



NYCMBL 2021 Rosters, Eligibility, Rules & Regulations

1. Rosters & Registration

- a. Registration.** All players must be registered prior to playing. If a player is not registered prior to playing, the team will receive a forfeit for each game the player played.
- b. Rosters.** Unless otherwise approved by the commissioner, the following roster rules apply.
 - 1. Low A.** Rosters are closed July 1. No roster additions are allowed after rosters close. There is no roster cap.
 - 2. A.** Rosters are closed July 1. No roster additions are allowed after rosters close. There is a roster cap of 30 players.
 - 3. AA.** All rosters are closed on July 1. No roster additions are allowed after rosters close. There is a roster cap of 25 players.

Any roster additions after April 30th will cost \$75 per addition, and are not validated unless you email the commissioner and receive approval.
- c. Playoff Eligibility:** Player must be on the roster in order to be playoff eligible. (Must have valid ID on their person)

2. Before, After, & Surrounding the Game

A. 9 inning games

1. \$100 per team for ump fee.
2. Umps fees must be paid before the start of the game.
3. No new inning after 3:15 hours. (3:30 drop dead)



B. 7 inning games (Double Headers)

1. \$90 per team for ump fee for each game (tbd total per team).
2. Umps fees must be paid before the start of game 1.
3. No new inning after 2:30 minutes. (2:45 drop dead)
4. Game 2 of a double header is not subject to the general time limit rule. The game shall be subject to the remaining permit time.
**Any inning that is started must be finished.

C. Umpire fees and lineup cards

1. All umpire fees, baseballs and line up cards must be exchanged 15 minutes prior to start time, exceptions at umpire's discretion. If a team is not ready to start the game within 5 minutes of start time they can be subject to a late start penalty, which will also be at the umpire's discretion.

D. Forfeits and Late Start

1. There is a 30-minute grace period from the scheduled start time.
2. The forfeiting team is responsible for one game umpire fee for **both teams**
3. Should a team forfeit game 1 of a double header and request umpires to remain an additional 30 minutes and forfeit game 2, then another full game umpire fee will be due from the forfeiting team to pay for **both teams**
4. If a game starts late because either team is late or not ready to start, the late team will forfeit one run for every 7 minutes to the other team and the game will start at 1-0, beginning with the first minute. In other words, if the start time is 8:30, the score is 1-0 at 8:31; 2-0 at 8:38; 3-0 at 8:45; 4-0 at 8:52 and a forfeit at 9:00.
5. Failure to pay any outstanding fees to the league will result in immediate disqualification from postseason play and any other league events such as the all-star game, along with possible expulsion for prolonged delinquency.



E. Weather

1. 9 inning games. A game that has completed at least 5 innings (or 4 ½ if the home team is winning) will be considered an official game if the game is called due to weather conditions or the failure of lights.
2. 7 inning games. A game that has completed at least 4 innings (or 3 ½ if the home team is winning) will be considered an official game if the game is called due to weather conditions or the failure of lights.
3. If 1 inning is complete and a game is called due to weather each team must pay one 7-inning game fee.
4. If a team demonstrates poor sportsmanship by refusing to schedule a make-up game, that team will receive a loss for the game not made up, at the discretion of NYCMBL management.
5. The league will automatically cancel a game if the field is subject to being rained out. **It is up to the team managers to inform the league the field is playable.** Both team managers must inform the league that the field is playable and that the game will be played according to the following criteria.
 - i. **Early Games:** For games scheduled to start prior to noon, both team managers must inform the league that the game is going to be played by 11:00 pm the night before the scheduled game.
 - ii. **Late Games:** For games scheduled to start after noon, the team managers must inform the league that a game is going to be played at least 2 hours prior to the scheduled game.
6. Team Fees Associated with Rainouts. Teams are responsible for paying these fees. The umpires charge these fees, not the league. The league will collect these fees from the teams and pay the umpires
 - i. Umpire travel fee is \$35 per team for an uncontrollable event. Meaning, the field was in playable condition and an event occurred at or immediately prior to the scheduled game that caused the field to not be in playable condition.



- ii. Umpire forfeit is full fee per game if the game is cancelled due to a controllable event. Meaning, the field was never in playable condition and the managers scheduled the game anyway.
- 7. Thunder stops the game for 30 minutes.
- 8. All managers are expected to communicate with their opposing manager on canceling games. As soon as a decision is made **you** are to **email** manny61986@yahoo.com and CC:NYCMBLCOM@GMAIL.COM to avoid any fee.

F. Stat Entry

- 1. It is the responsibility of the home team to enter stats
 - i. If your game is played on Saturday you will have until Tuesday to enter your stats
 - ii. If your game is played on Sunday you will have until Wednesday to enter your stats
 - iii. On either Wednesday (game played on Saturday) or Thursday (game played on Sunday) the visiting team must enter the stats.
 - iv. If the stats are not entered by Friday, a line score will be entered with a default score of 1-0, and all stats for both teams will be forfeited.
- 2. All players on teams that have not submitted stats will not be player/pitcher of the week eligible
 - i. The forfeiture of stats will impact your players' chance of playing in the all-star game and/or winning end of season awards

G. Scheduling Make-Up Games Or Moving Games

- 1. To reschedule a game; team managers must **consult the master schedule provided by the league to identify available permits.**
- 2. For game change requests to be recognized and considered for approval both opposing team managers must submit identical requests. Please do not cc NYCMBL officials on correspondence between managers negotiating a time or place to play. Once identical requests are



submitted the League Commissioner will review and confirm or deny the changes based on the availability of field time requested.

3. It is the responsibility of the managers to review and choose open field time for their requested changes. Open field time will be clearly listed in the excel version of the schedule located in the Manager's Dugout. All available time will be listed in this schedule, if there is no open time listed that means we unfortunately do not have any additional permits available for use.
4. Prior to game day you must get a confirmation that your requested game has been scheduled. Confirmation will come via email or phone at the League Commissioner's discretion. Managers are free to switch any games to an open time slot. Managers are also free to schedule new games which we may count as official games, at the discretion of NYCMBL management.

H. Ejections & Suspensions

1. General Ejections. Any player ejected is automatically ejected for any remaining games of the day of the ejection and must leave the field and dugout. Each time a player is ejected and the umpires submit an ejection report to NYCMBL management relating to the incident, the following minimum suspensions will apply (this is in addition to being ejected for the remaining games of the day of the ejection):
 - i. First Offense. A player that is ejected the first time during the same season receives automatic minimum suspension for any remaining games played that day and the next 1 game.
 - ii. Second Offense. A player that is ejected the second time during the same season receives automatic minimum suspension for any remaining games played that day and the next 3 games.
 - iii. Third Offense. A player that is ejected the third time during the same season receives automatic minimum suspension for the remainder of the year (including playoffs).



2. Fights. There is absolutely no fighting in NYCMBL. Taking action to cause any harm to an opposing player, coach or umpire will result in a severe suspension and possible permanent expulsion. The following minimum suspensions apply to fight related incidents, which may include barreling down a catcher or threatening a coach, player or umpire:
 - i. First Offense. Any player that fights receives automatic minimum suspension for any remaining games played that day and the next 6 games.
 - ii. Second Offense. Any player that fights twice in the same year receives automatic minimum suspension for remainder of the year (including playoffs). Out of the league.
3. The above suspensions apply regardless of what happened. There are no exceptions, no appeals and no excuses. NYCMBL management may increase the suspensions depending on the circumstances.
4. NYCMBL reserves the right to require managers to serve the same suspensions as any player that is suspended on their team.
5. **Off-the-Bench Rule**. Any player coming off the bench during a fight will be automatically suspended according to the “General” suspension rules. However, if that player coming off the bench escalates the fight, that player will be suspended according to the “Fights” suspension rules.
6. **Arguing with umpires**. Any member of the team aside from the manager that confronts an umpire is subject to immediate ejection and subsequent suspension in accordance with league rules.

I. Uniforms

1. Uniform deadline is May 16, 2021.
2. After May 16th, each player on your team must be wearing a jersey or T-shirt that is the team colors with a number on the back & baseball pants. It is the umpire's discretion of what is acceptable.



3. Any player that is not meeting the uniform requirements on and after May 16th is an automatic out.
4. Any player that does not wear molded cleats or rubber soled shoes at Old Boys High School may not play in the game. Metal spikes are not allowed.

J. Paid Player Eligibility

1. **A.** A player that (A) has been paid to play baseball, or has signed a contract to be paid to play, during the period of 4 months prior to the first game of the season **and** (B) has played at least 5 games is not eligible to play in NYCMBL.
2. **AA.** Any player can play.
3. If this rule is broken, the team that used this player will receive a forfeit for every game this player participated in.

3. Games, In Game Rules, Regulations & Fields

The goal of the NYCMBL is to adhere to Official Baseball Rules except in the examples detailed below.

There are a number of in-game differences that include but are not limited to:

- Time limits (See rule 2. b. above)
- Courtesy runners (See rule 3. c. 3-6)
- Eight-player start rule (See rule i.)
- One or two extra hitters (EH) who shall be a 10th or 11th hitter in the lineup and can switch positions with a player in the field except for the pitcher. (See rule 3. c. 1-2)

NOTE that the EH is distinct from the DH, who hits for the pitcher per Official Baseball Rules 6.10)



- No-collision rule on the bases (See rule k)
- Bamboo bats and certain composite bats (Demarini pro maple composites D110, D243 and D271) are allowed (See rule f.)
- Run rule/mercy rule as follows:

a. Mercy Rule

1. 15 runs after 4 full innings (7 inning game).
2. 10 runs after 5 full innings (7 inning game).
3. 15 runs after 6 full innings (9 inning game).
4. 10 runs after 7 full innings (9 inning game).
5. 15 runs after 5 full innings (9 inn. playoffs).
6. 10 runs after 6 full innings (9 inn. playoffs).

b. Games Played

1. Each team has 30-32 scheduled games for the entire season.
2. For standings purposes and playoff brackets, games not played below 25 games will be considered a loss. Games played at 25 and above will count without adjustment.

c. The use of the EH, DH, & courtesy runners

1. During the regular season (low A only), there is no DH or EH. There will be free defensive substitution. All teams have the option to substitute freely on the field in any defensive position except for the pitcher. A pitcher may leave the mound for another position on the field but may return only once to their position as pitcher. Violating this pitcher's rule does not constitute a penalty, although the pitcher must leave the mound immediately. Free substitution on the Field does not affect the batting order. Defensive positions do not need to be listed on the line-up card except for the pitcher.



2. A line up can have up to 2 EH's. The EH can enter the field for any position without losing the EH but any player used as an EH cannot be used to pitch. If the EH is entered to pitch and the opposing team contests the change, the EH is out the game. A team may not alter the number of hitters in the lineup once lineups have been exchanged except for the 8-player start rule.
3. A line up can only have 1 DH subject to Official Baseball rules. If the DH is used and a position player comes in to pitch, the DH must assume a position on the field or as EH and there shall be no more DH for that game. NOTE: Unlike the EH rule, a DH may come in to pitch. He retains his spot in the batting order and there shall be no more DH for that game.
4. A courtesy runner is **required** for the catcher when the catcher reaches base with 2 outs. The runner must be the last recorded out in the game. A courtesy runner is **optional** for the catcher if the catcher reaches base with 1 out.
5. A courtesy runner is optional for the pitcher if the pitcher reaches base regardless of the amount of outs. The runner for the pitcher must be the last recorded out in the game.
6. The use of the non-runner is allowed in low A and high A, as detailed in the NABA rulebook. For low A the runner must be an eligible substitute. If one is not available then it must be the last recorded out. *For playoffs it is last recorded out, not an eligible substitute. For high A it is always the last recorded out. Any improper use of a courtesy runner including the use of the improper or wrong replacement shall result in the non-runner being scored as an out. The use of an improper runner or replacing them at the wrong time is an appeal play. Once the ball is put back into play by the umpire, the team appealing the use of a wrong or improper courtesy runner must have the pitcher address the mound, step off and appeal the improper non-runner.



d. On the Mound

1. A pitcher can no longer fake to 3rd and then throw to first (this is a new rule stated in the 2013 MLB rule book).
2. No pitcher shall argue balls & Strikes, the only person open for discussion about balls and strikes is the head coach (all based on umpire discretion).

e. Batter's-Box Rule

1. This rule is designed to speed up play by controlling the actions of the batter between pitches. Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box in order to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception.
2. Umpires will not call Time at the request of the batter or any member of his team once the pitcher has started his windup or has come to a set position
3. Umpires may grant a hitter's request for Time once he is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason. If umpires are not lenient, batters will understand that they are in the batter's box and they must remain there until the ball is pitched.
4. If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified he may allow the batter to step out of the box momentarily. If after the pitcher starts his windup or comes to a set position with a runner on, he does not go through with his pitch because the batter has stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule and the



umpire shall call time and both the batter and pitcher start over from scratch.

5. The batter shall keep at least one foot in the batter's box throughout the batters time at bat, unless one of the following exceptions applies, in which case the batter may leave the batter's box but not the dirt area surrounding home plate:
 - i. The batter swings at a pitch;
 - ii. The batter is forced out of the batter's box by a pitch;
 - iii. A member of either team requests and is granted Time;
 - iv. A defensive player attempts a play on a runner at any base;
 - v. The batter feints a bunt;
 - vi. A wild pitch or passed ball occurs;
 - vii. The pitcher leaves the dirt area of the pitching mound after receiving the ball; or The catcher leaves the catcher's box to give defensive signals
6. If the batter leaves the batter's box and delays the game, and none of the enumerated exceptions occur, the plate umpire shall charge a strike to the batter. The pitcher does not need to pitch, and the ball remains live. The umpire shall award additional strikes, without the pitcher having to deliver the pitch, if the batter remains outside the batter's box and further delays play.
7. Comment: The umpire shall give the batter a reasonable opportunity to take his proper position in the batter's box after the umpire has called a strike and before the umpire calls a successive strike.

f. Bats

1. This is a wood bat only (bamboo and bbcor certified composite accepted) league. Composite bats that consist of a rubber handle and wood barrel are allowed. No carbon fiber or graphite handles are allowed. The Demarini pro maple composite models D110, D243,



and D271 are the allowed bats. Any other bats require approval by the league. Baum bats are allowed with clearly visible bbor certified stamp.

2. If a batter steps in the box with an illegal bat and it is pointed out before the next batter in the lineup steps in the box it is an automatic out.

g. Fields

1. There is absolutely no drinking or smoking on or around the immediate area of the ballpark.
2. **Both managers** (not the home team) are expected to bring bases and home plate to every game. Bases and home plate must be brought to Randall's Island, College Point, and Red Hook.
3. You must pick up garbage and keep the fields in good condition.
4. No metal cleats are allowed at any turf fields.

h. Coaches

1. All base coaches are required to wear helmets.
2. Repeat offenses will result in the loss of base coaches

i. Eight-player start rule

1. Teams may start and complete any game with only 8 players and do so without penalty of a forfeit. The team with 8 players must record an out in the ninth spot (it must be the ninth spot only) in the order throughout the game, unless the missing player arrives. (See ruling governing arrival of missing player). Given the fact that everyone has come to play ball, eight players will be enough to start a game. Because both teams are playing, both teams are still responsible for paying their share of the umpire fees. When a game is started with eight players on one team, that team must accept an out for the 9th



position in the batting order for the first time that position comes up and each time thereafter until the 9th player arrives. The out must be recorded in the ninth spot in the order every time it occurs, regardless of where the missing player would normally bat. When the ninth player arrives he may be added into the line-up only in the ninth batting position. He may also take his position when he arrives but must wait until the current batter has completed his at bat. If nine players are available, the team must start with all nine players and is not permitted to “hold one back.”

J. Line-up cards

1. Each team is required to provide a lineup card to the home plate umpire and the opposing manager before the start of the game. The lineup card must list the player's first initial and last names and their number. An incomplete lineup card invalidates a protest. It must also include the names of any substitutes expected to be available for that game. This, however, is not cause for forfeit of a game. If the line-up is incomplete, it must be completed before the game starts. Umpires and opposing managers will not accept incomplete lineup cards. Managers must notify the umpires and the opposing team of all offensive substitutions and pitching changes when they are made. If a change is not announced, the game will be stopped upon question and both benches notified of the change. Refer to Official Baseball Rules, section 3.08.

K. No collision/slide rule

1. The NYCMBL has a No Collision/Slide Rule defined as follows: The intent of this 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.

2. 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 deliberate contact or altering the play of the fielder.
3. “On the ground” means either a head-first slide or a slide with one leg and buttock on the ground.
4. “Directly into a base” means the runner’s entire body (feet, legs, trunk and arms) must stay in a straight line between the bases. Example 1 – 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.
5. Contact with a fielder is legal and interference shall not be called if the runner: a) Makes a legal slide directly to the base; b) 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; c) Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base. Example 2 – 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.
6. Actions by a runner are illegal and interference shall be called if: a) The runner slides or runs out of the base line in the direction of the fielder; b) The runner uses a rolling or cross-body slide and either makes contact with or alters the play of a fielder; c) The runner’s raised



leg makes contact higher than the fielder's knee when in a standing position; d) The runner goes beyond the base and either makes contact with or alters the play of the fielder ("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. e)The runner slashes or kicks the fielder with either leg; f) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play. PENALTY for a-f 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 may be ejected from the contest based on the umpire's judgment. Note: The objective of this rule is to penalize the offensive team for deliberate, unwarranted unsportsmanlike action by the runner for the purpose of crashing into the fielder, rather than trying to reach the base. Obviously this is an umpire's judgment play. It is the judgment of the umpire whether a collision/slide intentionally violates this rule. This includes using elbows or lowering a shoulder in an attempt to cause a fielder to drop a held ball. The umpires may, at any time, eject any player who makes contact with another player with the intent to cause injury. The NYCMBL would like to remind all managers and players that a player might not block the base path or a base without possession of the ball. For example, a catcher may not block the plate without the ball. The right of way belongs to the runner.



Most catchers should know to offer the runner part of the plate to make him slide inside or out.

L. Canceled games

1. Teams canceling games due to lack of players is unacceptable and will not be tolerated by the NYCMBL. Teams may not cancel games because their best hitter or pitcher is unavailable that week. Teams canceling games may be charged with a forfeit loss. Canceled games will be treated as a forfeit loss and not be rescheduled. Re-scheduling in legitimate emergency situations is solely at the discretion of the league commissioner.

M. Foul lines

2. Depending upon the availability of equipment at some fields, foul lines may be marked or indicated with no more than foul poles and bases. It must be understood that fair or foul is even more of a judgment call for umpires under these conditions. Foul lines and batters-boxes are not required to play a baseball game, and the equipment necessary to provide them will not be provided by the NYCMBL.

N. Standings and tie-breakers

1. Position in the standings will be determined by the following point system: Three (3) points assigned for each win; One (1) point assigned for each loss; and Two (2) points for each tie. The point system is designed to encourage each team to make up all of its rained out games. Should two teams finish the season with the same number of points, the



first tie-breaker shall be winning percentage. (Ties will be counted and $\frac{1}{2}$ win and $\frac{1}{2}$ loss.) Thereafter, the tie-breakers are as follows:

Two teams:

1. Head-to-head: Who beat whom when they played each other
2. Fewest runs allowed, head-to-head: Blues beat Reds 4-3, Reds beat Blues 10-2. Reds win by virtue of allowing 6 runs to the Blues 13.
3. Run differential, head-to-head: As in 2. above, Blues won by 1 run, Reds won by 8 runs Reds win.
4. Fewest runs allowed per game average: take the total runs allowed for each team, and divide that figure by the total games played. The team with the lowest average runs allowed per game wins.

Three or more teams:

1. Use head to head as the first tiebreaker. If one team has a better record against all the other teams, they are the winner of the highest seed. If there are no teams with a superior record, then go to:
2. Use fewest runs allowed amongst each other per game.
3. If this still leaves three or more teams, then to determine who is



the winner or next highest seed, continue to use the “Three or More Teams” tiebreaker rules until you reach two teams.

4. Once you have two teams tied, then to determine the winner or the next highest seed, go to the “Two Team” tiebreaker rules above and start at number 1.

*In computing runs allowed, forfeit losses are treated as 7-0 losses in 7-inning games and 9-0 losses in 9-inning games. This is the only time a forfeit loss score is treated this way.