



**The following addendums for Colorado Over 50 Baseball will supersede all present rules in any other baseball league. When a rule is not addressed or specified in the following addendums, the rules will revert to those established for traditional baseball play by the National Baseball Congress's *most recent edition/revision*.**

#### **TOBACCO, DRUG AND ALCOHOL USE:**

Smoking, chewing tobacco, illegal drug use, and/or drinking alcoholic beverages are prohibited on the playing field and within the dugout areas at all league games. *Additional restrictions may exist when sports complexes and high school fields are being used.*

#### **SCORING/ REPORTING SCORES/ MANAGER DUTIES:**

The HOME TEAM score book shall be the official *record of a game*. Managers of winning teams are REQUIRED to *enter* their game score *on the league's web site* by 8 PM of the day following the game. *Player* offensive statistics are REQUIRED to be entered *on the league's web site* within 7 days *after* the game. *At minimum, and other than the game score, the offensive statistics for each player to be entered on the league web site are: Plate Appearances (PA), At Bats(AB) and Hits(H)*. Offensive stats will be utilized to determine playoff eligibility.

**DUGOUTS AND PRE-GAME ACTIVITIES:**

The HOME TEAM occupies the THIRD BASE DUGOUT *unless the dugouts are labeled differently*. Each team is responsible for cleaning their dugout after each game and then vacating the field and dugout areas in a reasonable period of time, allowing players from subsequent games access to the dugout and warm up areas.

*If a field can't be made playable with light raking, do not play on it. Do not haul dirt or any other material on to or off of the field. Do not make the field condition worse by walking on the muddy dirt.*

*The Home team takes infield first, followed by the Visiting team. Five minutes before the game's start time, the managers and umpires should meet at Home Plate to exchange lineups, discuss ground rules and clarify league rules.*

**UMPIRES:**

Games will utilize a two person umpiring crew, with a home plate and *base* umpire. In the event that only one umpire is available at game time, that umpire will serve *in* both roles. If there *are no* umpires available for *a* league game, the vacant *umpire positions* may NOT be filled by any current league official, manager, or rostered player *unless approved by the league President and Commissioner*. *If no approved umpire is available, the game will be postponed or canceled.*

**Pay-** *If one umpire officiates a game, that umpire shall be paid \$55 by each team.*

*If a game is forfeited at the Home Plate meeting: Full pay to each umpire from the forfeiting team.*

*If a game begins and is then postponed or canceled prior to the game becoming official (after 4 1/2 innings if the home team is leading): Each umpire shall return half of the umpire fee to the teams.*

*If a game begins and then is forfeited for any reason: Full pay to each umpire.*

**ELIGIBILITY/ *AGE REQUIREMENTS*:**

Male participants will be eligible to participate if they are 47 years of age or older at the time the game is played. Female participants will be eligible to participate when they reach their 21st birthday.

A player is eligible *to participate in the Playoffs* if he/she has played in *at least* 4 regular season games for his registered team. Guest players will not be allowed *to play* during the playoffs.

### **ROSTERS:**

Teams may have as many players on their roster as they prefer, although teams are limited to a maximum of 15 official players on their team at no additional league fee. Teams must pay an additional \$100 league fee per player for each additional player listed on *their* team roster (16 or more). The league does not distinguish between part-time and full-time players and no discounts are provided for players that participate on a part-time basis. *Each year* all players must *register on-line and shall have signed a Waiver which shall be* on file with the league before participating in any league games. Official team rosters will be posted on the league website.

### **UNIFORMS:**

The required minimum uniform for a team consists of matching shirts with individual numbers, and matching hats. Additionally, all players must wear some type of baseball pants and shoes. No shorts, cutoffs, sweat pants, workout pants, or jeans are allowed. Any team not in the minimum uniform is subject to a \$15.00 fine the first time. The second time the fine will be \$30.00, and will be increased by \$15.00 each time thereafter. Repeat offenders may also be subject to suspension or expulsion.

### **BASEBALLS:**

Both the home and visiting team must *each* provide the home plate umpire with three new baseballs at the beginning of each game *in both* the regular season and *in the first game of the* playoffs. At the end of the game, the umpires will return any remaining or unused game baseballs to the managers, equally dividing the remaining balls among the teams. In the event an odd number of baseballs remain, the home team will receive the extra baseball.

### **BATS:**

*At game time*, male players under age 68 and female players under age 40, must use wood *or wood composite* bats during league play. Male players age 68 or over and female players 40 and over *at game time* may use aluminum bats.

**FOOTWEAR:**

Metal spikes are permitted. *Because some baseball fields and/or pitcher's mounds we use prohibit metal spikes, players (especially pitchers) must wear turf shoes or footwear with rubber cleats in those situations.* Players are cautioned against high leg sliding or any other action that could likely result in physical harm. Disciplinary action will be taken against any player found guilty of such actions, as determined by the umpires and/or Commissioner.

**GENERAL RULES PERTAINING TO LINEUPS AND MINIMUM INNINGS****PARTICIPATION:**

If a player appears in full uniform at game time, it is assumed that he/she is ready to be placed into the lineup. Injured players or players not wishing to play may sit with their teams or coach bases but should not to be in full uniform. Managers are required to notify the opposing manager, *at game time*, of any player who fits into that category. Injured players not in full uniform, but present in case of an emergency, may be added to the lineup. If required to play, those players are required to be in full uniform before they would be eligible to enter the game. At any time, late arriving players may be added to the bottom of the lineup. A team may have one (1) Designated Fielder (DF) (will not hit). A DF must play *a defensive position for not less than four (4) innings* in that game. Teams may *have up to two (2) Designated Hitters (DH) (will not field) in a game.* Other than *the DH*, managers are required to utilize each regular player on their team in a defensive playing position for at least 2 innings (6 outs played). In the event of an injury *to a regular player*, a DH may enter the game on defense *if there are no other regular players available.* A **pitcher** who is relieved may pitch again, but not within the same inning.

Managers must provide their lineup to the opposing manager prior to the start of the game. Managers are required to note on their lineup cards all DHs and the DF if being utilized. All teams may utilize an extended batting order.

**EXTENDED BATTING ORDER - A/B RULE:**

If a team has MORE THAN 12 players at game time, they may utilize A/B Batting Order, as long as there are at least 12 batting positions filled. If one of the A/B players leaves during the game the other A/B player MUST hit in that spot the rest of the

game. If A/B batting is utilized, the manager must indicate on the lineup card which players are sharing and they **MUST** alternate at-bats throughout the game. An OUT will be recorded for batting out of order. In the event of an ejection, the place in the order will be given an out and neither player can hit in that spot for the rest of the game.

### **INJURED PLAYERS AND PLAYERS LEAVING BEFORE THE END OF A GAME:**

If a player must leave the game prior to *the game's* completion and his manager has notified the opposing manager of the player leaving during play, the batting order will be shortened without penalty. Players who are removed from the batting order, but are still present at the field when it is their turn to bat (except players who are injured as determined by the home plate umpire), will be declared an automatic out for being illegally skipped in the batting order. If a player is injured while at bat and cannot complete the "at-bat", the next player in the batting order will assume the injured player's ball and strike count. A guest player *or substitute* may be added to *the* bottom of the lineup after an injury to make 9 players.

### **DESIGNATED FIELDER (DF):**

A team may have one Designated Fielder (DF) (will not hit). A DF must play *a defensive position for not less than four (4) innings* in a game. *A DF may not be used if a team has 9 or less eligible players available for a game.*

### **DESIGNATED HITTER (DH):**

Teams may *have up to two (2)* Designated Hitters (DH) (will not field) *in a* game.

### **EIGHT PLAYER START/*FINISH* RULE:**

Teams may start and complete any game with only eight players and do so without penalty. Teams with only eight players will **NOT** be penalized during their batting order and will **NOT** have to record an out in the ninth position. Late arriving players may be added to the bottom of the batting order without penalty.

### **GUEST PLAYERS:**

Anticipating insufficient players to avoid a forfeit (excluding playoffs), managers may recruit players from any other team registered in Colorado Over 50

Baseball. However, teams may use a maximum of three (3) guest players to total no more than 10 players (maximum) for the game. All guest players must be added to the bottom of the batting order and must play a minimum of 5 innings defensively. Guest players can pitch with the approval of the opposing manager. If a regular team player shows up late (after the game has started), that player will be added to the bottom of the lineup without the need to drop guest players from the game. There will be no additional charges to individual players for playing in extra games.

If a team has fewer than 9 players present at game time, players from other league teams or extra players from the opponent's team may be utilized (with the permission of the manager and his team who have more than nine players present).

The number of players loaned and the caliber of *the* players will be at the sole discretion of the manager loaning the players. No player will be forced to play against his own team.

No guest players are allowed during the playoffs.

#### **COURTESY RUNNERS:**

*The active pitcher and/or active catcher may have a Courtesy Runner upon safely reaching base no matter how many outs have been recorded that inning. The Courtesy Runner must be the last batted out and must be used before the next pitch or play occurs. This rule exists in order to facilitate a smooth transition to the next inning.*

*A player who is acting as a Courtesy Runner and who is scheduled to be at bat while still on the base path may take his/her turn at bat without penalty and the last batted out becomes the Courtesy Runner.*

*A DH may have a Courtesy Runner, who is the last batted out, and the DH can remain in the batting lineup.*

*A player who is injured while running the bases and can't continue to run, may have a Courtesy Runner who was the last batted out. In that case, the next time the injured player's batting position comes to the plate and the injured player has not been able to participate in the game and can't bat and there is no eligible substitute player available, that batting position may be skipped without penalty and the injured player may not re-enter the game.*

A player being used as a Courtesy Runner may run only once in an inning as a Courtesy Runner.

### **BALKS:**

When a pitcher is called for a balk *the first time in a game*, that pitcher will be warned after the pitch by the umpire who may (but *is* not required to) try to assist *the* pitcher by explaining the call. A second offense by the same pitcher during the same game will result in a balk called and the appropriate penalty. If a pitcher commits a balk during any pick-off attempt, a balk may be called without the requirement of a warning. Umpires should consider the age and physical characteristics of Colorado Over 50 Baseball pitchers and will assess balks only for flagrant violations. Pitchers may check with the umpires before the game about the balk rule and how it will pertain to them.

### **BASE STEALING AND RUNNER ADVANCEMENT:**

Base stealing *is* NOT permitted.

Stealing shall be defined as attempting to advance:

- While the pitcher holds the ball on the mound;
- While the pitcher is in the motion of delivering the pitch;
- If the pitch is caught cleanly i.e. without touching the ground;
- If the cleanly caught ball, while being returned to the pitcher, is missed, dropped or otherwise errant.

Runners MAY attempt to advance *in the following situations:*

- If a pitched ball contacts the ground (wild pitch, passed ball, etc.)
- If a pitcher or catcher attempts to pick-off a runner and the *ball* hits the ground *or;*
- If there is a Full Count on the batter when two are out and the runner(s) is/are in a force out situation (Runner on 1st, 1st and 2nd or Bases Loaded).*

### ***BASE STEALING SITUATIONS AND PENALTY:***

If a base runner attempts to steal illegally, the *umpire shall call "Time" and that* runner shall be called OUT (No tag/force out needs to be applied). *All other runners must go back to the base they occupied at the time of the illegal steal.*

During a cleanly executed pick-off attempt, all base runners are forced back to their bases (*must tag up before advancing*) but *are* required to be tagged for an out.

If the ball contacts the ground during any pick-off attempt or on a pitched ball, regular baseball rules apply.

**NO COLLISION/ NO CONTACT RULE/ HOME PLATE:**

In order to prevent injuries and promote the spirit of good sportsmanship, a 'No Collision' rule will be enforced. Avoiding injury should ALWAYS take precedence over being "safe" or "making a putout". It will always first be the responsibility of the BASE RUNNER to attempt to avoid any possible collision. Base runners must always: run under control and with concern for their opponent; either slide or give himself up (Sliding is not required in Colorado Over 50 Baseball). The base runner, if sliding, will be held accountable for any dangerous contact at the base. Under no circumstances will a base runner try to intentionally dislodge the ball from a defensive player. If, in the judgment of the umpire, a runner is guilty of any of the above infractions, the runner can be called OUT, regardless of the actual outcome of the play.

**NO CONTACT DEFINED:**

Catchers and fielders may **never**: block *home plate or a base from a base runner*.

- At 1st Base: On a batted ball, all sliding into First Base is BANNED (Penalty: *The runner is out and, if it is the second such violation by the team in that game, shall be ejected from the game*). Offensive players must try to avoid a collision with defensive players on all close plays. The offensive player must utilize the 2nd (outside) bag when *running from home to first base unless* there is no play at First Base *or the runner is* attempting to advance to second on the initial hit. *The* sliding ban does not apply to pick off plays.

- At 2nd or 3rd Base: Offensive players must slide or try to avoid a collision (i.e. give them-selves up or peel off) with defensive players on all close plays. When a defensive player has the ball, or is about to catch the thrown ball, and a runner does not try to slide or avoid a collision with the defensive player, *the runner* will be called out. Any slide at 2nd base to "break up a double play" is banned *and ruled as interference*. The penalty will be *that a double play is called with the runners going to 2nd base and to 1st base being called out*. If, in the umpire's judgment the act was intentional *and/or flagrant*, the player will be ejected.

- At Home Plate: Catchers and fielders may **never**: block *home plate or the base path* even if they have possession of the baseball; intentionally enter the base path of an

approaching runner to intercept a poorly thrown ball (The ball should not be played) *or* induce base runners to slide by using a “fake” tag.

Fielders must always *leave exposed* a reasonable portion of a base for a runner *to touch*. If, in the judgment of the umpire, a fielder is guilty of any of the above infractions, *OBSTRUCTION shall be called and the runner shall be called “SAFE”*, regardless of the actual outcome of the play.

## **PROTESTS:**

Protests must be voiced by the team manager and directed to the home plate umpire and the opposing manager before play continues. *The protesting* manager should immediately consult with the opposing manager to determine *the* legality of a play before play continues. If the managers disagree, a protest should be stated immediately to the opposing manager and the home plate umpire. *The* protest *shall* be logged in the home team's scorebook and the protesting manager should notify the Commissioner within 6 hours after the conclusion of the game.

## **TIME LIMITS AND TIES (GAMES):**

*Single* games will be 9 innings or two hours and forty-five minutes, whichever comes first. *A* game is considered official after 5 innings (*4 1/2 innings if the Home Team has the lead*) are completed or 2 hours and 45 minutes have expired. *Double Header games will be 7 innings with no new inning starting after 2 hours and 15 minutes.*

The *Home Plate* umpire must announce to both managers *the exact game start time* together with the exact time that the game will end. An inning officially "begins" when the third out of the previous inning is called. Any inning which begins with time remaining in the game *shall* be played to its conclusion, even if that results in the game ending after the time limitation. If the score is tied after time has *expired* or after nine innings *have been played, the* “Colorado *Tiebreaker* Rule” *goes into affect.*

### *Colorado Tiebreaker Rule:*

*The* previous two batters *are* placed on 2nd and 3rd base *with* no outs *and a* 1-1 count on the batter. *Both teams shall bat.* If, after one extra inning, *the* game is still tied, the game ends in tie during the regular season.

*During the playoffs, games will be 9 innings with the time limit and regular season rules in force with the exception of the Semi-final and Final games. The Semi-final and*

*Final playoff games will be 9 innings, have a Mercy Rule and have no time limit. If a Semi-final or Final game is tied after 10 innings are completed, the Colorado Tiebreaker Rule will be used during ensuing innings until a winner is determined.*

### **TIEBREAKER (STANDINGS) RULES:**

*Ties shall be broken in the following order, moving to the next if a tie remains:*

- Head-to-head record*
- Runs allowed total head-to-head*
- Runs allowed average per game (Season)*
- Coin toss*

*Ties with three or more teams shall be decided by:*

- Head-to-head record*
- Runs allowed average per game (Season)*
- Runs allowed common opponents*
- Coin toss*

### **MERCY RULE:**

*There is a 12 run rule which applies after the 7th inning is complete or after any ensuing inning is completed in a 9 inning game. The 12 run rule applies after the 5th inning is completed in a 7 inning game.*

### **POSTPONEMENTS:**

If a game is postponed for any reason, the President and Commissioner will attempt to reschedule that game on the earliest possible date that is available for both teams.

However, in the case of any game postponed near the end of the regular season, the President, in consultation with the managers of the teams involved in the postponement, reserves the right to cancel the postponed game (subject to Board approval) if the game does not alter playoff seeding, scheduling and/or *create an unfair situation*.

### **FORFEITS:**

Any team that *forfeits* a game because it does not have at least eight players on the field *at game* time, WILL be fined the cost for the two umpires *and possibly the cost of renting the baseball field*. "Fine money," will be used at the discretion of the Board.