



**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 FIRST BASE DUGOUT unless the dugouts are designated or assigned differently by the facility. 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 \$65 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. The league does not distinguish between part-time and full-time players and no league 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/alloy bats (BBCOR recommended).

**FOOTWEAR:**

Metal spikes are permitted, but rubber or moulded cleated shoes are recommended.

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 but must run unless they are also designated as Non Runner. A team may designate up to four (4) Non Runners (See Non Runner rule). Other than the DH, managers are strongly encouraged 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, Non Runners and the DF if being utilized.

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

If a team has MORE THAN 10 players at game time, they may utilize an A/B Batting Order, as long as there are at least 10 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, that place in the order will be given an out the first time that batting position comes up 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):**

A team may have up to two (2) Designated Hitters (DH) (will not field) in a game. **A DH is considered a runner when gaining a base safely and can only be a Non Runner if that DH has been designated as a Non Runner on the team's lineup card which is presented at the game's plate meeting.**

**EIGHT PLAYER START/FINISH RULE:**

Teams may start and complete any game with no less than 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.

**Player Eligibility for Two Divisions :** A player who wants to be a full-time rostered player in both the American and National Divisions may do so if he/she pays a player fee to each team. The fee is to be determined by each team manager. The player must declare and be entered on each team's official roster by April 1st of each year. The player can become eligible for the playoffs in each division provided he/she meets the minimum game participation post-season qualification (4 games) for each team. With the player being on two rosters, said player must choose one team in the event the two teams play each other. A Guest Player can not be converted to a Two-Division rostered player during the season.

**NON RUNNERS AND COURTESY RUNNERS:**

A team may designate **up to 4 Non Runners on their lineup card** which is exchanged at the game's home plate meeting. Non Runners may not be added once the game begins.

The active catcher may have a Courtesy Runner when two outs have been recorded in that half inning. The Courtesy Runner must be the last recorded out who is not a Non Runner 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 out becomes the Courtesy Runner.

A DH may have a Courtesy Runner, who is the last recorded out, but that DH must be designated as a Non Runner at the game's plate meeting. If the DH is not properly designated as a Non Runner, that DH must run for him/her self.

A player who is injured while running the bases and can't continue to run, may have a Courtesy Runner who was the last recorded 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, sliding into the first base orange bag by the batter/runner is permitted (See exception below).** Offensive players must try to avoid a collision with defensive players on all close plays. The offensive player must utilize the 2nd (outside or orange colored) 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.

**\*Exception** - Orange Base - Defense: A fielder may touch the white or orange base during the attempted force out of a batter/runner who is advancing to first base on a third strike pitch which is either missed or dropped by the catcher. The runner is required to touch the orange base unless the runner must run to the white base to avoid a collision with the fielder.

•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 30 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 a time limit of 3 hours and 15 minutes. 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 **10 run rule** which applies after the 7th inning is complete (or after 6 1/2 innings if the home team has the 10 run lead) or after any ensuing inning is completed in a 9 inning game. **The 10 run rule does not apply 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.

**BATTER BACKSWING RULE:**

If, during a batter's attempt to hit a pitched baseball, the batter's backswing motion (with the bat in hand or not) results in the bat contacting the catcher (who is positioned properly in the Catcher's Box area) or umpire, that batter shall be warned that such action is

dangerous and that the next backswing violation will result in the batter being called out and he/she will be ejected from the game. Also, if a baseball play occurs during any backswing violation, a “delayed dead ball” shall be declared by the umpire and the defensive team may accept the result of the play or have the batter declared out and all baserunners shall return to the base occupied at the time of the backswing contact.

If a player, who has previously been ejected for violating the Batter Backswing Rule, is ejected because of a Batter Backswing Rule violation in any future league game during the same season, that player shall receive a one game suspension for each future Batter Backswing Rule ejection. If a player is penalized with two suspensions for violating the Batter Backswing Rule, that player will NOT be eligible to participate in the current season’s playoffs.

This rule resets each game except that the suspension penalty carries over for the entire season, including playoffs

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