

Scoring/ Reporting Scores/ Manager Duties

The HOME TEAM score book shall be the official score. Managers of winning teams are REQUIRED to submit their game score by 8 PM of the day following the game. All offensive statistics are REQUIRED to be entered within 14 days of the game. Offensive stats will be utilized to determine players playoff eligibility.

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.

Umpires Games will utilize a two person umpiring crew, with a home plate and field umpire. In the event that only one umpire is available at game time, that umpire will serve both roles and may call the game from behind the plate or from behind the pitcher's mound, in order to insure that accurate calls are made both at the plate and in the field. If there is not a full umpiring crew available for league games, the vacant umpiring spot may NOT be filled by any currently rostered league official, manager, or player. In that event, the game will be postponed or canceled.

Baseballs

Each team, both home and visiting team, must provide the home plate umpire with three new baseballs at the beginning of each game, both in the regular season and in 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 (for example, if 5 baseballs remain at the end of the game, the home team will receive 3 balls, while the visiting team will receive 2 balls).

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

Footwear Metal spikes are permitted. Players wearing spikes 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 Commissioner and/or umpires.

Forfeits Any team that must forfeit a game (because it does not have at least eight players on the field on time) WILL be fined up to the cost for the two umpires that have to be paid, including scheduling fees. "Fine money," will be used at the discretion of the Board.

Tobacco, Drug, and Alcohol Use Smoking, illegal drug use, and/or drinking alcoholic beverages are prohibited on the playing field and within the dugout areas at all league games.



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: Revised for 2020

Time Limits/Ties All games will be 9 innings or two and three-quarter hours, whichever comes first. Game is considered official after 5 innings are completed or 2 hours and 45 minutes have expired. If the score is tied after time has run out or after nine innings there will new "Colorado Rule":

Previous two batters placed on 2nd and 3rd base, no outs, 1-1 count on the batter. Home team gets to hit. If after one extra inning game is still tied, the game ends in tie during the regular season. During the playoffs, all games will be played by the same rules, except games will continue until a winner is determined. The chief umpire must announce to both managers exactly when the game officially together with his reading of 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, should be played to its conclusion, even if that results in the game ending after the 2:45 time limitation.

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 a 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. All players must have a signed player contract on file with the league President before participating in any league games. Official team rosters will be posted on the league website.

Scratches or players leaving prematurely If a player must leave the game prior to 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 continue to complete the "at-bat" the next player in the batting order will bat immediately and assume the injured player's ball and strike count. A guest player may be added to lineup after an injury to make 9 players. A player is eligible if he/she has played in 4 regular season games for his registered teams. Guest players will not be allowed during the playoffs. All other rules will be the same as the regular season except for no tie games.

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, (subject to Board approval) reserves the right to cancel the postponed game if the game does not alter playoff seeding, scheduling and/or fairness.

Protests Protests must be voiced by the team manager and directed to the home plate umpire and the opposing manager before play continues. Because of the uniqueness of our rules, the umpires may have neither authority nor the proper knowledge about certain rules and situations. When in doubt, a manager should immediately consult with the opposing manager to determine 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 should 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.

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RULES FOR PLAY Revised for 2020

Eligibility

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.

General Rules Pertaining to Lineups; Minimum Inning Rule; Designated Hitters and Fielders; Pitchers; Lineup Cards

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 be in full uniform. Managers are required to notify the opposing manager 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 Designated Fielder (DF) (will not hit). A DF must play at least half of the innings played in that game. Teams may use any number of Designated Hitters (DH) (will not field) for any game. Other than a 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 a DH may enter the game on defense. 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 DH's and the DF if being utilized. All teams may utilize an 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.

Balks

When a pitcher is called for a balk, that pitcher will be warned after the pitch by the umpire upon the first offense. may (but are not required to) try to assist pitchers 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- Runner Advancement

Base stealing will not be 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 under the following cases:

If a pitched ball contacts the ground (wild pitch, passed ball, 55-footer, etc.)

If a pitcher or catcher attempts to pick-off a runner and the pick-off attempt hits the ground

Base Stealing- Runner Advancement Enforcement:

If a base runner attempts to steal illegally the runner shall be called out. No tag/force out need to be applied.

During a cleanly executed pick-off attempt all base runners are forced back to their bases, but 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.

Dugouts The home team always occupies the third base dugout. 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.

Eight Player Start Rule Teams may start and complete any game with only eight players and do so without penalty. Teams with only will NOT be penalized during their batting order, nor will they 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 on any weekend (excluding playoffs), managers may recruit players from any other team registered in Colorado Over 50 Baseball. However, teams may use a maximum of three 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. No guest players are allowed during the playoffs.

If a team has fewer than 8 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) to avoid a forfeit. The number of players loaned and the caliber of player(s) will be at the sole discretion of the manager loaning the players to avoid a forfeit. No player will be forced to play against his own team.

Protests Protests must be voiced by the team manager and directed to the home plate umpire and the opposing manager before play continues. Because of the uniqueness of our rules, the umpires may have neither authority nor the proper knowledge about certain rules and situations. When in doubt, a manager should immediately consult with the opposing manager to determine 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 should 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.

Courtesy Runners If a batter, after reaching base successfully and the play is finished, does not wish to run, that batter may call time and have any player on his team run for him. The decision to replace a non-runner must be made immediately after the batter reaches base and before the first pitch to the next batter. No changes can be made after that next pitch. If a player who is acting as a substitute runner is scheduled to be at bat while still on the base path, an additional substitute runner is ineligible to take his place, and the original substitute runner must take his turn at bat immediately. An out will be recorded with the elimination of the runner on base. A substitute runner may only run once as a substitute during each inning. Therefore, a player may only run the bases for himself (when he gets on base) and only once as a substitute runner during any one inning. a catcher has reached base successfully, a team may utilize a substitute runner for their catcher once two outs have been recorded to facilitate a smooth transition to the next inning.

No Collision/No Contact Rule/ Home Plate Line

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 FURTHER ELABORATION

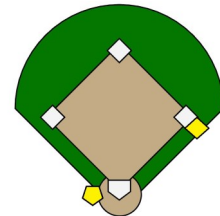
•At 1st Base: On a batted ball, all sliding into 1st base is BANNED; penalty is ejection; Offensive players must try to avoid collision with defensive players on all close plays. Offensive player must always utilize the 2nd (outside) bag when there is a play at 1st. Offensive player may utilize either bag when there is no play or attempting to advance to second on the initial hit. Sliding ban does not apply to pick off plays.

•At 2nd or 3rd base: Offensive players must slide or try to avoid collision (i.e. give themselves 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 collision with the defensive player, they will be called out. Any slides at 2nd base to "break up a double play" are banned. The result will be 2 outs awarded and if, in the umpire's judgment the act was intentional, the player will be ejected.

••At home plate: There will be an ALTERNATE HOME PLATE located outside of the right-handed batter's box. All runners are directed to touch this place to score. The defensive player (catcher or other player covering home plate) will use the regular home plate for all defensive plays and will not tag any runners. Defensive player must have possession of the ball and be touching home plate before the runner from 3rd base crosses the line at home plate for that runner to be declared, "OUT". If any defensive player attempts to tag the runner coming home it will result in the runner being declared, "SAFE". Same rules apply on passed balls where the pitcher is covering the plate.

Catchers and infielders may never: intentionally block bases 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); induce base runners to slide by using a "fake" tag.

Infielders must always: give a reasonable portion of a base for a runner who might be sliding. If, in the judgment of the umpire, an infielder is guilty of any of the above infractions, the runner can be called safe, regardless of the actual outcome of the play.



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