 division. Professional athletes must sit out one full year from their sport following their date of release from professional teams before participating as a player in County-sponsored leagues. Players may play for only one team during the season. No team may have more than 4 ex-professional players on its roster. Players may not be borrowed in post-season play. All players must play a minimum of 5 regular season games to be eligible to play in the playoffs at the end of the season.
7. **LINE-UPS AND BALLS:** When writing line-ups, team must use full first and last names and jersey numbers. Rawlings Model R-MSBL is the acceptable ball for this league. Each team must provide one new ball to the umpire before the game begins. Balls remaining after the game will be retrieved from umpires and divided between the teams.
8. **BATS:** Wood and Aluminum bats are permitted for game use. Bats must be no more than –3 weight-to-length ratio. Players using an illegal bat when stepping into the batters' box will be declared an out. Second offense by the same player using an illegal bat within the same game shall result in the offending player being ejected from the game. The first round of games will be played with wood bat only and the second round of games players can use either aluminum or wood bats.
9. **UMPIRE PAYMENT:** Each team is responsible for paying the umpires prior to the start of the game. For 7 inning games **\$70.00** per/team (travel fee: **\$35.00**), and for 9 inning games, **\$80.00** per/team (travel fee: **\$40.00**). An umpire that officiates a game alone is entitled to one and one half (1 ½) of the single (7 innings: **\$105.00**, 9 innings: **\$120.00**) game fee. A team that forfeits a game is responsible for paying **both** umpire fees. This payment must be either cash or money order, **NO CHECKS**. A team that forfeits and does not pay the umpires at the game must make the proper payment to the department before their next scheduled game. If this is not done, all subsequent games will be forfeited until the payment is made. Payments of this type should be taken to the Bachman Sports Complex or Joe Cannon Stadium.
10. **CANCELED GAMES:** All games will be played as scheduled. Games will only be rescheduled for weather-related cancellations or department rescheduling. Information on rain cancellations can be heard on the answering service after 4:00 p.m. on weekdays or two hours before game time on weekends. Game information numbers are on the league schedule. If no weather

cancellation report is given, teams will report to the field and the umpire will determine field condition. Makeup games will be rescheduled by AA County and all attempts will be made to use the primary days for this league (Tue, Thu, Sun). However, if the scheduler provides 7 days notice to the teams for a makeup game on ANY day of the week, teams will have to either play on the rescheduled day or take a forfeit.

11. FORFEITS:

- A. A team that forfeits 4 games will be dropped from the league. No league fee will be refunded after the season is scheduled to begin. If this occurs prior to the halfway point in the schedule, all games will be dropped from the records; otherwise, any team yet to play will receive a win.
- B. A 15-minute grace period will be in effect for all games. However, the time limit begins at the scheduled game time.

12. UNIFORMS: All teams must be in complete uniforms consisting of caps, numbered jerseys, baseball pants, socks, and shoes. Each player's uniform must be of similar design to his teammates' uniforms. All batters and base runners must wear helmets. Full double earflap helmets are encouraged. Catchers must wear helmets and cups. Metal or rubber cleats are permitted. Duplicate numbers on same team must be approved by League. Players with no numbers on their shirt or jersey will be deemed ineligible to play for that game. Deadline to have matching numbered jerseys is August 1, 2010.

13. SCORES: The winning coach must report the results within 48 hours to (410) 222-6652 or joecannonstadium@hotmail.com. We will use a point system to decide the final standings. A win counts as "2" points, a tie is "1" point and a loss equals "0" points. If there are an uneven amount of games played by teams, then winning percentage will be used as a tie-breaker followed by head-to-head results.

14. INSURANCE: The department does not provide insurance for individuals/teams who participate in the league. Teams are strongly encouraged to carry insurance. Neither the department nor Rec. & Parks staff is responsible for injuries incurred in leagues.

15. EJECTED PLAYERS: Any player ejected from the game will receive an **automatic 2 week suspension from all scheduled games in all leagues**. Team coach/manager is responsible for reporting the ejection to the league coordinator within 24 hours of the game. Coach/manager must give the full name and uniform number. Any player receiving 2 ejections during a season will be suspended for the remainder of the season with possible additional disciplinary sanctions. Any manager who does not supply the ejected player's full name within 24 hours is subject to suspension and possibly expulsion from the league.

16. GAME LENGTH:

- A. Unless otherwise stated, all games will be 9 innings with no new inning starting after 2 hours and 45 minutes. All 7 inning games will have no new inning starting after 2 hours and 15 minutes.
- B. No time limit applies to playoff games, which will be played to completion.
- C. It is the responsibility of the coaches to meet with the umpires to establish game start time.
- D. 5 innings of a 7-inning or 9-inning game is considered a complete game when suspended due to weather or time limit. Any game that is stopped before it is considered a complete game will be considered a suspended game and will resume from the point that it was suspended.
- E. All tie games going at least the time limit are ruled complete.
- F. All games played at Arundel High School that start at 8:00 PM or later will have no new inning started after 10:30.

17. COURTESY RUNNER/INJURIES:

- A. Three courtesy runners per game will be allowed, not including the pitcher and catcher. The courtesy runners must be designated prior to the start of the game. If designated before the game, a courtesy runner is allowed for the pitcher at any time. A courtesy runner is allowed for the pitcher or catcher with two outs. The last player who made a batted out must be the courtesy runner. A pitcher will not have a courtesy runner until he has entered the game. Courtesy runners should be used only because the player for whom the substitution is made is injured or to avoid the risk of such injury. Courtesy runners should not otherwise be used for competitive advantage. If a player is injured in the course of the game, however, an additional courtesy runner for that player shall be permitted. Catchers who reach base with two outs shall be "courtesy run" for by the player making the most recent batted out. This runner shall not count as one of the maximum courtesy runners allowed per game.
- B. A minimum of 8 players per team is required to begin an official game. An automatic out is taken in the 9th spot until the 9th player arrives. Teams may bat as many players as they choose. Players must be on the team's roster to play. If a team is reduced to 7 players due to injury or ejection, the game will be stopped with the win going to the opposing team. If a player is forced to leave the game, a substitute not previously used must bat in the player's place. If no reserve is available, the

team must take an automatic out in the 9th or vacant spot(s) in the batting order. Players do not “move up in the order”. If the team is reduced to 7 players, the game is ended.

- C. **If a player is ejected for any reason and there is no substitute available, no matter how many batters in the line up, the game is ended at that point with the win being awarded to the opposing team.**

18. RUN RULES:

A. A 12 run rule will be in affect after the 7th inning for a 9-inning game, or after the 5th inning of a 7-inning game. The home team always has the right to bat if they are behind by 12 runs or more.

B. Teams may score a limit of six runs maximum per inning until the time limit reaches 2 hours. Subsequent innings are "unlimited".

C. Once a team attains a lead of eight runs, they may no longer steal bases in that game. Players may still take a lead, but can not make a motion with the intent to advance (i.e: hit and run) until the bat makes contact with the ball. Advancing on a wild pitch or passed ball is permitted, regardless of the score. If, subsequently, the lead drops below eight runs, the team may resume stealing bases. **If, contrary to this rule, a player from a particular team attempts to advance with a lead of eight runs or more, he must immediately return to the original base and the play is dead, unless he is thrown out in the course of the which case the out stands. On any subsequent attempt by such team to advance contrary to this rule, the runner(s) is/are automatically out.**

19. VEHICLES: Vehicles are not allowed on any County or School grounds.

20. AVOID COLLISION: Base runners shall make every effort to avoid a collision with a defensive player by sliding or giving himself up as an out to avoid collision if the defender has possession of the baseball. Malicious contact by a base runner with a defender having possession of the baseball will be called out, and, if in the opinion of the umpire, contact was made with the intent to be malicious, the base runner shall 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, 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 base runner. If a defensive player is not in possession of the ball, is not in the act of receiving the ball, or is not about to immediately receive the ball so that he is able to record an out (apparent play at any base), he 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 the 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 (if the action is intentional, he must be ejected), and will be suspended from league play if the obstruction is judged to be flagrant.

21. UNLIMITED DEFENSIVE SUBSTITUTION:

A. Team managers, at their discretion, may have the option of making unlimited defensive substitutions to maximize player participation. The exception to this rule is that once a player is removed from the pitching position, he may only re-enter the game as the pitcher one-time, but may re-enter the game at any other position unless he has been removed due to rule 21B.

B. An extra hitter (EH) will be treated as any other defensive position; i.e., an EH may, at any time during the game, play a defensive position with the replaced defensive player becoming an EH.

22. BATTING ORDER: To maximize player participation, every player, showing up for a scheduled game, must be inserted into the initial lineup with a minimum of eight (8) players for an official game. If not filled, the ninth position in the lineup is not an out. If a player falls out of the hitting line-up without having a substitute hitter, the team will incur an out each time that order in the hitting line-up comes due to make a plate appearance. Each team may alternate batters (A/B) after the 12th batter in the order. i.e. The regular batting order will be 1 through 12. The 13th and 14th batters in the line up will share the 13th batting spot by alternating times at bat. The 15th and 16th batters in the line up will share the 14th batting spot and so forth.

23. ADDITIONAL GAME RULES

A. A pitcher must be removed from pitching if he hits three batters total in any given game.

B. Intentional walks are permitted. No pitch need be thrown. The pitcher will notify home plate umpire of the intentional walk & the batter will be awarded first base.