

Mid-County Baseball League Rules

Section I: General Rules

Article 1

The official game playing rules for the league shall be the official baseball rules of the National League, except as modified herein.

Article 2

AGES. There is no age limitation for the Senior Mid-County Baseball League. The age for Juniors is 19 and under as of July 31st.

Article 3

This league shall use one official umpire except as stated in Article 4.

Article 4

A second umpire may be requested by either team if the requesting team contracts the official assigner and assumes the financial burden for the additional umpire.

Section II. Territories

Article 1

Any team may roster a player from any territory in Delaware County if they do not intrude on the boundaries of any existing Mid-County Baseball League team. Boundaries are determined by school district.

Article 2

- If a player from a territory that does not have an active Mid-County Baseball League team plays for a team in either Division, the player remains their property until released by the club for which the player is playing. This player is not considered a waived player in their second year.
- If a player requests to be released (not during the regular season or playoffs), the player shall be allowed to play for the team they request to join, only after they obtain a release from the team the player is presently playing for. The waiver must be in writing. Waivers are good for one year. Limit of 3 waived players per team each season.
- If a new team is accepted into one of the Divisions and a player request to join this team, the player cannot be from the territory of any existing team without a waiver release.
- 3 Players from other counties/states are permitted to play on any given team. The 3-player limit is capped each year. If 1 player drops out, a player may take their place.

Section III: Rosters

Article 1

All teams must submit an initial official roster with names, addresses, and date of birth. Each Team in both divisions may roster 25 players.

Article 2

The initial roster is due at the beginning of the season along with the signed player registration form. Teams can have up to 25 players, plus a player/coach (seniors only) who are not counted in the 25-player roster. The roster is open, and players can be dropped or added anytime until June 20th, when the final roster is due. Any player must be on the final roster on June 20th to be eligible for playoffs. Additional player(s) may be added after June 20th only if a team is "in a pinch". This means you may add a player to get to nine to get a game in. The player must sign the registration form before being allowed to play. Regardless of games played, "in a pinch" players are not eligible for playoffs unless on roster on June 20th and have played 5 games.

Article 3

The roster must be attached to the inside of the rear cover of the team's official score book and must be available to managers and directors upon request.

Article 4

Players must appear in 5 games during the regular season to be eligible for the playoffs.

Section IV: INELIGIBLE PLAYERS

Article 1

All Games in which an ineligible player's name appears in the lineup are declared forfeited to the opponent automatically, without the formality of a protest, up to 24 hours after the final game (including playoff games.)

Article 2

Ineligible players shall be dropped from the team and cannot be replaced.

Section V: Schedule

Article 1

Each team shall play each other team a minimum of once and up to an amount to be determined depending on teams in the league in that given season. All teams will play an equal number of games.

Article 2

- If for some reason, other than rain, the home field is not available, the game can be switched to the visiting team's field.
- If it is the first time the teams have met, the home games will be switched.
- If it is the second time they have met, the home team will be the visitors on their own field.
- All blackout dates are due when field nights are submitted to scheduler.
- Once the schedules are released coaches should review them and make changes necessary. Once season begins games shouldn't be moved except of postponements due to weather.

Section VI: Game regulations

Article 1

League games shall be seven (7) innings, and four (4) innings constitutes an official game or three and one half (3-½) innings if the home team is in the lead. In the event of a tie at the end of seven (7) innings, play may continue at the umpire's discretion.

Article 2

Starting time shall be no earlier than 6:00 PM on weeknights unless mutually agreed by both teams. Any club not having a full team on the field 15 minutes after the scheduled time of the game shall forfeit the game.

- A game may start and finish with 8 players. The 9th spot is an automatic out. If/When the 9th player arrives, the player must bat in the 9th position of the batting order.

Article 3

The visiting team shall be allowed unrestricted use of the field for 10 minutes, beginning 15 minutes before the scheduled start of the game.

Article 4

If both teams are present on the field at the scheduled game time, the game must start at the scheduled time. If the official umpire fails to arrive, the game may be played with an acceptable umpire approved by both teams. If the teams cannot come to an agreement, the game will be rescheduled through the league director.

Article 5

Adult or players may coach the bases. Players must wear a helmet.

Article 6

All batters must wear helmets with an earpiece facing the pitcher. IF the player refuses, the player shall be declared "out".

Article 7

All runners must wear helmets while on base. Any runner who is on base without a helmet when the ball is put into play will be declared "out" if it is brought to the umpire's attention.

Article 8

A team may utilize a courtesy runner for the pitcher or catcher on base at any time. This runner cannot be in the lineup. If the team has only nine (9) players, the last player batted out is to be utilized.

Article 9

All players must use wood bats.

Article 10

Substitutions/reentry rule. A player or players in the starting lineup who have been replaced by a substitute player may reenter the game once in the same position in the batting order previously held, replacing the substitute player.

- 1) Substitutes may enter the game as batters, runners, or fielders
- 2) A pitcher may not reenter the game as a pitcher.
- 3) Only a player in the starting lineup may reenter the game once.

Article 11

Use of a 10-man lineup (extra player EP)

- 1) EP allows for a 10th player to be used in a game
- 2) EP is optional
- 3) EP may be used in any position in the lineup
- 4) EP, if utilized at the start of a game, must be used for the entire game.
- 5) EP may be used in the field (defense).

Article 12

Each team will receive two (2) points for a win and one (1) point for a tie. All attempts should be made to complete games scheduled since seeding will be based on total points, not winning percentage.

Article 13

Flagrant use of forearms by a base runner: Any runner or runners who are thrown out of a game by the umpire for flagrant use of forearms at the plate or on the bases will be suspended for one game which will be served at the next played game. The player will also be removed from the game.

Article 14

Any player that throws a punch at another player will be removed from the league. Player may apply for reinstatement at the beginning of the next season. Decision for reinstatement will be made by the Executive Committee of the Mid-County Baseball League Directors and the head of the Umpires.

Article 15

Free substitutions in the 3rd, 4th, and 5th innings: Team will be allowed to freely substitute defensive players during these innings and will not affect the player's eligibility to enter the game later. A player that is permanently removed from the game in the first two innings will not be eligible to reenter as a defensive substitute. All league rules pertaining to the batting order and reentry rule will remain the same. Names of player must be entered in the book, with DS next to the player's name.

Article 16

Players ejected from a game must leave the field. They are not to remain on the bench.

Article 17

10 run rule applies after 5 innings, 4 $\frac{1}{2}$ innings if home team leading.

Section VII: Game report

Article 1

The winning coach must notify the Daily Times and the Web moderator after each game of the final score.

Section VIII Protests

Article 1

In the event of a protested game, the protest must be submitted in writing to the league director within 48 hours after the game. The umpire must be notified before the next pitch that the game is being protested and sign the protesting team's scorebook with the situation. A \$25.00 fee must be paid for filing a protest.

Article 2

Upon acceptance of the protest by the director, the director shall refer the protest to the other league directors and get a decision without divulging the names of the teams involved.

Article 3

No protests will be accepted on an umpire's decision of a judgment call, only for an error in a rule interpretation.

Section IX Forfeits

Article 1

In addition to those situations covered by the official rule book, games shall be forfeited to the offended team under the following circumstances:

- Failure to meet a scheduled playing date
- Failure to field a team at the prescribed time
- Use of ineligible player or players
- Failure to submit a roster within the prescribed time limit
- Failure to properly register players

Section X: Postponements

Article 1

If a team cannot make a scheduled playing date for extraordinary reasons, the game must be rescheduled for a date that is acceptable to both teams involved. This rescheduled date must be reported to the Web Moderator and Umpire.

Article 2

In case of a necessity for postponement of a game due to rain or wet field, the home team must notify their opponents and umpires by 5:00 pm. All postponed games must be rescheduled within eight (8) days, or the league director will name a date. The home team shall inform the Web Moderator and Umpire of the agreed upon rescheduled date and time. No team shall be required to play more than three (3) successive days.

Section XI Field Equipment

Article 1

The home team shall furnish all baseballs and regulation field equipment and shall try to have a first-class field on which to play. Field markings must be provided, and such markings shall be acceptable to the umpire. The lack of field markings, or markings unacceptable to the umpire, shall be reported to the league director by the manager of the visiting team.

SECTION XII: Fees

Article 1

Entry fees must be paid to the Mid-County Baseball League before the first scheduled game of the league.

Article 2

Fees are set each year prior to the start of the season.

Section XIII: Umpire Fees

Article 1

Umpire fees will be agreed upon by the Mid-County Baseball League contract. In case of forfeit the team that forfeits will be responsible for the Umpire fee. The fee may be paid by the home team under guarantee of the league. Umpire's fees for playoff games shall be equally split by the competing teams.

Section XIV CONDUCT

Article 1

Players, coaches, club representatives and team fans are expected to conduct themselves in a sportsmanlike manner. Willful and persistent violation of rules shall result in forfeits and/or suspension for the teams and persons involved. Any suspended coach is not permitted to attend the game the coach is suspended. If the coach does attend the game, then the coach will be suspended for the following two games.

Article 2

Managers, coaches, league officials and umpires shall report any misconduct detrimental to the Mid-County Baseball League to the league director who may, at his discretion, refer such violations to the executive committee. The executive committee may, at its discretion, take any action they consider necessary for the benefit of the Mid-County Baseball League.

Article 3

Any player or coach ejected from the game by the umpire for throwing equipment (bats, helmets, etc.), using abusive language or for any other reason because of an umpire's decision, will be suspended for the one (1) game. Second ejection results in a two (2) game suspension. The third ejection will result in the removal of the player from the team for the season including playoffs. The suspension will be served at the team's next official league games. If it's the last game of the regular season, the player will serve the suspension the first game(s) of playoffs. Player may attend if game credit needed for playoff eligibility.

Article 4

The executive committee of the league will have final say in all league matters.

Section XV: Playoffs-League Discretion

Article 1

Each playoff series will be played on dates agreed upon by both coaches. Playoff series should start on Monday but can begin on Sunday and must be completed by the following Sunday. BOTH TEAMS MUST AGREE TO PLAY ON FIRST GAME SUNDAY. The higher seeded team has the option to select their 2 home nights followed by the opposing team selecting theirs. Eligible players must play 5 regular season games and be on the official roster by June 20th.

Article 2

Playoffs will commence immediately after the conclusion of the regular season. The playoff format and any disputes will be approved by the executive committee. All playoff series will be the best of three games. The highest seeded team during the regular season will have the home field advantage throughout the playoffs. Team seeding will depend on the final standing and tie breakers. The league reserves the right to schedule finals in its entirety or a single game of both leagues at a neutral site.

Playoff Seeding Tiebreakers

- A) Total number of points
- B) Head-to-head competition
- C) Record in divisional games
- D) 1 game playoff for final seed (s), Coin toss for seeding and home field only.

Article 3

In the case where reseeding for playoffs is needed the following tie breaker rules will apply

- A) Total number of points
- B) Head-to-Head competition
- C) Number of runs allowed
- D) Coin toss

Article 4

- All playoff games will be seven (7) innings.
- Starting time for all playoff games will be no earlier than 6:00 pm unless mutually agreed by the participating teams.
- All games must go seven innings. In the case of rain or darkness, the game will be picked up where the game was stopped.
- If a playoff game is stopped for darkness it picks up at the team's field that was due to host the next game and should begin prior to the beginning of that game.
- All playoff games will have 2 umpires.

Section XVI: All Star Teams

Article 1

The league may have an annual all-star game at a time and place to be determined. The game format will be approved by league members.

Section XVII: Awards

Article 1

The team winning championship will receive a trophy and tee shirts.

Section XVIII Miscellaneous

Article 1

Any dispute that arises regarding players, rules or any items regarding the Mid-County Baseball League will be resolved by the Mid-County Baseball League Committee.

Article 2

Mid-County Baseball League Executive Committee is comprised by president of the Mid-County Baseball League and their designations.

Article 3

If a dispute involves a committee's member team, that committee member is removed from the decision process for that ruling.

Article 4

The executive committee's decisions are final.

Article 5

No member of the Mid-County Baseball League will be held liable for any decisions that are made as we are all volunteers of this league. This is not an incorporated league.