

ST. LOUIS AMATEUR BASEBALL ASSOCIATION
PLAYING RULES

1.00 ENTRY FEE

1.01 Entry fees, covering the association's operating costs, will be paid by each participating team during the year and shall be the responsibility of the head of the organization. Costs should be determined no later than the January general meeting.

1.02 A deposit of \$250.00 will be made at the January meeting by the first team in each organization. Additional teams in an organization will make deposits of \$100.00.

1.03 Full payment of all fees shall be due no later than the May general meeting with the exception of the 14, 13 and 12 & under teams that shall be paid in March.

1.04 Entry fees shall include: affiliation fees, insurance, game balls, trophies, banquet and/or meeting reservations, awards, and any other fee determined by the Executive Committee.

1.05 Umpire fees are not part of the entry fee; each team is required to pay one umpire directly on the field prior to the commencement of the game. Umpires are to be paid the exact contracted fee, no more and no less.

2.00 ELIGIBLE PLAYERS, TERRITORIES & RECRUITING

2.01 Eligible Players Each organization can draw players who attend any public or private high school in the immediate St. Louis metropolitan area or adjoining counties (the player's legal residence is the address recorded at the school the player attends as of March 31 of the current year). While programs do not have exclusive rights to players from "base schools," the spirit of this rule is that the majority of an organization's players should be recruited from within a reasonable distance to the home field of that organization. Programs are encouraged to avoid recruiting players from Illinois high schools where the high school coaching staff is involved with a SLABA organization.

2.02 Players Not in High School Eligible junior college, college or university students, or players not in school, are eligible to play for any SLABA program as long as they meet the age requirements of SLABA.

2.03 Age Limitation A player's age may not exceed the age of the group for which he is playing before May 1 of the current season. Example; if a player's 16th

birthday is April 30 of a season, he is not eligible to play on a 15U team, but if his 16th birthday is on May 1, he is eligible to play on a 15U team that season.

2.04 19-Year-Old Players A player who has reached his 19th birthday before the May 1 deadline, has just graduated high school, and was eligible to play on his high school team during the previous spring is eligible to play on a SLABA team the following summer.

3.00 ROSTERS

3.01 A roster with a limit of 25 players will be due to the association's Executive Committee on or before May 1 of any playing year. Any team not submitting a roster, or any player not on an approved SLABA roster, is ineligible to play in a SLABA game until approved by the Executive Committee.

3.02 Permanent or tournament roster deadline shall be in accordance with the National Rules of any respective affiliation.

3.03 Rosters and background checks shall be submitted by each organization to be reviewed and approved by the Executive Committee on or before May 1 of the playing year. While birth certificates are no longer required for submission to the Executive Committee, teams must still have a copy of each player's birth certificate available upon request, in case an eligibility question arises.

3.04 No more than eighteen (18) players may be dressed for any league game.

3.05 A player may be added to the league roster by written notification, with all proper paperwork, to the association's President twenty-four hours before he is eligible to play in a league game, provided there are spaces available, by June 15.

6. A player may be on two or more age group rosters. However, once he accumulates 30 plate appearances in league games at the higher level, he may no longer bat in a league game at the lower level. Or, once he accumulates 15 innings pitched in league games at the higher level, he may no longer pitch in a league game at the lower level. The only exception is if an entire team is playing in two separate age groups. Then, this rule will not apply to that age group.

7. If separate leagues exist for 17U and 18U, the Junior Varsity (17&U) roster can have a maximum of three (3) eighteen (18) year old players.

4.00 OFFICIAL GAME

4.01 Home team will be the official scorer.

4.02 Home team is responsible for online data entry of their league game scores and all other stats required through the league's official statistical service. The visiting team may enter their own stats if the home team has not done so within 24 hours of the game's completion.

4.03 Scores and stats of non-league games and tournaments shall be the responsibility of all member teams.

4.04 If a game is delayed because of rain, lightning, darkness, or any act of nature after 4.5 innings when the home team is winning, or after five (5) complete innings when the visiting team is winning, then it is an 'official game.' This includes SLABA league or tournament games. Tied games must be completed in a timely manner and it is recommended that they be played prior to another SLABA league game -- when umpires are paid by the inning (up to the beginning of the third inning, when a full game fee is then due to the umpires).

4.05 Any game that is suspended or tied and is not an 'official game' will be continued at the point of suspension -- per Major League rules.

4.06 When a SLABA league or tournament game is tied after seven innings, teams will play one additional inning to try to determine an outcome. If the game goes beyond the eighth inning, each team will start subsequent innings with a runner on second base. Any game that must be suspended or is still tied, and therefore not an official game, will be continued at the point of suspension per Major League rules.

4.07 The Executive Committee shall have the power to schedule all games needed to be played for the purposes of playoffs and/or final standings (seedings).

4.08 A thirty-minute break will be allowed between games when two are to be played by the same teams.

4.09 Every effort must be made by every manager to play every league game scheduled. However, prior to the scheduled start of any league game, a visiting manager may inform the home team manager and the umpires of his refusal to play the game at that time, due to unsafe field conditions. His refusal must be founded on an obvious and reasonable concern for the safety of his players. The conditions of the playing field shall be noted by the umpires and reported by the crew chief to the association's President to substantiate or discount the concern of the visiting team.

4.10 SLABA Heat Policy The following guidelines have been established by SLABA in an effort to protect the athletes during participation in extreme or severe heat conditions. These guidelines are established based upon the current heat index at the

location of the game at game time. Heat index is determined by a combination of air temperature and relative humidity occurring at the time of exertion.

Heat index can be found at <http://forecast.weather.gov/MapClick.php?zoneid=MOZ063> or any metro news station.

If the Heat Index is:	Risk Category	Potential Difficulties
Less than 95 degrees	Caution	Fatigue
95-99 degrees	Extreme Caution	Sun stroke, muscle cramps, heat exhaustion
100-104 degrees	Danger	Sun stroke, muscle cramps, heat exhaustion
Above 104 degrees	Extreme Danger	Heat stroke, sun stroke likely

Caution: Have ample amounts of water available at all times.
Encourage intake as much as desired.
Monitor athletes for heat stress.

Extreme Caution: Have ample amounts of water available at all times.
Encourage intake as much as desired.
Remove extra equipment (helmet/ catching gear) when not actively playing.
Practice early in morning or late in evening to avoid higher heat index.
Monitor athletes for heat stress during play.

Danger: Have ample amounts of water available at all times.
Encourage intake as much as desired.
Remove extra equipment (helmet/ catching gear) when not actively playing.
Practice early in morning or late in evening to avoid higher heat index.
Re-check temperature during day games to monitor for change.
Monitor athletes for heat stress during play.
Use Ice-Down towels for cooling, take breaks in the shade.

Start games later and limit playing time when possible

Extreme Danger: The Executive Committee of SLABA strongly recommends that you consider postponing games until the heat index drops below 104 degrees (this can potentially be done by pushing back the start time a bit until it is cooler). However, it is at the discretion of the home team to determine postponement or cancellation of league games (just like home teams do for rainouts). For SLABA tournament games, the Executive Committee, in conjunction with the host site, will determine postponement or cancellation of games based on the heat index.

5.00 PROTESTS

5.01 The manager of the protesting team must notify the association's President within twelve (12) hours of the protested game by telephone and must submit in writing details of the protest within twenty-four (24) hours after the game in question. A check for \$50.00 must accompany the protest. If the protest is upheld the check will be returned.

5.02 The Executive Committee shall rule on all protests.

5.03 Members of the Executive Committee whose organization is involved in the protest are ineligible to vote at the hearing.

6.00 ADDITIONAL PLAYING RULES

6.01 All games shall be seven (7) innings, unless the following score differentials have occurred: the home team is leading by ten (10) runs after four and one-half innings, fifteen (15) runs after three and one-half innings, twenty (20) runs after two and one-half innings; or the visiting team is ahead by ten (10) runs after five (5) full innings, fifteen (15) runs after four (4) full innings, or twenty (20) runs after three (3) full innings.

6.02 All regular season league games will have a 2:20 time limit (meaning no inning can start AFTER two hours and twenty minutes from the game's first pitch). A tie game will continue inning by inning until a winner is determined, even if it goes over the time limit. Post-season SLABA tournament games at all age levels will have no time limits (unless necessitated due to rescheduling caused by rainouts).

6.03 All games shall be officiated by two (2) umpires unless agreed to by both managers in the event of only one (1) umpire being present at the start of the game.

6.04 All umpires who officiate a game must sign the scorebook of both teams. Umpires shall report ten (10) minutes prior to game time to cover the ground rules with both teams.

6.05 A team's bench is to be occupied by no more than 18 players, manager, coaches, scorekeeper and bat boys.

6.06 Smoking or chewing of tobacco on the field or on the bench is not allowed at anytime (See Rule 7.03 for related rule and suspensions).

6.07 Pitching Visits--- Trips to the mound will conform to the old Major League Baseball rule: one per inning/per pitcher.

6.08 All players will be uniformed in the team uniform.

6.09 All managers and coaches will be required to wear team attire, defined as any combination of the following: a team shirt, team jersey, coaches' shorts, baseball pants, team pullover, team hat, and baseball-appropriate footwear. Any coach not abiding by this dress code will not be allowed on the field of play during a SLABA league game. Coaches in violation will be reported to the Executive Committee the following day for possible suspension.

6.10 Catchers will wear protective cap and throat protector while catching. A non-catcher warming up a pitcher before the regular catcher is out on the field for such purpose must wear a mask or helmet. A bullpen catcher must wear a mask or helmet and shin guards.

6.11 Teams have the option of using a designated hitter (DH), extra hitter (EH), or both in their game lineup. The designated hitter will be in conformance with Major League rules (see Appendix). The extra hitter would be considered a "position" in the team's lineup, meaning you can move the ten (10) players in your lineup around in the field interchangeably among the nine (9) fielding positions.

6.12 If you list a player as "DH/P" or "P/DH" on your lineup card, that player may remain in the game as a DH after being removed as the pitcher.

6.13 In order to facilitate the start and completion of SLABA league or tournament games, teams may start or finish a game with eight players. However, each time the missing player's spot comes up in a nine- or ten-man lineup, that spot(s) will be recorded as an out. A game is ruled a forfeit any time a team cannot continue with at least eight players.

6.14 A team that bats 10 players and has lost the last possible substitute may continue the game with either eight or nine players. However, the missing spot(s) in the batting order will be recorded as an out each time that player(s) is scheduled to appear

in the lineup. A game is ruled a forfeit any time a team cannot continue with at least eight players.

6.15 A double switch to move the pitcher to a fielding position must be addressed with the umpire prior to the coach crossing a baseline.

6.16 A "courtesy runner" may be used for a catcher or the pitcher of record at any time during the game. The runner may not be a player already entered into the game and may not be a player removed from the game. The "courtesy runner" does not have to be the same person each time during any given game.

6.17 Protests must be made known to an umpire prior to the next pitch of the game. The umpire must announce the game is being played under protest. The umpire will file a complete written report to the association's President and the Umpire-in-Chief will be available for the protest meeting.

6.18 The NCAA "slide rule" shall be in effect during all league games. See Appendix.

6.19 The NFHS "re-entry rule" shall be in effect for all league games. See Appendix.

6.20 Bats are to be regulated by NFHS rules. See Appendix.

6.21 Any rules not addressed above will follow current Major League Baseball rules.

7.00 CONDUCT RULE

7.01 No player, coach, scorekeeper, bat boy, manager, or any other person identifiable with any team in the association, shall ride, abuse, heckle, or make any uncomplimentary remarks or gestures whatsoever to any opposing player, team official, umpire, or league/tournament official. Any violation is subject to immediate ejection from the game.

7.02 Any player, coach, manager, or party accompanying a team will be suspended for the remainder of the game from the time of a rules infraction if they: a) use profane language; b) make any unnecessary gestures in protesting an umpire's decision; c) throw a bat or any other equipment; d) make any unnecessary gestures to fans or opposing players; or e) resort to unnecessary roughness on the playing field. No warning is necessary before an ejection for this rule.

7.03 No player, coach, scorekeeper, bat boy, manager, or any other person identifiable with any team in the association, shall possess or consume any form of alcoholic beverage, possess or consume any form of a regulated substance, or use any form of tobacco immediately prior to, during, or immediately after any game at the

location of the game. Any violation is subject to immediate ejection from the game if before or during a game and a one-game suspension if after the game. A second violation shall result in that person appearing before the Executive Committee for a disciplinary hearing.

7.04 Any player or coach ejected from a SLABA league or tournament game will automatically be suspended for the following SLABA game. A second ejection during the same summer season will automatically disqualify that player for the remainder of the season. Coaches ejected from a second SLABA league or tournament game during a single summer season will meet with the Executive Committee to determine if they can continue with their coaching duties. Umpires should complete an incident report no later than noon of the day following the game in question and submit it to the SLABA Executive Board for review. All ejections that present SLABA in an extremely negative light (excessive profanity toward umpires, opposing players/coaches, fans; any form of physical contact; etc.) are subject to additional action from the Executive Board beyond the penalties listed above.

7.05 All head coaches are responsible for upholding all league playing rules.

8.00 FORFEITURES

8.01 When a league game has been legally scheduled, it is the responsibility of both managers to play this game on the date and at the time and place so scheduled. If a game is rained out, the Directors of each organization should be notified and the home team manager contacts the visiting manager to reschedule within 48 hours of the original game time. After 48 hours, if the managers have not rescheduled the game, then the home team Director has 48 hours to contact the visiting team Director and reschedule the game. If the game has not been rescheduled within this time, the Executive Committee should be notified and will work with the organizations and teams to schedule a new date. If a new date cannot be agreed upon and/or the game is not played, the Executive Committee shall have the right to rule the game a forfeit. No forfeits will be assigned if the Executive Committee has not been notified of a team's refusal or inability to play a game. It is recommended that the last week of the season remain open for make-up games. League games take precedence over all others.

8.02 All forfeitures are subject to a \$100.00 fine levied and collected before the offending team can play another league game.

8.03 The offending teams must pick up all extra umpire fees due to the rescheduling or postponing of games when the umpires were not sufficiently notified in advance; this does not include games postponed due to inclement weather after the

umpires have arrived but does include games where poor field conditions exist and the home team manager was lackadaisical in his duties.

9.00 SHOES

9.01 Metal spikes shall be permitted at the 14 and under level on up.

10. TIEBREAKERS FOR LEAGUE STANDINGS

The order of tiebreakers when two or more teams have the same number of league wins will be as follows: 1) Head-to head results; 2) Run differential of games among involved teams; 3) Record within division (if applicable); 4) Coin toss

11.00 AMERICAN AMATEUR BASEBALL ASSOCIATION (SPECIAL RULES)

12.00 PONY BASEBALL, INC (SPECIAL RULES)

13.00 NATIONAL AMATEUR BASEBALL FEDERATION (SPECIAL RULES)

APPENDIX

A. Major League Designated Hitter Rule.

The designated hitter rule allows teams to use another player to bat in place of the pitcher. Because the pitcher is still part of the team's nine defensive players, the designated hitter -- or "DH" -- does not take the field on defense. The DH must be selected prior to the game, and that selected hitter must come to bat at least one time -- unless the opposing team changes pitchers prior to that point. A team that chooses not to select a DH prior to a game is barred from using a DH for the rest of that game. A player who enters the game in place of the DH -- either as a pinch-hitter or a pinch-runner -- becomes the DH in his team's lineup thereafter. If a player serving as the DH is later used on defense, he continues to bat in his same lineup spot. But for the rest of the game, his team cannot use a DH to bat in place of the pitcher. A team is also barred from using a DH for the rest of the game if the pitcher moves from the mound to another defensive position, a player pinch-hits for any other player and then becomes the pitcher, or the current pitcher pinch-hits or pinch-runs for the DH.

B. NCAA slide rule.

Force-Play-Slide Rule

SECTION 4. The intent of the force-play-slide rule is to ensure the safety of the defensive player. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

a. On any force play, the runner must slide on the ground and in a direct line between the two bases.

Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.

(1) "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground.

(2) "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

A.R.—If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.

b. Contact with a fielder is legal and interference shall not be called if the runner:

(1) Makes a legal slide directly to the base, or

(2) Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play.

(3) Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.

A.R.—When the base runner slides beyond the base, but does not (1) make contact with, or (2) alter the play of the defensive player, interference shall not be called.

c. Actions by a runner are illegal and interference shall be called if:

(1) The runner slides or runs out of the base line in the direction of the fielder;

(2) The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;

(3) The runner's raised leg makes contact higher than the fielder's knee when in a standing position;

(4) The runner goes beyond the base and either makes contact with or alters the play of the fielder;

A.R.—"Beyond the base" means any part of the offensive player's body makes contact with or alters the play of the fielder beyond the base.

(5) The runner slashes or kicks the fielder with either leg;

(6) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

PENALTY for 1-6—(1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.

(2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.

(3) If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.

A.R.—If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

Note: On a force play, with a two-man umpiring system, if the plate umpire does not have a potential play at the plate, he should move toward the base to observe the runner going into second or third base. In this situation, the base umpire must follow the throw and may not see the true effect of the lead runner's action.

C. NFHS re-entry rule.

Rule 3-1-3: Any of the starting players may be withdrawn and re-entered once, including a player who was the designated hitter, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter.

D. NFHS bat regulations.

In high school baseball in the United States, the bat is not allowed to be more than 2 5/8 inches (67 mm) in diameter. It must have a drop of no more than minus three. A 34-inch (863.6-mm) bat would weigh at least 31 ounces (.88 kg). The bat in high school may consist of any safe, solid, uniform material; the NFHS rules state only "wood or non-wood" material. The NFHS bat regulations shall apply to U15 and older. The bat weight shall be no less than minus five for all ages younger than U15. The use of an illegal bat shall result in the batter being called out and ejected from the game. No runners may advance on a batted ball with an illegal bat.

Updated 05/25