

ADULT BASEBALL LEAGUE RULES

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All league rules are listed by section in alphabetical order.

During league play and playoffs, current OFFICIAL BASEBALL RULES will be enforced except where modified by the Rec & Ed Adult Baseball League Rules.

ADMINISTRATIVE RULES

1. ADMINISTRATIVE DATES TO REMEMBER

All rosters, player contracts and fees can be turned in at Rec & Ed, located at 1515 S. Seventh St., between the hours of 8:00 A.M and 4:30 P.M. Contracts and fees turned in after the League's Deadline will be charged a \$2.00 late fee. Late fees are due at the time of payment. The Contract deadline is generally the Thursday prior to Opening Day.

◆ **Player contracts and fees will not be accepted at the fields.**

2. DRINKING ALCOHOLIC BEVERAGES & USE OF CONTROLLED SUBSTANCES

- A. Any player who consumes alcoholic beverages or uses controlled substances on the playing field or in the park during his game is subject to ejection from the game and suspension by Rec & Ed.
- B. Spectators, players and team personnel may not consume alcoholic beverages on school property or at facilities owned by the University of Michigan. Should spectators be found drinking alcoholic beverages on school property it is the responsibility of the managers and/or Recreation Assistant to notify the proper authorities.
- C. City of Ann Arbor Park Rangers will issue citations for unlawful actions.

3. FORFEITS & REENTRY

- A. Any team that forfeits 2 games in a season -- except forfeits due to use of ineligible players, ejection, or injury-- will forfeit all its remaining games unless a \$50.00 reentry fee is paid.
- B. A team must pay the league reentry fee at Rec & Ed within 7 days of its 2nd forfeit. A reminder will be sent only as a courtesy measure to notify a team of its 2nd forfeit. If a team is not sure of its number of forfeits, it is the team's responsibility to contact the league statistician at 994-2300 ext. 53218 to verify its forfeit status. The Team Sports Manager may waive the league reentry fee at his discretion.

4. ELIGIBILITY REQUIREMENTS

- A. Any team using an ineligible player in a league game, upon protest of that individual's eligibility by an opposing team or authorized Rec & Ed staff member, shall forfeit the game in which the individual has participated. Using an ineligible player will result in suspensions. Listed below are the stipulations that determine ineligibility.
 - 1. Any player who pays an inappropriate fee.
 - 2. Any player who plays under an assumed name.
 - 3. Any player who plays on more than one team in the same program. *Exception: If a player turns 35 years of age by December 31 of the current year, he is eligible to play in both the American and National Leagues.*
 - 4. Any player who participates before their contract and fee is turned in to the Rec office.
 - 5. Any player who participates before he or she is 16 years old or who plays on a high school team without written approval of the Team Sports Manager.
 - 6. Any player who is under 18 and is playing without parental permission signed on the player's contract.
 - 7. Any player who has played under professional contract less than three years previous from the game date in question.
- B. Protests will be allowed for all infractions laid out in eligibility rules above. If determined valid, the offending team will forfeit the game in question.
 - 1. Any protest of eligibility must be made during the game.
 - 2. Each manager will be issued a copy of his or her team's league roster which must be signed by either the Adult Team Sports Supervisor or the Team Sports Manager.

3. In the case of eligibility protest, the offending team must present a signed 2016 league roster. If a signed roster cannot be presented, the umpire will complete the game. The team with the questionable roster or no roster will have 48 hours to contact Rec & Ed to appeal the legitimacy of their roster in writing and submit a \$15.00 appeal fee. If Rec & Ed is not contacted within 48 hours, the team with the player in question will forfeit the game.
4. Any player whose eligibility is questioned must present a picture I.D. (Michigan Driver's License or State of Michigan I.D. Card) to verify eligibility. If the player in question cannot produce a valid picture I.D. at the game site, he or she will have 48 hours to contact Rec & Ed. To appeal in writing, present a picture I.D. and submit a \$15.00 appeal fee. If Rec & Ed is not contacted within 48 hours, the team with the player in question will forfeit the protested game.
5. Umpires will make the final decisions regarding protests of eligibility at the game site.
6. All Rec & Ed rulings are final. Protests of eligibility not covered in this rule shall be handled by Rec & Ed in the spirit of these rules.

C. Penalties

1. Any player who is judged to have played illegally shall be suspended for a minimum of four games. The manager of the team that the ineligible player participated for will also be suspended for a minimum of four games.
2. **If the offending team walks off the field** and the team manager fails to present a current roster at Rec & Ed within 48 hours, the player whose eligibility has been questioned will be suspended for a minimum of five games. The manager of the team in question will also be suspended for a minimum of five games
3. Rec & Ed reserves the right to periodically check team rosters during league play. **Rosters will be checked by site supervisors for all tournament and playoff games.** Prior to participation, players must present a picture I.D. to league officials. Any exception to this rule will be up to the discretion of the tournament director.
4. Any violation of eligibility guidelines will result in penalties being assessed by Rec & Ed within the spirit of these rules.
5. All suspensions will carry over from one season to the next.

5. **MAKE-UP GAMES**

Although Rec & Ed will attempt to assign teams their regular night of play for make-up games, later in August, make-up games may be scheduled on any night of the week in order to complete the season.

6. **OFFICIAL RESULT SHEETS**

- A. The home team must keep the official result sheet.
- B. The winning team must drop off the official result sheet, with umpire evaluation, in one of the drop boxes located at Rec & Ed or VMP (Veterans memorial Park). The losing team should also turn in a result sheet with completed umpire evaluation.
- C. If a game ends in a tie or incomplete game, the home team is responsible for dropping off the official result sheet.
- D. If any of these procedures are not followed, the winning team or home team will be given one week to turn in the official result sheet and pay a \$10.00 fine. At the end of this one-week period, if the official result sheet is not turned in and the fine not paid, the game will be recorded as a double forfeit.
- E. Any discrepancies in standings or scores should be direct to the attention of Glenn Jones, Team Sports Statistician, at 994-2300 ext. 53218.

7. RAINOUTS & GAME CANCELLATIONS

Rainouts will be rescheduled on make-up dates determined by Rec & Ed.

- A. Games cancelled before 5:00 pm (Monday - Friday)
 - 1. The decision to cancel games by Rec & Ed due to inclement weather or poor field conditions will be made between 3:00 pm and 5:00 pm.
 - 2. Once a decision has been made to cancel games, this info will be available on our website: **aareced.com** and the Team Sports Weather Hotline at 734-994-2300 ext. 53115 between 3:00 pm and 5:00 pm.
 - 3. All teams must report to their game sites unless it has been officially confirmed through one of the above mentioned channels that games are cancelled.

- B. Games cancelled after 5:00 pm (Monday - Friday)
 - 1. If games are not cancelled before 5:00 pm, the decision to play or not to play will be made by the home plate umpire at the diamond. The decision should be based on safety as well as potential damage to the field.
 - 2. Under certain circumstances, the City of Ann Arbor Parks and Recreation Department may determine that the fields are unplayable and decide to cancel the games.
 - 3. If your game time is after 7:00 pm and weather conditions are still questionable, continue to check the Weather Update Line for game cancellations.

- C. Games cancelled on Saturday and Sunday
For the latest information regarding game cancellations due to inclement weather on Sundays, telephone the Weather Update Line at 994-2300 ext. 53115.

- D. Lightning & Thunder
 - 1. If an umpire or site supervisor's weather app detects lightening within 15 miles of the field location, play is suspended immediately for a minimum of 30 minutes.
 - 2. If there is no staff or umpire with a weather app, the game is suspended as soon as the umpire sees lightning or hears thunder.
 - 3. When in doubt, always err on the side of safety!
 - 4. Officials, players & spectators leave the field to seek appropriate shelter during the delay.
 - 5. **When can play resume?** Officials must not resume play until
 - A) Thunder has not been heard and lightning has not been seen for 30 minutes;
 - B) Weather app (if available) indicates no lightening within 15 miles of the field.
 - 6. If the game is suspended for weather, the game clock will not stop.
 - 7. Home team should re-tarp the field, if this can be done safely.
 - 8. If the field ends up being cancelled for the night, the umpires must notify the Area Supervisor, and also inform the Area how many innings the teams completed before the game was suspended.

8. REFUND & NSF POLICY

- A. Refund requests must be made in writing. Send an email to cancel@aaps.k12.mi.us.

- B. Refund requests must be submitted to Community Education & Recreation, 1515 S. Seventh St., Ann Arbor, MI 48103. Please include the following information: sport, league, team name, coach's address, email, and phone number, and the refund recipient's name and complete address.

- C. Sponsor/Team Fee Refund Request Deadlines:
 - 1. Sponsor fee refund requests submitted to Rec & Ed more than 14 days before the team's first scheduled game will be subject to a \$10.00 service fee.
 - 2. Sponsor fee refund requests submitted to Rec & Ed between 14 and 7 days before the team's first scheduled game will be subject to a 50% service fee.

3. Sponsor fee refund requests submitted to Rec & Ed less than 7 days before the team's first scheduled game will be denied.
- D. If a coach writes a check which is returned for **non-sufficient-funds (NSF)** or written on a closed account, the team in question will forfeit all of its games from the point of notification from Rec & Ed until a **cash payment** is made for the amount of the check and an additional \$500 league reentry fee is paid.

9. ROSTER LIMITS

A maximum of 21 players will be allowed for Adult Baseball Teams.

11. STANDINGS & TIEBREAKERS

- A. Standings will be determined by each team's overall won/lost percentage. Each game is weighted evenly unless otherwise stated on the game schedule.
- B. Tie games will be considered regulation games, and they will not be replayed. Furthermore, tie games will not be factored in the calculation of a team's won-lost percentage.
- C. When there is a tie in the standings between two teams for league or division championship, for runner up awards, or before position play begins, these tiebreakers will be utilized in the following order: 1) head to head games; 2) head to head - fewest runs allowed; 3) fewest runs allowed in all games played. If the teams are still tied after using these 3 tiebreakers, a single tiebreaker game will be played.
- D. When a tie in the standings exists between three or more teams for league or division champions, for runner-up awards, or before position play begins, these tiebreakers will be utilized in the following order: 1- head to head games (if all teams played the same # of times); 2- head to head - fewest runs allowed (if all teams played the same # of times); 3- **fewest runs allowed in all games played**. If the tied teams have not played each other the same number of times, Tiebreaker #3 will be used (fewest runs allowed all games during the season). If the teams are still tied after using these 3 tiebreakers, a tiebreaker bracket will be played.

12. SUSPENSIONS

- A. Upon recommendation by a Rec & Ed staff member or umpire, any player, coach, manager or team affiliate may be suspended or put on probation for unsportsmanlike acts, whether physical or verbal. Please see the Policy on Probation, Suspension, and Hearing Procedures.
- B. Any player, coach, manager or team affiliate who is ejected from a game for unsportsmanlike conduct will be automatically suspended for the next scheduled game.

13. TRANSFER OF PLAYERS

- A. A manager may refuse to release a player only if the player does not return his uniform.
- B. Released players will be allowed to transfer back to the original team only once.
- C. In all other cases, a manager may not refuse to release a player if the player wishes to be released.
- D. In instances where a manager refuses to sign a release for a player from his or her team without due cause, the Supervisor may authorize the release of the player from the team in question.

14. UNIFORMS

Uniform shirts are not required, but they are highly recommended.

PLAYING RULES

15. **A/B BATTER RULE**

When writing the batting order (BEFORE THE START OF THE GAME) the manager may designate any batting slots 7th or lower as A/B Batting positions. In so designating a slot as an A/B slot the batting position is shared by two batters. The "A" batter hits the first time the position comes up in the order and the "B" player hits in the position the second time the position comes up. This rotation continues every time the position comes up in the order for the duration of the game.

You may substitute a hitter not currently in the lineup for either the "A" spot or the "B" spot in the designated batting slot. However, once a hitter has been removed from the batting lineup they may not reenter the game as a hitter and the substitute now assumes the batting slot vacated by the replaced player.

Example: The 8th spot of a batting lineup is designated an A/B slot by a manager. In the 7th inning, the "B" player is scheduled to hit in this position. The manager inserts a pinch hitter to replace the "B" hitter in the lineup, the pinch hitter now remains in the hitting lineup as the "B" hitter. The "A" hitting position remains unchanged and will continue to hit in the same rotation.

Once positions in the order are designated A/B batting positions they must remain so through the duration of the game. The rotation of the hitters in that position must also remain unchanged. The only exceptions to this are if you currently have everyone in the hitting lineup and either one of the two hitters sharing an A/B slot is injured and unable to continue or has to leave. In this case the remaining hitter will hit in this position every time the batting position comes up in the order. Remember, this can only occur if there is no player available on the bench that are not currently in or have been in the batting lineup. Late arrivals cannot be added as an A/B Hitter unless they are substituted for another A/B Hitter. Late arrivals can still be added at the bottom of the order as a regular hitting position.

16. **AFTER GAME CONDUCT**

- A. Any player, coach or spectator who displays unsportsmanlike conduct or directs disparaging comments to an umpire or Rec & Ed staff member after the conclusions of a game will be suspended for a minimum of the next scheduled game.
- B. Any participant previously ejected from a game whom, at the conclusion of a game, displays unsportsmanlike conduct or directs disparaging language to an umpire or a Rec & Ed staff member will be suspended for a minimum of the next two scheduled games. Minimum suspensions cannot be appealed. Suspensions of this nature are automatic.
- C. Suspensions for more than the minimum time period may be appealed in accordance with the Department's Policy on Probation, Suspension and Hearing Procedures.
- D. Any player or manager who is ejected from a game must leave the field / bleacher area and remain in the parking lot for the rest of the game. If the player refuses to leave the field, the umpire may forfeit the game.

17. **BASE DISTANCES**

- A. The bases will be set by the City of Ann Arbor Parks and Recreation Department at all diamonds.
- B. The official base distance for all Men's Baseball Leagues will be 90'.

18. **BASERUNNING & COLLISIONS**

- A. Players shall not intentionally collide with any other player. If a runner intentionally collides with a fielder, the runner will be called out and may, at the umpire's discretion, be expelled from the game. All base runners must either slide or give up their right to the base (avoid a collision by

stopping or leaving a base path) if the defensive player has possession of the ball, is in the act of receiving the ball, or is about to immediately receive the ball and will be able to make an apparent play on the baserunner. If a defensive player is not in possession of the ball, is not in the act of receiving the ball, or is not about to immediately receive the ball so he is able to make a play; he cannot block the base or be in the base path (obstruction) which impedes the baserunner's ability to run the bases. Under such circumstances, defensive player shall be responsible for avoiding a potential collision. If a collision occurs under these circumstances, the runner will always be considered safe and the obstruction rule will be enforced.

- B. Both the runner and the defensive player may be ejected from the game if their action is intentional or flagrant.

19. **BEANBALL**

Beanballs are pitched balls that strike the batter in the head. Penalties for such action are as follows:

1st Offense – Batter/Runner is awarded Second Base. Existing base runners only advance when forced.

Example: Runner on third. Batter is struck in the head and awarded second base. The runner on third would remain on third. However, if there are runners on first and second at the time of the beanball, all runners would advance two bases.

2nd Offense in the same game – Batter/Runner is awarded Second Base and the Pitcher is ejected from that game. As stated above, existing base runners only advance when forced.

20. **BLOOD RULE**

A player, coach or umpire who is bleeding or who has blood on his [or her] uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time that is considered reasonable is left to the umpire's judgement. The blood soaked garment must be removed before the injured player is eligible to resume play. The umpire shall:

- a. Stop the game and allow treatment if the injured player would affect the continuation of the game.
- b. Immediately call a coach, trainer or other authorized person to the injured player.
- c. Apply the rules of the game regarding substitution, short-handed player and re-entry if necessary.

21. **COURTESY RUNNERS**

A. Courtesy runners may be used for a maximum of two players in each game. These two players are the "designated players being run for" (DPRF). The manager must notify the plate umpire prior to using the courtesy runner; however, **notification may be given at any point during the game before the player bats.**

B. Each DPRF may run himself or a courtesy runner may run for him. There is no limit on the number of times a courtesy runner may run for the DPRF.

C. The player to make the last batted out must serve as the courtesy runner.

Exception 1: If there has not been a batted out in the game, the courtesy runner is the batter scheduled to bat last in that half inning.

Exception 2: If the other DPRF was the last batted out, the courtesy runner is the next previous batted out recorded prior to the out made by the DPRF.

Exception 3: In the case that the other DPRF was the first batted out the game refer to "Exception 1".

D. Following the second out of any inning, the manager may employ a courtesy runner for the pitcher or catcher (or both). The courtesy runner(s) must be the player who made the last batted out.

- E. In the event a player becomes injured while running the bases and the maximum number of courtesy runners has already been used, a pinch runner must be used (no courtesy runner will be allowed) or an out will be declared on the runner.

22. **FAKE PLAYS**

- A. Infielders are not allowed to fake tag. If a fake is detected, all runners will be awarded one base beyond the base they hold after all play has stopped.
- B. If the same infielder makes a fake twice, he will be ejected from the game.

23. **FORFEIT TIME**

- A. Game time is forfeit time in all leagues.
- B. **Exception: If the managers of both teams agree, the game may be postponed up to 10 minutes** to wait for the arrival of the minimum number of players. However, teams will not be given an extended time limit to play the game.

Example: If a game is scheduled to begin at 6:15 pm and the minimum number of players does not arrive at the playing site until 6:25 pm, no inning may begin after 8:30 pm (2 hour & 15 minute time limit), not 8:40 pm.

24. **GAME BALLS**

- A. The official game ball for the league will be the Rawlings R100. Four balls per game will be provided to the home plate umpire, two from each team.
- B. At the end of each game, each team shall receive two balls unless ball(s) has been lost. In that case, the home team receives the greater number of balls.

25. **MERCY GAMES**

Mercy rule: 15 after 3 innings. 10 after 5 innings.

26. **MINIMUM PLAYERS**

In all baseball leagues, teams must start and finish with at least 8 players. *Exception: If both managers agree in the presence of an umpire, one or both teams may play with 7 players.*

27. **PITCHERS**

- A. A pitcher may not wear white/gray sleeves, a batting glove and/or a wrist band while pitching.
- B. If the pitcher hits four batters in one game, the pitcher must be removed from the game after the fourth hit batter.
- C. There is no regulation as to how many innings a pitcher may pitch in a game or week.

28. **PROTESTS**

- A. There will be no protests of an umpire's judgement decisions.
- B. Protests involving rule interpretations must be submitted in writing within 48 hours after completion of the game and must be accompanied by a fee of \$20.00 which will be returned if the protest is allowed.
- C. **A team must notify the home plate umpire of its intent to protest before the next pitch following a dispute.** Then the game must be completed "under protest".

29. **REGULATION GAME RULE**

After the two hour and fifteen minute time limit has expired, a complete game may be declared regardless of the number of innings completed. This means a new inning cannot be started after the time limit. An inning in progress may continue.

30. **SHOES & BATS**

- A. Shoes must be worn by all players.
- B. Ordinary metal sole or heel plates may be used by all players provided the spikes do not extend $\frac{3}{4}$ of an inch (1.91 cm) from the sole or heel of the shoe.
- C. Shoes with detachable cleats that screw on to the shoe are not allowed; however, shoes with detachable cleats that screw into the shoe are allowed.
- D. This is a WOOD BAT league. All bats must be BBCOR certified, including composite.

31. **TEAMS, PLAYERS & LINE-UPS**

- A. A manager may bat as many players as he desires with a minimum of 9 (8 if only 8 players are present).
- B. A manager may add batters to the bottom of the lineup at any time, but if a batter is a pinch hitter or runner (except under courtesy runners as outlined in rule 18) he may not re-enter the game as a hitter but may remain in the game as a fielder or pitcher.

Each team has a hitting and a defensive line-up. These line-ups are independent of each other. Consequently, players may play in either line-up or both.

- C. If a player is forced to leave a game due to injury or commitment or if a player is ejected from a game, a reserve player, not previously entered into the game as a hitter, must hit in the batter's place. If no reserve is present, the first time the exiting player's spot comes up in the batting order the team is issued an out. Any future times this position comes up in the batting order the spot is skipped and all batters move up accordingly with no penalty to the affected team.
- D. A team must have a minimum of 8 players for an official game, *unless they have agreed to play with 7*. When playing with 8 players, a team may borrow a player from an opposing team or another team within the league with the consent of their opponent's manager. **The borrowed player cannot pitch. If a 9th player arrives after the start of the game, the borrowed player may only continue to play with the agreement of the opposing manager.** Note: If the borrowed player returns to his original team when the 9th player arrives, he can then be placed in the bottom of the batting line-up or used as a substitute for his own team.

NOTE: Both managers must agree in the presence of an umpire, that the game will count in the standings.

- E. All players may be substituted for defensively, at any time, without affecting the player's offensive status in the line-up. If the pitcher is removed, he may re-enter to pitch only one time during the course of the game, but not in the same inning. The removed pitcher may play any other position.

32. **THROWING THE BAT**

- A. Should a batter throw his bat as a disparaging act resulting from a disagreement with an umpire's call, the batter may be ejected.
- B. If a batter throws his bat in a dangerous fashion, after being warned by the umpire, he or she may be removed from the game for the general safety of other participants.

33. **TIE BREAKER**

- A. If a game is tied after seven innings of play, each offensive team will begin every half inning with a runner on second base.
- B. The runner who begins the inning on second base shall be the player who is scheduled to bat last in that respective half-inning.
- C. League time limits still apply.
- D. Tournament games will follow the same tiebreaker guidelines.

34. **TIME LIMITS & CURFEWS**

- A. **A two hour and 15 minute time limit will be observed in all games.** The game clock begins at the first pitch of the game. All innings begun before the expiration of the time limit shall be completed. However, no new inning may begin after the expiration of the time limit.
- B. Veteran's Memorial Park
 - 1. The diamond curfew for VMP 5 is 11:50 pm.
 - 2. If there is less than two hours and 15 minutes before the diamond curfew, either of the coaches during the pre-game conference may elect not to play the game. However, if they agree to play, the game will stand as a complete game regardless of the number of innings completed and time played.
 - 3. The lights are shut off at 12:00am. The City of Ann Arbor Parks and Recreation Department has the final decision on any change in curfew.

ADULT BASEBALL STAFF

Eliana Brinson, Adult Team Sports Supervisor, 994-2300 ext. 53254
Rick Mull, Supervisor of Officials, 994-2300 ext. 53209
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