

2015
MADISON BASEBALL ASSOCIATION
LOCAL RULES of PLAY

SECTION 5 - SENIOR LEAGUE - SENIOR DIVISION
13-14 and 15-18 year old divisions

Approved by MBA board 3/15/14

Note: These local rules supersede the official rules found on MLB.com. Unless amended below, the official MLB rules shall apply.

PLAYING FIELD

1. For Senior League the base paths are 90ft and the Pitching Distance is 60ft 6 inches.

EQUIPMENT

2. 14u bats must meet the following standards. No more than a drop of -8.5 can be used. All bats must be stamped with either the USSSA 1.15 BPF stamp or the BBCOR stamp.
18u bats must meet the following standards. No more than a drop of -3 can be used and all bats must be stamped as BBCOR approved.
Any batter that uses a bat that does not meet these requirements will be called out and any runners do not advance. No warning.

Metal cleats can be worn

The catcher shall wear all appropriate protective gear including chest protector, shin/leg guards, protective cup and a catcher's helmet with facemask and either a built-in extended throat guard (hockey style mask) or a separately attached throat guard. The catcher's helmet shall fully cover both ears.

All offensive players will wear a league approved helmet any time they are outside of the dugout and the ball is live. This applies to all bat/ball boys or girls. If the umpire observes any violation of this rule, he shall direct the violation to be corrected. If the violation is not immediately corrected, in the umpire's judgment, the offender may be ejected from the game. Facemasks are not required for this age.

MANAGERS AND COACHES

- 4 The manager is allowed one visit per inning to talk to his pitcher or defense. A second trip would result in the pitcher having to be replaced.

One time out per inning can also be granted to the offensive coach to speak to a batter or runner. No additional time out can be granted during the same inning.

REGULATION GAMES

5. The time limit for regular season league games is 1 hour and 45 minutes. No new inning may start after the time limit expires. Once started, a new inning must complete regardless of the time limit. Note: A new inning is considered to start immediately after the final out is recorded to end the previous inning. If any team is not able to field an 8 player minimum at the start of the game, a waiting period of no more than 10 minutes will be allowed before a forfeit is declared by the umpire.

Starting and Ending a Game - It is a regulation game when:

- a) Both teams have completed seven innings of play, and the visiting team has scored more runs than the home team. In case of a tie after seven innings of play, further innings shall be played until the time limit to break the tie. Only in tournament play shall the game continue past the time limit in order to break the tie.
- b) The home team has scored more runs after six innings than the visiting team has scored in seven innings,
- c) The home team scores the winning run in the last half of the seventh inning before the third out is recorded,
- d) The game is shortened by reason of time limit, curfew, rain, or other acts of God provided that both teams have batted five times, or in the case of the home team when it is leading after four and one-half innings of play; note that games shortened by reason of curfew, rain, or other acts of God before they have become regulation games shall be resumed from the point of termination. The official scorer is to write the exact time of termination and the amount of time remaining as well as the score and position of runners, # of outs and if applicable, the number of balls and strikes on the batter in the official book. The regulation game time limit only applies to regular season games.
- e) When a team is ahead by (10) runs after both teams have batted four times, or in the case of the home team when it is leading after three and one-half innings.

6 PITCHING RULES

No pitcher may pitch more than 8 innings in a calendar week. For MBA purposes a calendar week is Monday through and including Sunday night. In the case of makeup or suspended games, the innings pitched count for the week in which they were actually pitched.

Any player who pitches in four or more innings in a day may not pitch for 2 calendar days. (ex: a pitcher who pitches 4 innings on Friday would not be eligible to pitch again until Monday.)

One pitch to a batter counts as a full inning.

Any eligible pitcher may pitch, then play another position, then return to the mound in a later inning, but may only return to the mound once per game. He may not return to the mound in the same inning he was removed and may not return at all if he was removed due to the coach's second trip.

Games in which an ineligible pitcher is used shall be declared forfeited, even if it is after the game has been completed. There is no statute of limitations. If an ineligible pitcher is discovered at any time prior to delivering a pitch to a batter, he shall be removed from the mound without penalty. This is the coach's responsibility.

9 SPECIAL RULES

9.1 Order requirements and penalties

A defensive team shall consist of no more than 9 players with a maximum of 6 infield players including the pitcher and catcher. The minimum number of players to begin a game is eight. After the game has started, the number of available players may drop below 8 without forfeit, unless the immediate cause of falling below 8 players is due to an ejection of one or more players. However, the minimum number of batting positions remains at eight throughout the game. As a result, if a team is playing with eight or less players and a player is removed from the game for any reason other than ejection, the batting position of the player(s) removed shall be counted as an out each time that position(s) comes around. The batting position of an ejected player shall be counted as an out each time it comes around regardless of how many players are present in the batting order. If a runner must be removed from the game for any reason other than ejection, the last batted out may take his place on the bases. A player who must leave the game due to injury or illness may return if able.

9.2 Participation requirements

All Players present at game time shall be placed in the batting order. Any Player arriving after the beginning of the game shall be added to the bottom of the batting order.

All players (including any team member and replacement player) must play defense at least two innings in any game. The two innings can be consecutive. The penalty for not meeting this rule is forfeiture of the game.

If a regular team member arrives after the start of the game, the inning in which the player arrives (as well as any previous inning) will NOT count as an inning sitting out IF the player arrives after his team has taken the field for defense in that inning.

Substitute players may re-enter the game freely.

Teams shall use a continuous line-up.

9.3 Borrowed player rules.

Senior league teams are permitted to borrow players from the league below them only for the purpose of fielding 9 players. Borrowed players are not permitted to pitch and must be placed at the bottom of the batting order.

18u are only permitted to pull up players from the 14u league and 14u teams are only permitted to pull up players from 12u.

If a player(s) must be benched due to the total number of players exceeding the maximum defensive positions (resulting from "borrowed" players who have started playing and late team members arriving), no regular team members, who arrived on time, shall sit out defensively more innings than the "Borrowed" player(s). Regular team members arriving

late and “Borrowed” players are still subject to playing defensively two innings, as is any regular team member as described in Rule 9.2. “Borrowed” players must be present and added to the official roster before the start of the game. “Borrowed” players may not be used to replace a player that is ejected, injured, sick, or leaves the game for any other reason.

9.4 Team duties

The home team will occupy the 3rd base dugout and is responsible for the official book and the game summary sheet. The visiting team will be responsible for operating the scoreboard.

9.5 Pre-game warm-up time.

Each team may warm up on their side of the field before game time. No full field warm-ups are allowed. At the point where the managers meet with the umpires both teams should be in their dugouts preparing to start the game. Game time starts at the point where the conference ends. The start time will be stated by the umpire and noted on the game summary sheet.

9.6 Field access

Only Managers, Coaches, Players and Umpires shall be allowed on the field or in the dugouts during the game. No more than three Managers or Coaches shall be allowed on the field or in the dugouts during the game. All Managers and Coaches excluding the offensive first base coach and third base coach must remain inside their appropriate dugouts except that on defense one coach may be outside the dugout but must stay within 3 feet of the door to the dugout.

9.7 Intentional walk

Intentional walks are permitted but all four pitches must be thrown.

9.8 Courtesy runners

Courtesy runner for catcher or pitcher: At the batting team coach’s discretion, with two outs, the last batter to record an out may run for the batting team’s catcher that will catch in the next half inning or for the batting team’s pitcher that will pitch in the next half inning, if that player occupies a base as a runner. The head coach must declare that the player being run for will be used as a catcher or pitcher in the next half inning. The home team may not declare a courtesy runner in the bottom of the 7th inning. The head coach that declares that a player will catch or pitch in the next half inning, uses a courtesy runner, then fails to have the declared player catch in the next half inning, will serve a one game suspension and the game will be subject to a forfeit.

9.9 Contact and safety

Whenever a tag play is evident, a runner must slide or seek to avoid contact with the fielder and / or catcher. Attempting to jump, leap, or dive over the fielder and / or catcher is not interpreted as seeking to avoid contact. Malicious contact shall supersede all obstruction penalties. **Penalty:** The runner shall be called out and may be ejected from the game at the umpire’s discretion. **Comment:** When enforcing this rule, the umpire should judge the

runner's intent to initiate contact with the catcher. If the umpire feels that the contact was unintentional, then the runner should only be declared out. If the umpire feels that the contact was intentional and / or malicious, then the runner should be declared out and ejected. The fielder can not fake a tag (either pretending the ball is thrown to him or pretending to have the ball) on a runner causing him to slide unnecessarily. Penalty: (a) Obstruction and the umpire will either issue a warning or an ejection based on his discretion. The affected runner is awarded the base he would have made with out the fake tag. (b) Team Warning. After a second warning to a player on the same team during the same game, the player who commitments the fake tag will be ejected from the field of play by the umpire.

Legal Slide: A legal slide may be either Head-first or Foot-first. In a Foot-first slide one leg and one buttock must be on the ground. The runner must be able to reach the base with either a hand or foot. **Illegal Slide:** The runner may not use a rolling, cross-body, pop-up, or leg thrashing slide if he makes contact or alters the play. A raised leg must be no higher than the fielder's knee when he is standing. The runner may not slide beyond the base and make contact or alter the play. The runner may not attempt to injure the fielder. **Penalty:** The runner shall be called out and may be ejected from the game at the umpire's discretion.

Any Player "slinging the bat" that in the Umpires judgment creates a dangerous situation shall receive a warning. The Managers of the opposing teams and the Official Scorekeeper, who shall make a record in the official scorebook, shall be notified of the warning. For any future infractions in the same game, the Batter shall be declared out and no base runner shall be allowed to advance. A warning to a player does not mean the whole team.

Any player, who on a given pitch, "squares" to bunt and then takes a normal swing at the ball, shall be called out no matter whether contact is made with the ball or not. A warning shall be issued to the coach of the offending team and no runners may advance on a play in which a fake bunt is attempted. A second attempt in the same game by any batter on the offending team will result in the offending player being ejected. In other words, this rule is to make "fake-bunts" illegal. The intent is to protect young pitchers who are being taught to charge bunts from being injured.

9.10 Uncaught third strike.

The batter becomes a runner when the umpire calls a third strike that is not caught, providing (1) first base is unoccupied, or (2) first base is occupied with two out. **Comment:** *A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate.*

9.11 Behavior policy

Any player or coach ejected for unsportsmanlike behavior will be subject to a suspension. This suspension will be for a minimum of 1 game and based on a review by the President, VP of Baseball and Senior Player agent could be increased based on the situation. The review will include reports from the game umpires, field bosses if possible and both managers.

TOURNAMENT RULES

During tournament play the time limit and run rules are still in effect with the exception of the tournament final which will have no time limit.

During tournament play pitchers are permitted to pitch no more than 12 innings total during the tournament. Required rest is still in effect if a pitcher throws 4 or more innings in a game they must have 2 days of rest before they can pitch again. The innings count resets at the start of the first game of the tournament.

If a coach or player is ejected in the last game of the tournament, they will not be allowed to get their medals on the field.

PROTESTS:

See the MBA Policies manual for additional info.

- a) Only protests that involve a violation of playing rules will be accepted.
- b) No protest involving an umpire's judgement will be accepted.
- c) Only the head coach can file a protest.
- d) Protests of plays during the game must be made to the umpire BEFORE the next pitch.
- e) Following the game, NO protest can be made except one involving the eligibility of a player or failure to comply with the league's player participation rules and league's minimum number of players.
- f) Protests MUST be submitted in writing to the MBA President within 48 hours of the completion of the game. No protest will be accepted after 48 hours.
- g) The head coach or acting head coach of the protesting team MUST note a violation of playing rules on the game summary sheet. The head coach must also submit a written statement of protest within 48 hours to the MBA President. The statement MUST include all details of the suspected violation of the playing rule and MUST cite the exact rule(s) that is/are in question.
- h) No additional statements (written or verbal) from the protesting team, coaching staff, players, or parents will be accepted.
- i) A check in the amount of \$10.00 payable to Madison Baseball Association MUST be included with the written statement. If the protest is upheld, your check will be returned. If the protest is denied, the funds will be deposited in the MBA General Fund.

Jewelry is prohibited: Participating players may not wear jewelry. A medical bracelet is not jewelry and may be worn if it is taped to the body and clearly visible. Penalty: Team Warning.

Revision Notes

Date	Revised By	Comments
6/10/2015	Ivan Anderson per Robin Gregg	<ul style="list-style-type: none">• Rule 5e – changed 10 run mercy rule from 5 innings to 4 innings. Removed 15 run mercy rule

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