

2016 STLBFL FINAL RULES

Addendum of Superseding Exceptions

Preface

All league games will be played using the rules and guidelines set forth in the "Official Rules of Major League Baseball" unless otherwise specified below. Rule exceptions for St. Louis *Baseball Forever League* (STLBFL) are enumerated below and supersede any other published or implied rules.

1.00 OFFENSIVE AND DEFENSIVE SUBSTITUTIONS AND HITTING

1.01 **Offensive and Defensive Players as Separate and Independent**

Offensive and defensive teams are separate and operate independently of each other. Teams may make unlimited defensive substitutions, except that pitchers who are removed from the pitching position may re-enter to pitch one time only. A pitcher may not re-enter to pitch during the same inning from which he was removed. Players may be substituted defensively, at any time, without affecting the player's offensive status in the line-up. Defensive changes for positions other than pitcher need not be reported to the umpire or the opposing team. Offensive players who are removed from the hitting line up via pinch hitter or pinch runner are allowed to continue participating in the defensive line up. Players who are removed from the offensive line up via an injury runner can not re-enter the game in any capacity.

1.02 **Number of Hitting Slots**

Teams may use nine or more hitting slots in their line-up. There is no maximum number of line-up slots however, a team must have at least nine batting slots unless they are forced to play with only eight players for that game. If a team is forced to play with 8 players because (i) only eight players are available or (ii) the team loses a player to injury, then the team is permitted to bat eight without penalty. However, if a team is forced to play with eight players because a player is ejected, then the team must take an automatic out for that spot in the batting order until that slot is filled with a 9th player.

1.03 Repealed on 12/21/13

1.04 **Minimum Players Needed to Play**

Teams must have at least 8 roster-certified players in the game at all times in order to play an official game. The eight players must be ready to play within the 15 minute grace period. The grace period begins to toll at the official game start time. See Rule 5.03

1.05 In-game Additions to Bottom of Lineup

Once a lineup is set and presented to the opposing team, players may be added to the end of the lineup after giving notice to the umpire and the opposing manager.

1.06 Lineup Reductions

Once a lineup is set and presented to the opposing team, it may only be reduced in the following exceptions; A player is ejected from the game and replacement player is not available. (See Rule 1.02), or a player is injured in the course of the game, or a player knows he will have to leave the game prior to its completion and his manager gives notice to the opposing manager and umpire at the lineup exchange. If the manager still has at least 8 filled batting slots in the line-up excluding the injured/absent player, the manager must notify the umpire and opposing manager of the situation and remove the batting slot from the lineup. The batting line-up will skip to the next batting position for the remainder of the game without penalty to the offensive team. If the injured/absent player is the 8th player of a team playing the game with only eight players, the game is forfeited at that juncture. Under no circumstance is a team permitted to field nine players and bat eight players.

1.07 Batters box

Batters must keep one foot in the box during their at bat, with the following exceptions:

- When batter is driven out by a pitch or has swung at a pitch.
- Defense calls time out or pitcher is off the mound.
- Defense attempts a play or a wild pitch / passed ball occurs.
- Catcher leaves his position.
- Offense (or batter) is granted a time out.
- Batter fakes a bunt or assumes possible ball 4.
- When the batter is out of the box, he may not leave the dirt area around home plate except in the case of a substitution, a conference or an equipment problem.

Notes: The intent of this rule is to keep the game flowing. When a player is in violation of this rule, the umpire will ask that the batter return to the batter's box – one warning per offending player. If the offending player does not return to the batter's box (or if the violation is repeated), a strike will be called without a pitch being thrown.

1.08 *Repealed on 11/28/11*

1.09 Base Running - Courtesy Runner

The STLBFLL allows the use of some substitute runners for the batter (base runner) of record other than pinch-running. The two types of substitute runners and the rules that govern the use of a courtesy runner are described in this article while the use of an injury runner is described in article 1.10. Each type of substitute runner has its own identity and is independent of each other. Neither of the two types of substitute runners, Courtesy Runner and Injury Runner, are a sub-set of the other.

1.09(a) Courtesy Runner

A **Courtesy Runner** is a substitute runner who is allowed to replace a batter once that batter reaches base. Each team will be allowed the maximum of three (3) courtesy runners per game. (Note: See Special Provisions for the 60+ Division) **The player who was put out last must be the Courtesy Runner.** With regard to Rule 1.09.(a) the following applies:

1. Each manager must designate the batter(s) needing **Courtesy Runner(s)** and notify the opposing manager prior to the start of the game. If a manager does not designate the batter(s) needing Courtesy Runners(s) prior to the first pitch of the game he has forfeited the right to designate any undesignated or additional batter(s) needing Courtesy Runner(s) for the remainder of game play.
2. During game play under no circumstances will the transfer of the right to the use of a **Courtesy Runner** from one player to another be allowed, even in the case of injury. The right to a Courtesy Runner must be attached to an individual player prior to the start of the game. During game play if any player is injured while he is a base runner and feels he must leave the base path (field of play) he has only the right to the relief of an Injury Runner as outlined in Rule 1.11 or a pinch runner (a bench player). Rule 1.06 outlines the disposition of a player who is injured while participating in game play in any other capacity (as a fielder, for example) and needs to be removed from the lineup.
3. **The player who was put out last** shall be defined as the last previous player (excluding players designated to use a Courtesy Runner or Injury Runner and any player functioning, at the time he was last put out, as a Courtesy Runner or Injury Runner) who was put out regardless of whether or not they reached base during his time at bat.

*CLARIFICATION – A batter who fails to reach base and runners who have reached base and are forced out on a fielder's choice play or runners that have reached base and are put out stealing or are thrown out trying for an extra base are all considered **“the player who was put out last”**. The **“player who was last put out”** can never be:*

- a. A player designated to use a Courtesy Runner, or*
- b. A player designated to use an Injury Runner, or*
- c. A player who was functioning as a Courtesy Runner, when last put out, or*
- d. A player who was functioning as an Injury Runner, when last put out.*

1.09(b) If a batter designated as needing a **Courtesy Runner** opts to run for himself, or forgets to get a Courtesy Runner and subsequently runs, he will lose his Courtesy Runner for the remaining portion of the game.

1.09(c) One or both players occupying one position in the batting lineup under the A/B provision as outlined in Rule 1.10 may be allowed a **Courtesy Runner**. However, Courtesy Runners are attached to individual players and not positions in the batting lineup.

CLARIFICATION – For example: If player 1A and player 1B occupy position 1 in the batting lineup and player 1A is allowed (using) a Courtesy Runner while 1B is not, then when player 1A comes to bat and reaches base he is allowed a substitute runner while when player 1B comes to bat and reaches base he must run for himself.

1.09(d) The offensive team that is invoking a **Courtesy Runner** has 60 seconds to make the runner change. If the runner is not replaced within this time period, the original runner must run and the right to use the Courtesy Runner for that particular batter will be forfeited for the remainder of the game. The 60-second time limit will begin at the moment that the umpire calls for time at the end of the play.

1.09(e) The STL BFL has no special rules to accommodate a runner for a catcher with two outs.

1.09(f) In the event that a player needing a Courtesy Runner reaches base and there has yet to be a player put out on the player's team (at the beginning of a game where no outs have been recorded) the Courtesy Runner will be the player in the last spot in the batting lineup (excluding players designated to use a Courtesy Runner).

1.09(g) **PENALTY** with respect to Courtesy Runners: When an improper Courtesy Runner is used, and the defensive team appeals to the umpire before the first pitch to the next batter, the umpire shall declare the Courtesy Runner out. After the first pitch is thrown, then the improper runner becomes the Courtesy Runner of record and the right to appeal is forfeited.

1.10 A/B Batting Line Up Position

A manager may declare at the time lineups are exchanged (prior to the start of play) a lineup where two (2) players occupy any one batting position. There is no prescribed order in which the two players in the A/B position in the lineup must bat or how often.

*CLARIFICATION: There is no requirement that player A and B alternate turns a bat, nor is there any requirement that both players bat. The only requirement is that when it is the turn of the batting position that both A and B occupy together either player A or player B bats and that neither player A nor player B bat in any other lineup position. **Under no circumstances may player B become a substitute runner for player A or vice-versa.***

CLARIFICATION: Once a batter goes to the plate in an A/B situation he must finish his at bat and run for himself until he is put out, scores a run or the ½ inning comes to an end, unless the player is allowed (using) a Courtesy Runner or Injury Runner as outlined in Rule 1.09 or he is removed from the lineup and replaced with a bench player.

Once a manager declares the use of this A/B system, he must continue using it for the remainder of the game. A hitting position that is vacated due to injury and for which there is no replacement player will be skipped over without penalty. Hitters in an A/B lineup may be pinch hit for, just as any other player.

*CLARIFICATION: When an A/B spot in the batting lineup is scheduled to bat, a manager may pinch hit for either player A or B but never both, simultaneously. During any one at bat only one of the A/B players may be removed from the lineup through pinch-hitting. **Under no circumstances may an A/B Batting Lineup Position be invoked/instituted after the start of play.** Under no circumstances may a player in an A/B Batting Position be moved to a different lineup position. **Once a player is in an A/B spot he cannot be used to “fill in” for a player who becomes injured and vacates his spot in the lineup.***

1.11 Injury Runner

- 1.11(a) If in the course of the game a player reaches base, subsequently becomes injured, and has not been allowed (using) a Courtesy Runner and there are no bench players available to replace the injured player, the player may have a substitute runner. This substitute runner will be called (labeled or referred to as) an **Injury Runner**. The player functioning as the **Injury Runner** will be the choice of the opposing team's manager. The opposing team's manager may choose any player from the batting lineup of the injured player's team to function as the **Injury Runner**, with the following exceptions:
1. The **Injury Runner** may not be on base, at bat, on deck, in the hole or scheduled to bat immediately after the player in the hole, at the time of the injury.
 2. The **Injury Runner** may not be a player using a Courtesy Runner as outlined in Rule 1.09.(a), at the time of the injury.
 3. The **Injury Runner** may not be a player who previously was allowed to use an Injury Runner but who's spot in the lineup has not yet been vacated, at the time of the injury.
 4. The **Injury Runner** may not be a player occupying an A/B spot in the lineup as outlined in Rule 1.10, at the time of the injury.

The opposing team manager selecting the **Injury Runner** from the batting lineup of the injured player's team has 90 seconds to make his choice, from the moment he is notified that an **Injury Runner** is needed/invoked. If the opposing team manager does not make his choice within this time period, the Injury Runner must then be **the player who was put out last**, with the manager of the Injury Runner's team given an additional 90 seconds to identify and place on the base path the correct runner. With regard to Rule 1.11 the following applies:

The player who was put out last shall be defined as the last previous player (excluding players designated to use a Courtesy Runner or Injury Runner and any player functioning, at the time he was last put out, as a Courtesy Runner or Injury Runner) who was put out regardless of whether or not they reached base during his time at bat.

CLARIFICATION – A batter who fails to reach base and runners who have reached base and are forced out on a fielder's choice play or runners that have reached base and are put out stealing or are thrown out trying for an extra base are all considered “the player who was put out last”. The “player who was last put out” can never be:

- a. A player designated to use a Courtesy Runner, or
- b. A player designated to use a Injury Runner, or
- c. A player who was functioning as a Courtesy Runner, when last put out, or
- d. A player who was functioning as an Injury Runner, when last put out.

Once the **Injury Runner** has been put out, scores a run or the ½ inning comes to an end, the injured player's spot in the batting lineup is vacated (and skipped over for the remainder of the game) without penalty as outlined in Rule 1.06. In addition, the injured player must vacate his position in the defensive lineup, and he may not play either offense or defense for the remainder of the game.

*CLARIFICATION: Once a player is granted an Injury Runner he may not take part in any part of game play, he is "done for the day". **Injury Runners are for the sole purpose of allowing a player who is injured while a base runner and is not put out a substitute runner. So, it is to allow an injured player who is on base and injured to leave the game and not forfeit/concede an out. The disposition of players injured in some other way and need to leave the lineup during the course of the game is outlined in Rule 1.06. Once an injured player leaves the base path and is replaced by an Injury Runner, he may not re-enter the game for any reason, not even to replace the Injury Runner. A player will not be allowed (granted) an Injury Runner if there is a bench player available to replace him. THERE is no limit to the number of times a team can invoke the Injury Runner rule.***

1.11(b) PENALTY with respect to Injury Runners: When an improper Injury Runner is used, and the defensive team appeals to the umpire before the first pitch to the next batter, the umpire shall declare the Injury Runner out. After the first pitch is thrown, then the improper runner becomes the Injury Runner of record and the right to appeal is forfeited.

1.12 Shared Line Up Rule

The STLBFLL allows teams to use the shared line up rule in lieu of the Courtesy Runner Rule and A/B Batting Line Up Rule.

1.12(a) Offensive substitution: The STLBFLL uses the Shared Lineup position to enter more than one player in any offensive batting order position.

1.12(b) Offensive substitution is unlimited, provided said player stays in the same spot in the lineup once he is placed there (i.e., a batter and a runner for that batter may occupy the same position in the offensive lineup; the manager must declare who is batting at that lineup position if there is a change. Neither player may appear in any other offensive lineup slot.) A manager may use an unlimited number of players in any lineup slot, but those players cannot be used elsewhere offensively.

1.12(c) A shared position in the offensive lineup may be initiated any time at manager's discretion.

1.12(d) Managers must notify umpires and opposing manager/scorebook when players in shared-lineup positions are being switched the first time in the game. (Penalty for failure to report: Handle same as batting out of order, and to challenge, follow the same rules that apply to batting out of order – ORB 6.07.)

1.12(e) There are no courtesy runners when using the shared lineup rule.

2.00 PITCHING

2.01 Hand to Mouth

The pitcher is permitted to go to his mouth on the dirt portion of the mound as long as he is not on the rubber and wipes off before going to the rubber.

2.02 Re-entry

Pitchers removed from the pitching position may re-enter to pitch one time as long as they do not re-enter to pitch in the same inning from which they were removed. An exception is granted if the relief pitcher becomes injured and the coach needs the removed pitcher to return in order to complete the inning.

2.03 Uniform Restrictions

The pitcher may not wear white or gray long-sleeved undershirts, or wear batting gloves, wristbands or jewelry on his pitching arm while he is on the mound.

2.04 Hitting Batters

Any pitcher who hits three (3) batters with pitches in the same inning or four (4) batters with pitches during a game must be removed from the pitching position and is not permitted to pitch for the remainder of the game. He may continue to hit and/or play defense.

2.05 Intentional Walks

If no one is on base, a pitcher may intentionally walk a batter (without throwing pitches) by declaring his intent to the umpire. The umpire will immediately wave the runner to first base. If any runners are on base, then the pitcher must throw all four balls.

3.00 SAFETY ISSUES

3.01 Collisions

Any offensive or defensive player who initiates intentional and high-impact contact with an opponent shall be called out and subject to ejection. No obvious or malicious attempt to initiate contact will be tolerated.

Base runners shall not use roll blocks or go out of the baseline to initiate contact. Slides should be directly to the bag and the slide may not go past the bag. **Players must slide into the base** or give up their right to a base (by stopping or leaving the base path) if the defensive player has possession of the ball. (NOTE: A base runner need not slide directly into a base as long as he slides in a direction away from the infielder attempting to make a play.) Under no circumstances can a base runner attempt to “take out” a fielder to “break up” a double play.

A defensive player shall not block the base or be in the base path so as to impede (obstruct) the base runners right to that base. A defensive player should not reach into the runner to catch a throw. A defensive player shall always leave a direct path open to the runner attempting to advance to a base. If a collision does occur under any of these circumstances, the runner will be considered safe and the obstruction rule shall be enforced.

Runners are not required to slide to a base or home plate, but it is recommended that runners slide on any close play. Runners who do not slide and initiate contact with the fielder will be called out and may be ejected if the umpire rules the contact was malicious or intentional.

3.02 Decoy Tags

Defensive players shall not use decoy tags or verbal inducements to get a runner to slide unnecessarily. The only permitted exceptions are that an infielder may perform a phantom double play or phantom cut-off that is strategically performed to limit the advancement base runners. A player that violates this provision will be warned once and ejected on a subsequent incident.

3.03 Bloody Injuries

If a player incurs an injury which results in an open bleeding wound or bloody saturation of the uniform, then the game should be stopped and the player should be given appropriate medical treatment. This should be done at the direction and discretion of the umpiring crew. If the player can be treated without undue delay, play should be stopped until the player has received proper treatment. A player may not return until the umpiring crew and coaching staffs are satisfied that no danger remains to other players from the transfer of blood-related disease due to contact with the injured player.

4.00 OFFICIAL GAMES - CALLED GAMES - RAINOUTS

4.01 Innings Requirements for Official Game

A game becomes official in the following circumstances:

- The teams complete a regulation nine inning game (or more if extra innings); or
- The teams complete five innings (4.5 innings if home team leads) before the umpires rule to cease play for any reason, (darkness, light malfunction, sprinkler system activation, player injury, civil unrest, rain, fog etc); or
- There is a 10 run discrepancy at the end of 7 innings or more (6.5 innings if home team leads); or
- The teams completed at least 5 innings and the teams have played for 3 hours (or in accordance with alternative field-specific time restrictions established by the EC) so that no new inning would begin after the 3 hour time limit. If an inning has begun prior to the 3 hour time limit, then that inning shall be completed (unless called for other reason such as weather, etc.)

4.02 Called Games

4.02 (a) If a game is called for any reason, it is an official game:

- If five innings have been completed;
- If the home team has scored more runs in four and a half-innings than the visiting team has scored in 5 innings.
- If the home team scores one or more runs in its half of the fifth inning to take the lead, even if the home half of the inning is not completed when play is ceased.
- If the home team scores one or more runs in its half of a **completed** fifth inning to tie the score when play is ceased, it shall be a tied game and indicated as such in the league standings.
- If an official game is called with the score tied, it shall be a tied game and indicated as such in the league standings.
- If a game is called before it has become an official game, the game shall be declared "No Game."

4.02 (b) A called game ends at the moment the umpire terminates play. In the event an official game is called while an inning is in progress, the final score and statistics for the game will be that score and statistics from the last completed inning except;

1. In the event the home team enters the home half of the 5th inning trailing and has taken the lead when the game is called, the final score and statistics will be those at the moment play ceased regardless if the home half of the 5th inning has been completed.
2. In the event the home team enters the home half of the 5th inning with the score tied and the game is called before the inning is completed without the home team taking the lead, the game is not official and shall be declared "No Game."

4.02 (c) All called games which have achieved an official status are final. There are no suspended games in the St. Louis Baseball Forever League, including playoffs. Any game called during an incomplete inning shall revert back to the previously completed inning, unless the game is called in the home half of an inning in which the home team has scored more runs than the visiting team.

4.03 Rescheduling Rain Outs

The league managers will have access to the current list of possible make up dates for all rainouts. When a game is rained out, the managers will have 72 hours to agree on a rain out date and will inform the CFST of the date. If the managers cannot agree on a date within 72 hours, the CFST will reschedule the game. Managers can not contest games rescheduled by the CFST.

4.04 Umpire Notification

In the event of rain, it is the responsibility of the scheduled home team to conduct a timely check of field conditions and notify the CUR and the manager of the opposing team of the conditions and possible postponement of the game. Decisions on whether to play should be determined among this group as soon as possible to permit early notification to umpires and players. In addition, the EC may cancel a game if after monitoring the weather radar and forecast it is their opinion a line of storms is imminent and almost certain to cause an unplayable field. As soon as the parties decide a game must be postponed or cancelled for any reason, the CUR or his designee will contact the umpires and notify them of the decision. Managers are responsible for notifying their players of postponements.

5.00 PREGAME & GAME PROTOCOL

5.01 Pre-game Infield

Teams should cooperate to ensure that both get a fair opportunity for infield/outfield practice before the game. Generally, the home team has the field until 15 minutes before the game. The visiting team has the field 15 minutes prior to the game.

5.02 Time between Games

When multiple games are scheduled at the same site on the same day, there will be a minimum of 15 minutes between games (unless games are running behind and both managers agree to start early).

5.03 Grace Period

Teams will be granted a 15- minute grace period to produce enough roster players to avoid a forfeit. A team must have at least 8 (eight) of its players to start an official game. If the 15 minute grace period is invoked, the time used will be deducted from the time limit. The game clock begins running at the scheduled start time.

5.04 Foul Balls

The team at bat is responsible for retrieving foul balls.

5.05 Exchanging Line-up Cards

- 5.05(a)** Managers are required to use line up cards provided by the league. The team manager or representative is required to submit a line-up, including last name, first initial, and jersey number of all players present at the time of ground rules, to the opposing manager and Umpire in Chief. **A PLAYER NOT PRESENT AT TIME OF LINE-UP EXCHANGE SHALL NOT BE INCLUDED ON THE PREGAME LINEUP CARD.** Managers shall indicate on the line up card and declare to the umpire and the opposing manager at the time of ground rules if a team will be using the "shared line up rule" (Rule 1.12) or the "courtesy runner and A/B batting slot rule" (Rule 1.09 and 1.10) Players arriving after the start of the game may be added during the course of the game once the opposing team's coach has been notified of the addition. The Umpire in Chief shall keep a copy of the line-up cards and ensure that the line-up cards are exchanged prior to the start of the game. Once presented, the lineup card is the official document to be used when determining the proper batting order.
- 5.05(b)** Injured players who are present earning game credit shall be listed on the "Roster" section of the line up card. Managers should indicate on the card and notify the opposing manager that the listed player is earning game credit only and is not eligible for game play. Players listed as earning game credit only cannot be used in the offensive or defensive line ups in any capacity.

5.06 Both Teams Keep a Scorebook

Both teams should keep scorebooks and communicate changes in the offensive line-up and pitching position to the opponent's scorekeeper.

6.00 UMPIRES

6.01 Authority

The Umpire in Chief will be the official STLBFL representative during the course of all games. His decisions are final. Protests can be filed only in the event of a call that is in direct conflict of the league-sanctioned rules. Umpire judgment calls may not be disputed or officially protested in the league office.

6.02 Ejections

Ejected players, coaches or fans must leave the field of play immediately and the playing site upon gathering their belongings. The ejected player's lineup spot will be filled by a substitute if one is available. Otherwise, the ejected player's lineup spot is skipped in subsequent at bats. Failure by the ejected person to comply with this rule will result in a **forfeit** of the game. Whenever a player is ejected, the team manager must notify the Manager's Liaison within 12 hours of the end of the game via phone or email, and the Manager's Liaison shall inform the Chairman of Umpires and Rules (CUR). Whenever a player is ejected, the umpire and/or the umpire association will submit a written report to the Chairman of Umpires and Rules (CUR) via email or facsimile within 5 days of the end of the game. .

6.03 Game Suspensions

Regardless of the following, the EC reserves the right to extend or reduce suspensions at their discretion if investigations reveal circumstances which warrant further consideration.

Players ejected for the first time in a season will not receive an automatic suspension unless the ejected player does not immediately leave the field of play or playing site. If a team's game is forfeited by the umpire due to an ejected player not leaving, then the player and his manager will receive an automatic 2 game suspension. Any player ejected twice during the same season, regardless of reason, will receive an automatic 2 game suspension. Any player ejected for a third time during the same season, regardless of reason, must meet with the CUR who will submit a written recommendation to the EC. The player must receive a written notice of reinstatement from the EC before being permitted to compete again. Decisions of the EC are final.

Regardless of the above, the following suspensions will be automatic:

- 1) Any player who initiates physical contact with an umpire before, during or after a game will receive a 2 game suspension.
- 2) Any player who verbally challenges a player, umpire or fan to fight before, during or after a game will receive a 2 game suspension.
- 3) Any player ejected for fighting, or if after an ejection he initiates a fight with any player or umpire, the guilty player will be suspended for the remainder of the season and playoffs.

6.04 Protests

Protests are allowed only on rules interpretations or player ineligibility violations. Protests must be filed with the league office within 48 hours of completion of the game being protested. Protests on a judgment call by an umpire will not be accepted. To protest a game, a manager must: notify the umpire and the opposing manager that the game is being played under protest; write in the official team's scorebook the situation and on what grounds the game is being protested; and sign the official scorebook. Protesting teams asking for a formal ruling from the EC must write a check for \$25 to STLBFLL and submit it with a written report to be reviewed by the CUR and the EC. The CUR will review and rule on the matter unless he is associated with one of the teams playing in the game being protested. In this situation, the EC will assign a qualified, neutral and objective party to rule on the protest. If the protest is upheld, the \$25 will be returned to the manager.

7.00 EQUIPMENT

7.01 Uniforms

All teams must have baseball uniforms consisting of caps, numbered jerseys, baseball pants, socks and baseball footwear. Each player's uniform must be of similar design to his teammates' uniforms. **Uniforms with duplicate numbers or uniforms without numbers are not allowed. Players with duplicate numbers or players wearing uniforms without numbers will not be allowed to participate in a game.** Managers who are not players shall not be required to wear uniforms.

7.02 Wood Bats

STLBFLL is wood bat league affiliated with the National Roy Hobbs Baseball Association. Composite, wood and wood/metal (handle) bats are allowed. Bats must be manufactured by an authorized supplier and cannot be altered in any way.

8.00 SCOREKEEPING STATISTICS & STANDINGS

8.01 Official Scorebook

The home team scorebook is the official scorebook unless the home team cedes the responsibility to the visiting team and informs the umpire thereof. The league encourages teams to agree on universal criteria for determining hits and errors to avoid extreme statistics inflation by some teams and wide disparities in statistical record keeping.

8.02 Standings and Recording of Scores

The CC will maintain official league standings. Managers must record scores and player attendance in the Home Teams Online (HTO) database within one week of game completion. Opposing managers should validate attendance of the opposing team. Noted discrepancies should be forwarded to the league (ML). **Failure to enter scores and player attendance within one week of game completion will result in NO players receiving credit for that game.**

8.03 Final Standings, Ties and Playoff Seeding

Final league standings will be determined by won/lost percentage. Head-to-head competition, followed by least amount of runs allowed during the regular season will decide ties.

8.04 Copies of League By-Laws and Playing Rules

All managers are required to have a current copy of the League By-Laws and Playing rules in their possession at league games.

9.00 FORFEITS

9.01 Forfeit Provisions

A team will forfeit a game under the following circumstances:

- If fewer than 8 players are available within 15 minutes of the official start time of the game (15-minute grace period); or
- If fewer than 8 players are available after the start of (or during) the game because players are lost due to ejection or injury; or
- If a team uses an ineligible player; or
- If one of its players fails to leave the complex after being ejected.

9.02 Team Penalties for Multiple Forfeits

Any team that forfeits two games in one season must meet with the EC to determine what sanctions or interventions may be imposed. Individual circumstances should be considered before rendering a decision. If a team forfeits more than one game during the course of the season, they lose their right to receive EC issued rebates that may be dispersed at the conclusion of the season.

9.03 Scoring Forfeits and Player Credit

If a game in progress results in a forfeit, all players present shall receive game credit. If a game is forfeited prior to the official start, all players on the roster of the winning team shall receive game credit while no players on the losing team shall receive game credit. All games which result in a forfeit will be scored a 9-0 victory for the winning team with the winning team scoring 1 run per inning. Individual player stats for both teams for forfeited games in progress may be entered into the league web site.

10.00 CODE OF ETHICS

10.01 Managers Responsible for Team Behavior

Team managers have the responsibility for their team's actions prior to, during, and after all games.

10.02 Player and Fan Conduct

All players, managers and fans will abide by the following rules:

- All players and coaches are expected to exhibit a sense of sportsmanship and play with due regard to the safety of the umpires and other players; and
- Fighting among players or aggressive physical contact with an umpire will not be tolerated and offending players will be ejected from the game and will be suspended per Section 6.03; and
- No player or coach shall lay a hand upon, shove, strike, or threaten an official; and
- No player will use unnecessarily rough tactics in the play of the game against the body or person of an opposing player; and
- No player, coach or fan shall threaten or aggressively confront any player, coach, official, or spectator, before, during, or after a game; and
- No player, coach or fan shall verbally abuse any player, coach, official, or spectator, before, during, or after a game; and
- There will be no beer or alcoholic beverages permitted in the dugout or on the field before, during, or after the game; and
- No player shall consume alcoholic beverages or illegal drugs during the game or be upon the field at any time in an intoxicated condition; and
- No individual player shall submit criticisms via email or other form of writing directly to EC members. All such communications shall go through team managers who may then submit communications to the EC.

The Executive Council may suspend or expel any player or coach, or may impose sanctions or probations to any player or team for conduct that is prejudicial or detrimental to the welfare, interest, reputation, or character of the league.

10.03 Brisk Pace Required

Team managers have the responsibility to prompt their team and work with the umpires to keep the game moving at a brisk pace. Players will be instructed to hustle on and off the field and keep play moving. The home plate umpire has the authority to warn players to expedite exiting and entering the field to initiate a new inning of play. If an umpire identifies a particular player or team to be chronic offenders of undue delay, the EC may investigate the matter and impose a \$25 fine against the offending team and enforce the penalty against any rebate otherwise due.

11.00 Special Provisions for the 60+ Division

11.01 Batters Forced Out at First Base

A batter cannot be forced out at first base on any play where an outfielder comes into contact with the baseball.

11.02 Maximum Runs per Inning

Teams are limited to 5 runs in any half inning. However, if in achieving the 5 maximum runs allowed per half inning, an over-the-fence home run is hit with men on base that results in more than 5 total runs, all of the runs will score and be counted. This rule will apply to all innings except the 8th and 9th innings. During these innings, each team may score as many runs as possible. Note: There is no mercy rule being used in the 60+ division.

11.03 Each team will be allowed the maximum of four (4) courtesy runners per game.

12.00 Post Season Rules - Format - Tie Breakers

All regular season rules apply to post season games including mercy rules except for those rules listed below.

12.01 Post Season Time Limit

There is no time limit for all STLBFLL post season games.

12.02 Divisional Format

12.02 (a) 45 Division Format

The 45 Division will play a 7 team single elimination tournament. The championship will be decided in a 2 out of 3 series between the final 2 remaining undefeated teams.

12.02 (b) 53 Division Format

The 53 Division will play a qualifying pool play round with teams 4 through 7 playing the remaining 3 teams once each to determine which teams will advance to the A and B pools. After the teams qualify, the division will be divided into a pool play tournament with teams 1 through 5 playing for the league championship (Pool A) and teams 6 through 10 playing a consolation tournament (Pool B). In pool play, each team will play the remaining 4 teams within their respective pool one time each. The 2 teams with the best record in their respective pool will play a best 2 out of 3 series to determine the winner of the pool.

12.02 (c) 60 Division Format

The 60 Division will play a 6 team single elimination tournament with teams 1 and 2 receiving a first round bye.

12.03 Post Season Tie Breakers

12.03 (a) If a post season game is tied after 9 innings, play shall continue into extra innings to determine a winner. In the event a post season game **in pool play** is ceased by the umpire for any reason (weather, lights, etc.) and the score is tied, then the game shall be declared a tied game in the pool play standings. In the event a post season game **in bracket play** is ceased by the umpire for any reason (weather, lights, etc.) and the score is tied, then the following tie breakers will be used to determine the winner. Note: With the exception of rule 12.01, all other elements of Rules 4.01 and 4.02 will apply to post season play; specifically there will be no suspended games in post season play.

45 and 60 Division Bracket Play Tiebreakers

1. Head to head regular season won loss.
2. Head to head regular season runs allowed.
3. Regular season overall won loss.

4. Regular season total runs allowed.
5. Coin toss.

12.03 (b) In the event a post season pool play record ends in tied standings, the following tie breakers will be used to determine advancement within pool play.

53 Division Pool Play

1. Head to head pool play won loss.
2. Head to head pool play runs allowed.
3. Total pool play runs allowed.

12.04 Championship Games

In the event a post championship game or series ends in a tie, teams will be declared co-champions.