

Diamond Dreams
Over 40 Baseball League
RULES OF PLAY

For many years we have enjoyed good competition and great sportsmanship. As you participate please keep in mind that no one is going to get called up to the majors. You, your teammates and opponents have jobs, responsibilities, and families to return to after the game. Compete but don't let anyone get hurt.

1.) TEAMS:

The league shall consist of those teams whose team application is accepted by Diamond Dreams Inc.

2.) PLAYERS:

A. ELIGIBILITY: Any person shall be **eligible** who has attained the age of 38 years and has **submitted** to the league **all required documents and fees**. Also, **two 35, 36, or 37** year olds may also be eligible to play but may not pitch, catch, or run for anybody but themselves. Only **two** such players per team. 37 year olds that make 38 before December 31, are considered 38 for the league.

B. EJECTION, SUSPENSION, AND EXPULSION: Any player ejected from a game by the umpire shall be ineligible for his team's next game. **EXCEPTION:** A team manager or his designated assistant manager when ejected for simple argument of an umpire's ruling. **Whether or not a player or manager is ejected by the umpire**, grounds for disciplinary action include, but or not limited to, any act posing threat or risk of injury or harm, such as rough play, throwing bats, helmet, or ball, fighting or threatening or inviting confrontation, violation of league rules, or any act or omission not in the best interest of the league.

C. POST- SEASON ELIGIBILITY: Players must appear in five (5) or more regular season games for a team, to be eligible for post season play for the team. If due to injury or other good cause a player did not appear in the required number of games, the player or player's manager may apply to the **COMPETITION COMMITTEE** for special exemption and player eligibility.

D. FREE AGENCY: Players may change team affiliation at any time prior to the **5th regular scheduled game**. The player's new team affiliation is effective when the new manager notifies a league officer, or scorer, or the player appears in a game for the new team. A player cannot appear in games for more than one team in any scheduled week. In addition, both managers must agree on the switch.

3.) GAMES

- A. SCHEDULE:** The **LEAGUE** schedule shall set out the time, date, home team, site, number of innings or time limit, and the format of regular and post season play. Games may be cancelled, postponed, and/or rescheduled as deemed necessary or advisable.
- B. FORFEITS:** Any game in which a team is unable to field the minimum number of players or in which an ineligible player makes an appearance shall be a forfeit. Any team which forfeits shall be suspended until the payment of a forfeit fee to the league, except when caused by emergency, Act of God, injury during game play, or other excusable event. If your team forfeits you will be required to pay both umpires and scorers fee before you can play your next game.
- C. SUSPENDED GAMES:** Any game which does not complete five (5) innings or which ends in a tie shall be a suspended game. A suspended game **MAY** be rescheduled and completed. A **rescheduled suspended game** shall be complete at the end of five innings or at the end of any subsequent inning not ending in a tie. A suspended or rescheduled game which is not completed through five innings is considered no game except if the 2 1/2 hour time limit has expired. A suspended or rescheduled game which completes at least five innings and ends in a tie (due to weather, time limit, etc.) shall be considered a tie game. A rescheduled suspended game shall be resumed at the point suspended. Absence of any batter in the original lineup of a suspended game who is not present at the resumption of play shall not be cause for the subsequent batter to be called out for failure to bat in the proper order. Any player who did not

appear in the suspended game may be substituted, or may be added as a hitter at the bottom of the lineup. There shall be no protest or appeal of a play related to the subsequent unavailability of any umpire or player.

4.) EQUIPMENT:

- A. **General Rule:** Equipment shall be in accordance with the Official rules baseball except as otherwise provided by league rules. Any non-complying equipment shall be removed from the game.
- B. **BALL:** Balls shall be of uniform quality and as approved by the league. An illegal ball shall be removed from the game. If an illegal ball is put in play, the umpire shall have the power and discretion to make a ruling.
- C. **BATS:** Bats shall be those designed for baseball and may be made of wood, metal, or composite material. Bats shall **not** be those designed for softball, or made of **titanium**, or **double wall**. If a player using an illegal bat has not yet put the ball in play, the illegal bat shall be removed from play by the umpire and the player shall be required to substitute a legal bat. A player using an illegal bat and reaching base after having put the ball in play shall be called out, and any runners who advanced shall be returned to the base previously occupied.
- D. **SHOES:** All players and base coaches must wear shoes. Shoes must have rubber or similar soles, except that metal or similar baseball-type spikes may be worn **only while pitching**. No sandal or open toe shoes.
- E. **HELMETS:** Single or double ear flap helmets must be worn by batters, runners, and coaches on the field.
- F. **UNIFORMS:** Full uniforms, which means, **baseball pants, individually numbered shirts are required to play. Numbers should not be duplicated on the same team. This rule will be enforced starting with week 2.**

5.) GAME PLAY

- A. GENERAL RULE:** Game play shall be in accordance with the official rules of baseball except as provided by league rules.
- B. LINEUP AND GAME FEES:** Lineups and game fees must be submitted to the scorer at least **five (5) minutes prior to the start of the game**. Lineups shall be exchanged by managers at the ground rules meeting prior to the game. A minimum of eight (8) players are required to take the field. A visiting team may begin batting with seven (7) players present. If at any time during the game a team has fewer than the required number of active players, a forfeit shall be declared in favor of the opposing team. A **grace period of 10 minutes** will be allowed each team at the start of the game. This grace period will count towards the time limit.
- C. TIME LIMIT:** No inning shall begin with five (5) minutes or less of the expiration time of the game. The scorer shall note the starting time along with the umpires. The time limit may be shortened and the game ended or suspended at any time by the umpires or league official due to the weather, darkness, field conditions, necessity to clear the field for scheduled activities, or other good causes. Reasonable efforts will be made to notify team managers of any change in time limit as soon as possible.
- D. FIELDERS:** Teams may field up to ten (10) players on defense. A player may enter and exit the game defensively an unlimited number of times, (he does not have to be in the batting lineup).
- E. BATTERS AND PINCH HITTERS:** All players who assume a defensive position **must** be in the batting lineup, except the pitcher, for whom there **may** be a designated hitter (dh). Teams may also bat up to four (4) additional batters. You may bat up to **15** spots in the lineup. After your 10th spot in the batting order you may alternate each spot in the batting order. Once you declare that you are alternating spots in the order it must remain throughout the game. If a player does not bat when it is his turn it is an out the 1st time. **Example:** Tom and Bob are hitting in the 11th spot, Jim and Joe are hitting in the 12th spot. The 1st time thru in the order Tom hits in the 11th spot and Jim hits in the 12th spot. The

2nd time around Bob hits in the 11th spot and Joe hits in the 12th spot. If Tom cannot hit the 3rd time thru the lineup it would be an automatic out, and then you would continue the order of the line-up.

- F. RUNNERS:** Two (2) players may receive courtesy runners. Any player on the roster may be a courtesy runner, whether or not currently in the batting lineup, without using up his eligibility to otherwise enter the game. A courtesy runner may run for the **current** pitcher or catcher at any time to speed up the game and is required to run when there is 2 outs. Also remember **no 35 – 37 year old may run for anyone but themselves. Cannot use same runner in an inning.** If injury occurs after 2nd runner you may acquire a 3rd runner with agreement of opposing manager. Once a runner is designated, the player may choose to have the runner at any time **or** choose to run for himself.
- G. HIDDEN BALL:** At the conclusion of a play, the ball is to be returned to the pitcher. **No “hidden ball” plays.**
- H. FIVE RUN RULE:** An inning ends upon any play during which the offensive team scores a fifth run, through six (6) innings, except when in the judgment of the umpire, the inning will be the last played due to impending expiration of allotted time. In the event of a home run, **all runs** are counted. Furthermore, there will be a **20 run mercy rule** after 5 complete innings. **We will also have a 15 run mercy rule after 7 complete innings.**
- I. ROUGH PLAY:** Play which poses a threat or risk of injury must be avoided, and a player may be called out, ejected, and/or subject to disciplinary action due to such play, whether or not considered legal under official baseball rules. **This applies especially when “breaking up” a double play.** Runners must slide to the base or run out of the baseline. No collision for the purpose of trying to dislodge the ball or obstruct a throw. A player may be called out and/or ejected for this violation if, at the discretion of the umpires, it was an intentional act. Anyone ejected from a game will sit out the next regular game played. **All appeals will be presented to the disciplinary committee.**

J. ARGUMENT AND PROTEST: Only the team manager or his designated assistant manager may approach an umpire to argue a ruling. Protest must be lodged with the scorer at the time of the act, omission, or condition giving rise to the protest. It is the duty of the protesting manager to have the inning, outs, runners, batter, ball/strike count, game time remaining, and specific nature of the protest noted by the scorer.

Protest are to be resolved by the league with reference to these rules and the official rules of baseball. If the rules are silent as to the matter, protest shall be resolved by application of the principles of equity, justice, and fair play. Appeals may be made to the **competition committee**.

The suspended game rules apply to resumed protested games, with the exception that the original time limit applies

K. ALCOHOLIC BEVERAGES: Alcoholic beverages are not allowed within the stadium/ballpark. Players, at the discretion of the umpires, cannot play under the influence of alcohol or drugs.

L. TEAM MANAGERS: Your team manager has our complete official **OVER 40 LEAGUE RULES**. If you have any questions consult your manager, or scorer. You may also ask any member of the Board of diamond Dreams. These rules will be posted on our website which can be seen at www.overfortybaseball.com.

LET YOUR MANAGERS DEAL WITH THE UMPIRE.

Do not approach an umpire to argue a call. It can be difficult to obtain umpires to cover all of our games, so respect the fact that the umpires are amateurs like us and they may miss some calls. Also understand that maybe the umpire was right and that pitch really did catch the outside corner.

6) ADDITIONAL INFORMATION.

A. NEW TEAMS: Any team wishing to participate in our league **must** turn in a roster with at least **15** players that must be accepted and approved by the Board of Directors of Diamond Dreams Over 40 prior to the start of the season. **All teams must have applications**

completed and registration of \$110.00 before they are allowed to take the field.

B. STATS: All stats are done by information provided by official scorers and then put into computer. Stats from the computer are official for post season eligibility and year end awards.

C. AWARDS: Awards are decided by the Board of Directors from the stats in the computer and chosen from that information. All stats are based upon **plate appearances per game.** All awards will be presented based upon a minimum number of plate appearances to be determined by the Board.

D. COMPETITION COMMITTEE: This committee is made up of three (3) managers selected by the Board to make recommendations to the league with the final decision to come from its Board of Directors. The 3 managers of the Competition Committee are: **Spencer Ott, , Jody Simoneaux, and Wilson Winn.**

E. DISCIPLINARY COMMITTEE: This committee is also made up of three (3) managers selected by the Board to present any penalties for any rules infraction by any team or player. The Board will make any final decision based upon recommendation from the disciplinary committee. The 3 managers of the Disciplinary Committee are: **Mark Hessler, Joe Lamartina, and John O'Reilly.**

G. ROSTERS: All teams should turn in a roster with a minimum of **15** players and a maximum of **20**.