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| <p>1. Uniforms, Helmets and Baseballs</p> <p>1.a Teams must have complete baseball uniforms consisting of caps, numbered jerseys, pants, and stirrups. Each player's uniform must be of similar design to those of his teammates. Teams having sponsorship will be allowed the sponsor's name on their uniforms via patch or shirt.</p> <p>1.a.1 A player without a complete baseball uniform will be allowed to play only with the opposing manager's consent.</p> <p>1.a.2 Teams should have their uniforms by the first game. A one-month grace period will be extended to new players and new teams.</p> <p>1.b Batters and runners must wear batting helmets when batting and running the bases without exception. (Players do not have an option.) Full double-earflap helmets or correctly oriented single-earflap helmets are <u>mandatory</u>. (No skull, fielders, or soft caps.) Additionally, catchers shall wear either a skullcap along with their mask (traditional) or a full hockey-style mask (modern), chest protector, and shinguards.</p> <p>1.c Only Rawlings RO, RO-A, RO-N, RO-MB, RO-ML, or RO-MLB baseballs shall be used for sanctioned games. Baseballs marked "Blem" are acceptable. Each team must supply a minimum of three (3) baseballs to the plate umpire at the mandatory pre-game conference prior to the start of the game. The home team is solely responsible for supplying any additional baseballs as requested by the plate umpire. The home team should have a minimum of one (1) dozen baseballs available at all times.</p> <p>1.d Beginning with the 2006 season, only wood or "composite" bats are permitted. Players may not use in a game any bat that is cracked or held together with nails, glue, tape, etc.</p> <p>1.e Metal cleats are permitted.</p> <p>1.f The plate umpire may disqualify any helmet, baseball, bat, cleat, or other piece of equipment at any time.</p> <p>1.g No game may be played without regulation, secured bases. If the home team cannot provide and install regulation, secured bases by forfeit time, which is no more than twenty (20) minutes after the official start time, the home team shall forfeit the game to the visitor. A game may be played without foul lines/poles and batter's boxes, but discretion should be afforded to the umpires in making fair/foul calls when lines are not present.</p> | <p>2. Game Length, Slaughter Rule, Curfew, Suspended Games, Postponements, and Rescheduling</p> <p>2.a Weekend games shall be scheduled and played as nine (9) inning contests. Weeknight games shall be scheduled and played as seven (7) inning contests. Regular-season games shortened due to curfew or unplayable conditions (darkness, lightning, rain, etc.) are considered <u>official</u> and final if five (5) innings (four-and-a-half (4½) innings if the home team is ahead) have been completed. Post-season games must be played in their entirety to be considered official and final. The plate umpire may postpone, suspend, or call a game if, in his/her judgment; the safety of the players is compromised for any reason.</p> <p>2.a.1 (Late Start Rule) A game shall be considered a <i>late starting game</i> when the actual start time is <u>ten (10) minutes or later</u> than the official start time. Any such game must be played in its entirety (e.g. a complete seven (7) or nine (9) innings) unless, at the time of suspension, the "offended" team is winning. However, if a late starting game is suspended for any reason and the "offended" team is tied or losing, the game will be rescheduled to be completed at the "offending" team's expense at a FULL game rate. The offending team may choose to forfeit and pay a fine equivalent to one FULL game rate.</p> <p>2.b.1 (Slaughter Rule) If there is a ten (10) run discrepancy at the end of seven (7) innings for a nine (9) inning game or at the end of five (5) innings for a seven (7) inning game, the game shall be considered complete and shall be called immediately.</p> <p>2.b.1.a (Drop Dead Rule) If there is a twenty (20) run discrepancy at the conclusion of any full inning, the game shall be considered complete and shall be called immediately.</p> <p><u>Ruling:</u> If the score is 20-0 after the first inning, the game is complete and shall be called immediately.</p> <p>2.b.2 (Curfew) For regular-season games, no new inning shall start after three (3) hours and 15 minutes from the actual start time.</p> <p><u>Exception:</u> Curfews shall not be enforced for the final regular-season meeting between teams or during the post-season.</p> <p><u>Ruling:</u> The actual start time is the exact time the first pitch is thrown.</p> <p>2.c (Suspended Games) A regular season game stopped before becoming official but</p> |
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after three (3) full innings have been played shall be suspended and shall be rescheduled to be resumed from the exact point of suspension.

Note: A regular season game stopped before three (3) full innings have been played must be rescheduled and replayed.

A post-season game stopped at any point before becoming official and final shall be suspended and shall be promptly rescheduled to be resumed from the exact point of suspension.

Note: Once a post-season game is started, every pitch is considered official and shall not be replayed.

- 2.d **(Postponements)** The home (host) team manager must notify the Chief Umpire and opposing team manager of any postponement no later than ninety (90) minutes prior to the game's official start time. For 6:00pm weekday games, this will be 4:30pm EDT. Some weekday game times may vary, but the postponement deadline will usually be one of the following times: 4:30pm, 5:30pm, 6:00pm, or 6:30pm EDT. For weekend games, this will be no earlier than 7:30am EDT and no later than 6:30pm EDT. Weekend game times vary, but the postponement deadline will usually be one of the following times: 7:30am, 8:00am, 8:30am, 10:30am, 11:30am, or 12:00pm (Noon) EDT.

Note: Any non-weather related postponement requires the **advance** approval of the League Officers; otherwise, the game will be forfeited. Non-weather related postponements should be due to unusual circumstances or "acts of God", not negligence, incompetence, or apathy. The League Officers reserve the right to selectively and subjectively enforce this policy.

If the home (host) team manager fails to notify the Chief Umpire of a postponement prior to the ninety (90) minute postponement deadline, the assigned umpires will report to the official playing location and will be paid a "show-up" fee as specified by the *Umpire Agreement & Fee Schedule Summary*.

The payment of "show-up" fees is solely the responsibility of the home (host) team in cases of gross negligence (e.g. no notification, players and umpires arrive to find field is obviously unplayable due to a non-recent weather event, field is unplayable at forfeit time despite assurances to the contrary by the home (host) team, etc.). Otherwise, both teams are equally

responsible for the payment of "show-up" fees.

Note: It is possible that a weather event occurring after the ninety (90) minute postponement deadline and before the official start time could render the field unplayable. Such an occurrence should be considered an "act of God" and not gross negligence on the home (host) team's part and both teams shall share equal responsibility for the payment of "show-up" fees.

- 2.e **(Rescheduling)** Suspended games and postponements shall be rescheduled by the home (host) team in accordance with the following procedure:

The home (host) team is responsible for initiating the rescheduling procedure with the visiting team within forty-eight (48) hours. The failure of the home team to reschedule a postponed game shall result in a forfeit to the visiting team *and* the assessment of a loss against the home team's record. Games postponed by inclement weather and/or unplayable field conditions after the Raindrop Deadline do not have to be rescheduled and will be dropped from the schedule.

The home team must announce to the league the date, time, and location for a rescheduled game no later than ten (10) days after postponement of the originally scheduled game (e.g. for June 1st game, no later than June 11th). The failure of the home team to abide by this rule will result in the suspended or postponed game being automatically rescheduled by the league at the convenience of the visiting team unless special circumstances warrant exception by the Commissioner. It is the responsibility of the home team to secure field availability, including the payment of any fees. Rescheduled games must always be reported to, verified, and scheduled by the Secretary. It is generally best to use the "Reschedule Postponed Game" feature on the BBL website. DO NOT CALL THE CHIEF UMPIRE DIRECTLY.

The announced date for the rescheduled game should, wherever possible, occur within twenty (20) days of the originally scheduled game (e.g. for June 1st game, no later than June 21st) unless special circumstances warrant exception by the Commissioner. This rule *may* be waived for teams postponing and rescheduling a game due to a pre-announced field conflict or field upgrade. This rule *may* also be waived for teams rescheduling a postponed game as the back-end of a potential weekend double-header, or for teams rescheduling the completion of a suspended game prior to an

already scheduled game between the same teams. Teams are encouraged to avoid double-headers during July and August due to potential extreme weather conditions and proximity to the end of the regular-season. Under no circumstance and without exception shall a suspended or postponed game be rescheduled for a date on or after the final Monday of the regular-season. Any and all exceptions are subject to approval by the Commissioner.

If, in the opinion of the Commissioner, a reasonable and honest effort to reschedule the game was expended by the home team without success, he may choose to drop the game from the schedule without penalty or reward to either team.

3. **Player Eligibility, Rosters, Releases, Loaning Players, Lineups, Substitutions, and Pitcher Re-Entry**

3.a A player shall be eligible to participate in a sanctioned game on or after the date of his eighteenth (18th) birthday.

3.b Each team must submit a *Roster* accompanied by a signed *Manager's Agreement* and signed *Player Agreements* (one per roster player) prior to Opening Day (the Commissioner reserves the right to extend the deadline for actual delivery of the Agreements to the league office, but each manager must still have a signed copy in hand). Players may be added to the roster until 11:59pm on the first Friday after July 4th (Roster Deadline). A player shall be eligible to participate in a sanctioned game after a team official obtains a signed *Player Agreement*, as long as the league is notified of the roster addition (via the "Update Roster" feature on the BBL website or by via phone or email to the BBL Officers) at least one calendar day prior to participating. To emphasize, no player may participate in a BBL game without signing the Player Agreement.

Ruling: Team A has a game scheduled on Tuesday @ 6:00pm. Team A adds a player to their roster on Monday @ 11:59pm. Player is eligible for Tuesday game.

3.c.1 A player must be listed on the team's roster in order to be eligible to participate in a sanctioned game. The use of an ineligible and/or non-roster player in a sanctioned game is illegal and the offending team will forfeit each game in which the ineligible and/or non-roster player appears. Furthermore, the manager and player may be subject to further disciplinary action by the officers, especially in the case where a manager had prior knowledge of the player's ineligibility.

3.c.2 (Post-Season Eligibility) *In order to be eligible for post-season games and to be listed on a team's Playoff Roster, players must meet or exceed the minimum regular-season participation requirement by appearing in at least nine (9) of his team's games.* The *minimum* penalty for illegally appearing in any playoff game as an ineligible player shall be a one (1) full-season suspension as mandated by league rules.

3.d.1 An eligible player shall not switch teams during the season without consent from both managers and approval by the officers.

3.d.2 (**Releases/Player Movement**) With the conclusion of the 2005 post-season, players no longer automatically become free agents in the purest sense. Any playoff eligible players wishing to leave their team at the conclusion of the 2005 post-season will be bound by the newly instituted 5-game Player Movement Penalty (the Penalty). Here is an example of the new procedures for players wishing to switch teams:

- 1) A player who was playoff eligible for "Team A" in the 2005 season decides he wants to play for Team B in 2006. As soon as possible after the conclusion of the 2005 post-season, the player should make his intention known to Team A's manager that he wants to play for Team B in 2006.
- 2) The player must return all uniforms and equipment to Team A and make sure all financial obligations to Team A are met. No player will be permitted to move until these requirements have been satisfied.
- 3) At this point, Team A's manager must then decide whether he wants to have the Penalty enforced or if he is willing to grant the player a waiver. The manager is free to waive the penalty if he so desires; for instance in a situation where the manager has no problem with a player leaving (i.e. a situation where it just "isn't working out"). There should be no pressure on Team A's manager to waive the penalty, and if he chooses to have it enforced, there should be no "grudges" held against him.
- 4) If Team A's manager decides he wants to waive the penalty, he should inform the player, the manager for Team B, and the league officers of this fact. The player is then free to begin playing with Team B in 2006 without restriction.
- 5) If Team A's manager decides he does want the penalty enforced, he should again inform the player, the manager for

- Team B, and the league officers. The player will then have to sit out the first five (5) games of Team B's 2006 season. Only official games count towards fulfilling the penalty (i.e. if Team B's first 2 games are rained out, then the player still needs to sit out 5 games). The player need not be in attendance at Team B's games during the penalty phase. If Team B's manager were to violate this rule and allow the player to appear in a game during what is supposed to be the penalty phase, Team B will forfeit each game in which the player appears.
- 3.d.3 Expansion teams shall not acquire free agents formerly affiliated with established teams without consent from the free agent's former team and approval by the officers.
- 3.e.1 A team must bat and field a minimum of eight (8) players at all times in order to play a sanctioned game. If at any time a team cannot bat or field a minimum of eight (8) players, the offending team shall forfeit the game to the opposing team regardless of circumstance or situation.
- Note: Although a team may play a game with only eight (8) players when only eight (8) players are present, a team must play with nine (9) players if at least nine (9) players are present.
- 3.e.1.a The umpires shall determine whether or not a field is playable or unplayable prior to making any determination whether or not one or both teams have the minimum eight (8) players present to begin a game. If the field cannot be prepared to the satisfaction of the umpires prior to forfeit time, which is no more than twenty (20) minutes after the official start time, the game will be called and will be rescheduled regardless of the number of players present for either team.
- 3.e.2 (**Loaning Players**) At the pre-game plate conference, a team *may volunteer* to lend players to an opposing team with eight (8) or fewer players present in order to play a sanctioned game; however, no team is under any obligation and should not be asked or pressured by the opposing team to extend such an offer. Furthermore, the opposing team may *refuse* to borrow players and can either play with eight (8) players or forfeit. Any borrowed players must bat and play the field.
- 3.e.3 If a team chooses to start and play a game with eight (8) players and subsequently a ninth (9th) roster player arrives, that player must be added to the batting order in the ninth (9th) batting position and must play the field immediately.
- 3.e.4 If a team chooses to borrow players in order to start and play a game and subsequently additional roster players arrive, those players must be immediately substituted for borrowed players in the batting order and in the field. The borrowed players then immediately revert back to their original team.
- 3.f.1 (**Lineups and Substitutions**) Each team plays the game with an offensive lineup (the batting order) and a defensive lineup (the field) that may or may not be independent of one another. That is, a player may hit in the batting order and not play the field, or a player may play the field and not hit in the batting order, or a player may both bat in the batting order and play the field. Furthermore, substitution may affect the offensive lineup (the batting order) and the defensive lineup (the field) independent of one another. That is, a player's batting position need not be effected by a fielding substitution, and a player's fielding position need not be effected by a batting order substitution. However, no offensive substitution or combination of substitutions shall alter the batting position of any offensive player. Offensive substitution refers to both pinch-hitting and pinch running, but not courtesy running. Once offensively substituted for, a player may not be re-entered into the batting order. However, players may re-enter defensively.
- 3.f.2 The offensive lineup (the batting order) may contain as many batting positions as desired; however, the minimum number of batting positions shall not be less than the number of occupied fielding positions. The batting order must progress consecutively without deleting or skipping any batting position except where allowed by rule.
- 3.f.3 Please use players' last names (not their first names) on all playoff lineup cards. **Offensive substitutions should be announced through the plate umpire at the time substitution.** This includes: pinch-hitters, pinch runners, and extending or contracting the batting order. The plate umpire will announce offensive changes to the opposing team. Additionally, as a courtesy, please inform the opposing manager of each and every defensive change unless told otherwise.
- 3.g.1 If an offensive player is forced to leave a game due to injury, commitment, or ejection, a reserve player not previously entered into the batting order must be substituted into the vacated batting position. If no such player is available, the vacated batting position shall be skipped without penalty providing the batting order still meets the minimum length requirements.

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| <p>3.g.2 If a defensive player is forced to leave a game due to injury, commitment, or ejection, a reserve player not previously entered into a fielding position must be substituted into a vacant fielding position.</p> <p>3.h A manager may <i>extend</i> the batting order at any time by adding a reserve player not previously entered into the batting order. No extension or combination of extensions shall alter the batting position of any offensive player.</p> <p>3.i (Pitcher Re-Entry) A once-removed pitcher may re-enter to pitch exactly once during the game but may not re-enter to pitch during the inning of initial removal. Upon initial removal, the pitcher may be (double) switched to a fielding position or may be sent to the bench. Upon second removal, the pitcher must be sent to the bench and may not be re-entered in any pitching capacity for the remainder of the game.</p> <p>3.j An official visit may be charged any time the manager or a coach or player acting on behalf of the manager engages in direct or indirect communication with the pitcher. If a player-manager needs to approach the pitcher in a playing capacity, the player-manager should first approach the field umpire before engaging the pitcher. In this way, the field umpire can verify that the communication should not constitute a visit.</p> <p>4. On-Field Behavior</p> <p>4.a No beer or other alcoholic beverages shall be permitted at the field before, during, or after the game. The field refers to the general playing area and grounds, including the parking lot. Furthermore, this rule extends to any game or tournament in which a team or player acts as a representative of the Baltimore Baseball League.</p> <p>4.b The league has the right to suspend or expel any officer, team, manager, assistant, player, and/or volunteer who does not strictly abide by these rules or who does not exhibit a fair sense of sportsmanship or who plays without regard for the safety of the participants and/or spectators.</p> <p>4.c.1 At his/her discretion, an umpire may eject any participant and/or spectator from the game.</p> <p>4.c.2 In the event an umpire files a formal incident report, the officers will review the report and reserve the right to penalize the offender with a suspension, expulsion, and/or fine. <i>Please note that a second ejection during a season will result in a mandatory one-game suspension.</i></p> | <p>4.d Fighting or aggressive physical contact with any participant and/or spectator will not be tolerated and will be met with the most severe penalties.</p> <p>4.e Beginning with the 2004 season, "major league rules" apply with respect to contact at home plate between the catcher and the runner. All players and umpires should keep in mind the nature of our league though. Collisions should be <i>as rare as possible</i>, and should be "clean" (i.e. don't go for the catchers head, no forearms to the head, etc). All players are to be reminded that <i>any contact deemed malicious can still be cause for ejection (at the umpire's discretion) and further penalties by the Commissioner.</i> We all have to go to work the next day!!!</p> <p>4.f Players must occupy the designated bench area at all times. During hot or inclement weather conditions, the managers and umpires may agree on an alternate bench area in order to reduce player exposure to the elements. However, such a bench area shall not be located more than one hundred feet away from the normal bench area. Also, players must be collected and ready to bat, pitch, and take the field in a timely fashion.</p> <p>5. Courtesy Runners</p> <p>5.a.1 Prior to the start of the game, a team may elect to designate one player as the courtesy runner for the catcher anytime after two outs. The designated courtesy runner must be listed on the lineup card and may only be changed in the event the runner enters the batting lineup. If the designated courtesy runner enters the batting lineup, a new courtesy runner who is not already in the batting lineup may be designated. In the event all designated courtesy runners enter the batting lineup, the courtesy runner will revert back to the player who occupies the batting position in which the last batted out was made. Courtesy Runners do not receive an appearance for team's Playoff Roster. (See Post-Season Eligibility - 3.c.2)</p> <p style="padding-left: 20px;"><u>Ruling:</u> Courtesy runners for pitchers are <u>not</u> allowed.</p> <p>5.a.2 Courtesy runners shall <u>not</u> be used in post-season games. No exceptions.</p> <p>6. Pitchers</p> <p>6.a A pitcher may not wear a white hat, a T-shirt with white sleeves, a batting glove on either hand, or a wrist-band while pitching.</p> <p>6.b Intentional walks shall be allowed; however, the pitcher <u>must throw each pitch</u> to the batter.</p> |
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6.c If a pitcher intentionally or unintentionally hits four (4) batters during a game, the pitcher must be removed immediately and shall not be eligible for re-entry as a pitcher. This rule shall not apply during the post-season.

6.d There are no regulations regarding how many innings a pitcher may pitch.

7. **Fielders**

7.a Beginning with the 2004 season, attempts by fielders to decoy base runners are permitted.

8. **Recurring Forfeits, Protests**

8.a If a team forfeits two (2) or more games during the season, the BBL Officers reserve the right to expel that team immediately. Absolutely no fees, bonds, and/or other monies shall be refunded.

8.b (**Protest Procedure**) Whenever a manager protests a game, the following procedure shall be carried out in order to qualify the protest:

- The protesting manager shall notify the plate umpire that his team is playing the game under protest before the next pitch is made or runner is put out.

Directive: The plate umpire shall inform the opposing manager that the game is being played under protest.

- The plate umpire shall inspect and sign both teams' scorebooks at the point where the alleged misapplication of the rules occurred.
- The protesting manager shall inform (verbally or in writing) the officers of the protest no later than twenty-four (24) hours from the time the protested game was completed or called.
- The plate umpire shall inform the Chief Umpire of the protest no later than twenty-four (24) hours from the time the protested game was completed or called.
- The officers and/or a Commissioner-appointed protest committee shall decide the protest.

9. **Special Ground Rules**

9.a **Spring Grove:** From left field foul line at hill to imaginary line from home plate to the green lamp post, any ball on the ground down the hill or in the air down the hill is a ground rule double. Any high pop

that a fielder can catch down the hill where the umpire absolutely sees full possession in plain view is an out and the ball is in play (tag ups, etc.). If the fielder disappears from umpire's view before full possession can be established (at umpires discretion), it is a ground rule double. Any ball that goes down the hill to the right of the imaginary line from home plate to the lamp post (at the time it went down the hill) is in play and all you can get.

9.b **Harford CC Curfew:** For any Sunday morning games at HCC, no new inning may start after three (3) hours of play. There is no curfew for weeknight games.