

**ST. LOUIS AMATEUR BASEBALL ASSOCIATION**  
**PLAYING RULES**

**1.00 ENTRY FEE**

1.01 Entry fees, covering association-operating costs, will be paid by each participating team during the year and shall be the responsibility of the head of the organization. Costs should be determined no later than the January regular meeting.

1.02 A deposit of \$250.00 will be made at the January meeting by the first team in each organization. Additional teams in an organization will make deposits of \$100.00.

1.03 Full payment of all fees shall be due no later than the May regular meeting with the exception of the 14 and 13 & under teams that shall be paid in March.

1.04 Entry fees shall include: affiliation fees, insurance, game balls, trophies, banquet reservations, awards, and any other fee determined by the Executive Board.

1.05 Umpire fees are not part of the entry fee; each team is required to pay one umpire directly on the field prior to the commencement of the game. Umpires are to be paid the exact contracted fee, no more and no less.

**2.00 ELIGIBLE PLAYERS, TERRITORIES & RECRUITING**

2.01 Eligible Players Each organization can draw players who attend any public or private high school in the immediate St. Louis metropolitan area or adjoining counties (the player's legal residence is the address recorded at the school the player attends as of March 31 of the current year). While programs do not have exclusive rights to players from "base schools," the spirit of this rule is that the majority of an organization's players should be recruited from within a reasonable distance to the home field of that organization. Programs are encouraged to avoid recruiting players from Illinois high schools where the high school coaching staff is involved with a SLABA organization.

2.02 Players not in High School Eligible junior college, college or university students, or players not in school, are eligible to play for any SLABA program as long as they meet the age requirements of SLABA.

2.03 Age Limitation A player's age may not exceed the age of the group for which he is playing before May 1 of the current season. Example; if a player's 16<sup>th</sup> birthday is April 30 of a season he is not eligible to play on a U15 year old team, but if his 16<sup>th</sup> birthday is on May 1, he is eligible to play on a U15 team that season.

### **3.00 ROSTERS**

3.01 A roster with a limit of 25 players will be due to the association's President on or before June 1 of any playing year. Any player not on an approved SLABA roster is ineligible to play on any SLABA team in any game.

3.02 Permanent or tournament roster deadline shall be in accordance with the National Rules of any respective affiliation.

3.03 Birth certificates and player releases shall be checked by the Executive Committee on or before June 1 of the playing year.

3.04 No more than eighteen (18) players may be dressed for any league game.

3.05 A player may be added to the league roster by written notification, with all proper paperwork, to the association's President twenty-four hours before he is eligible to play in a league game, provided there are spaces available, by June 15.

3.06 A player may be on two or more age group rosters. However, once he accumulates 30 plate appearances in league games at the higher level he may no longer bat in a league game at the lower level. Or, once he accumulates 15 innings pitched in league games at the higher level he may no longer pitch in a league game at the lower level. The only exception is if an entire team is playing in two separate age groups. Then, this rule will not apply to that age group.

3.07 If separate leagues exist for 17U and 18U, the Junior varsity (17&U) roster can have a maximum of three (3) eighteen (18) year old players.

### **4.00 OFFICIAL GAME**

4.01 Home team will be the official scorer.

4.02 Each team is responsible for online data entry of their league game scores and all other stats required through the league's official statistical service.

4.03 Scores and stats of non-league games and tournaments shall be the responsibility of all member teams.

4.04 If a game is delayed because of rain, lightning, darkness or any act of nature after 4.5 innings when the home team is winning or after 5 complete innings when the visiting team is winning, then it is an 'official game.'" This includes league, SLABA tournament or playoff games. Tied games must be completed in a timely manner and it is recommended that they be played prior to another SLABA league game -- when umpires are paid by the inning (up to the beginning of the third inning, when a full game fee is then due to the umpires).

4.05 Any game that is suspended or tied and is not an 'official game' will be continued at the point of suspension – per Major League rules.

4.06 The League Commissioner, with the approval of the Executive Committee, shall have the power to schedule all games needed to be played for the purposes of playoffs and/or final standings (seedings).

4.07 A thirty-minute break will be allowed between games when two are to be played by the same teams.

4.08 Every effort must be made by every manager to play every game scheduled. However, prior to the scheduled start of any league game, a visiting manager may inform the home team manager and the umpires of his refusal to play the game at that time, due to unsafe field conditions. His refusal must be founded on an obvious and reasonable concern for the safety of his players. The conditions of the playing field shall be noted by the umpires and reported by the crew chief to the association's President to substantiate or discount the concern of the visiting team.

## **5.00 PROTESTS**

5.01 The manager of the protesting team must notify the association's President within twelve hours of the protested game by telephone and must submit in writing details of the protest within twenty-four hours after the game in question. A check for \$50.00 must accompany the protest. If the protest is upheld the check will be returned.

5.02 The Executive Committee shall rule on all protests.

5.03 Members of the Executive Committee involved in the protest are ineligible to vote at the hearing.

## **6.00 ADDITIONAL PLAYING RULES**

6.01 All games shall be seven (7) innings, unless the home team is leading by ten (10) runs after four and one-half innings or the visitors are ahead by ten (10) after five (5) full innings.

6.02 All games shall be officiated by two (2) umpires unless agreed to by both managers in the event of only one (1) umpire being present at the start of the game.

6.03 All umpires who officiate a game must sign the scorebook of both teams. Umpires shall report ten (10) minutes prior to game time to cover the ground rules with both teams.

6.04 A team's bench is to be occupied by no more than 18 players, manager, coaches, scorekeeper and bat boys.

6.05 Smoking or chewing of tobacco on the field or on the bench is not allowed at anytime (See Rule 7.05 for related rule and suspensions).

6.06 Pitching Visits--- Trips to the mound will conform to Major League rules.

6.07 All players will be uniformed in the team uniform.

6.08 All managers and coaches will be required to wear team attire, defined as any combination of the following: a team shirt, team jersey, coaches' shorts, baseball pants, team pullover, team hat, and baseball-appropriate footwear. Any coach not abiding by this dress code will not be allowed on the field of play during a SLABA league game. Coaches in violation will be reported to the league commissioner the following day for suspension.

6.09 Catchers will wear protective cap and throat protector while catching. A non-catcher warming up a pitcher before the regular catcher is out for such purpose must wear a mask or helmet. A bullpen catcher must wear a mask or helmet and shin guards.

6.10 Teams have the option of using a designated hitter (DH), extra hitter (EH), or both in their game lineup. The designated hitter will be in conformance with American League rules (see Appendix). The extra hitter would be considered a "position" in the team's lineup, meaning you can move the ten (10) players in your lineup around in the field interchangeably among the nine (9) fielding positions.

6.11 A "courtesy runner" may be used for a catcher or the pitcher of record at any time during the game. The runner may not be a player already entered into the game and may not be a player removed from the game. The "courtesy runner" does not have to be the same person each time during any given game.

6.12 Protests must be made known to an umpire prior to the next pitch of the game. Umpire must announce the game is being played under protest. The umpire will file a complete written report to the association's President and the Umpire-in-Chief will be available for the protest meeting.

6.13 The NCAA "slide rule" shall be in effect during all league games. See Appendix.

6.14 The NFHS "re-entry rule" shall be in effect for all league games. See Appendix.

6.15 Bats are to be regulated by NFHS rules. See Appendix.

## **7.00 CONDUCT RULE**

7.01 No player, coach, scorekeeper, bat boy, manager, or any other person identifiable with any team in the association, shall ride, abuse, heckle or make any uncomplimentary remarks or gestures whatsoever to any opposing player, team official, umpire or tournament official. Any violation is subject to immediate ejection from the game.

7.02 Any manager, coach, or player who continuously conducts himself in an ungentlemanly or unsportsmanlike manner (which would bring discredit to this association), while participating in any competition sanctioned by this association, may be removed from further competition for the remainder of the season, and is subject to a stiffer penalty as designated by the Executive Committee, only after conducting Due Process. Such process shall begin within 48 hours of said infraction.

7.03 Any player, coach, manager or party accompanying a team will be suspended for the remainder of the game from the time of a rule infraction if they: a) use profane language; b) make any unnecessary gestures in protesting an umpire's decision; c) throw a bat or any other equipment; d) make any unnecessary gestures to fans or opposing players; or e) resort to unnecessary roughness on the playing field. No warning is necessary before an ejection for this rule.

7.04 When a SLABA coach or player is ejected from a game by a league umpire for physical contact, that coach or player is suspended for the next league game, subject to further review by the Executive Committee and possible additional action. The umpire should complete the incident report form and submit it to the league President for use in the further review.

7.05 No player, coach, scorekeeper, bat boy, manager, or any other person identifiable with any team in the association, shall possess or consume any form of alcoholic beverage, possess or consume any form of a regulated substance, or use any form of tobacco immediately prior to, during, or immediately after any game at the location of the game. Any violation is subject to immediate ejection from the game if before or during a game and a one game suspension if after the game. A second violation shall result in a suspension for the next five league games. A third violation shall result in that person appearing before the Executive Committee for a disciplinary hearing.

7.06 All head coaches are responsible for upholding all league playing rules.

## **8.00 FORFEITURES**

8.01 When a league game has been legally scheduled, it is the responsibility of both managers to play this game on the date and at the time and place so scheduled. If a game is rained out, the Directors of each organization should be notified and the home team manager contacts the visiting manager to reschedule within 48 hours of the original game time. After 48 hours, if the managers have not rescheduled the game, then the home team Director has 48 hours to contact the visiting team Director and reschedule the game. If the game has not been rescheduled within this time, the Commissioner of that age group recommends a fine of \$100.00 for the offending team and the Executive Committee sends out a fine notice. It is recommended that the last week of the season remain open for make-ups, if at all possible. League games take precedent over all others.

8.02 All forfeitures are subject to a \$100.00 fine levied and collected before the offending team can play another league game.

8.03 The offending teams must pick up all extra umpire fees due to the rescheduling or postponing of games when the umpires were not sufficiently notified in advance; this does not include games postponed due to inclement weather after the umpires have arrived, but does include games where poor field conditions exist and home team manager was lackadaisical in his duties.

## **9.00 SHOES**

9.01 Metal spikes shall be permitted at the 14 and under level on up.

## **10.00 AMERICAN AMATEUR BASEBALL ASSOCIATION (SPECIAL RULES)**

## **11.00 PONY BASEBALL, INC (SPECIAL RULES)**

## **12.00 NATIONAL AMATEUR BASEBALL FEDERATION (SPECIAL RULES)**

## APPENDIX

### A. American League Designated Hitter Rule.

Any League may elect to use the Designated Hitter Rule. (a) In the event of inter league competition between clubs of Leagues using the Designated Hitter Rule and clubs of Leagues not using the Designated Hitter Rule, the rule will be used as follows: 1. In World Series or exhibition games, the rule will be used or not used as is the practice of the home team. 2. In All Star games, the rule will only be used if both teams and both Leagues so agree. (b) The Rule provides as follows: A hitter may be designated to bat for the starting pitcher and all subsequent pitchers in any game without otherwise affecting the status of the pitcher(s) in the game. A Designated Hitter for the pitcher must be selected prior to the game and must be included in the lineup cards presented to the Umpire in Chief. The designated hitter named in the starting lineup must come to bat at least one time, unless the opposing club changes pitchers. It is not mandatory that a club designate a hitter for the pitcher, but failure to do so prior to the game precludes the use of a Designated Hitter for that game. Pinch hitters for a Designated Hitter may be used. Any substitute hitter for a Designated Hitter becomes the Designated Hitter. A replaced Designated Hitter shall not re enter the game in any capacity. The Designated Hitter may be used defensively, continuing to bat in the same position in the batting order, but the pitcher must then bat in the place of the substituted defensive player, unless more than one substitution is made, and the manager then must designate their spots in the batting order. A runner may be substituted for the Designated Hitter and the runner assumes the role of Designated Hitter. A Designated Hitter may not pinch run. A Designated Hitter is "locked" into the batting order. No multiple substitutions may be made that will alter the batting rotation of the Designated Hitter. Once the game pitcher is switched from the mound to a defensive position this move shall terminate the Designated Hitter role for the remainder of the game. Once a pinch hitter bats for any player in the batting order and then enters the game to pitch, this move shall terminate the Designated Hitter role for the remainder of the game. Once the game pitcher bats for the Designated Hitter, this move shall terminate the Designated Hitter role for the remainder of the game. (The game pitcher may only pinch hit for the Designated Hitter). Once a Designated Hitter assumes a defensive position this move shall terminate the Designated Hitter role for the remainder of the game. A substitute for the Designated Hitter need not be announced until it is the Designated Hitter's turn to bat.

B. NCAA slide rule.

**Force-Play-Slide Rule**

SECTION 4. The intent of the force-play-slide rule is to ensure the safety of the defensive player. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

a. On any force play, the runner must slide on the ground and in a direct line between the two bases.

**Exception**—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.

(1) "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground.

(2) "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

**A.R.**—If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.

b. Contact with a fielder is legal and interference shall not be called if the runner:

(1) Makes a legal slide directly to the base, or

(2) Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play.

(3) Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.

**A.R.**—When the base runner slides beyond the base, but does not (1) make contact with, or (2) alter the play of the defensive player, interference shall not be called.

c. Actions by a runner are illegal and interference shall be called if:

(1) The runner slides or runs out of the base line in the direction of the fielder;

(2) The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;

(3) The runner's raised leg makes contact higher than the fielder's knee when in a standing position;

(4) The runner goes beyond the base and either makes contact with or alters the play of the fielder;



**A.R.**—"Beyond the base" means any part of the offensive player's body makes contact with or alters the play of the fielder beyond the base.

(5) The runner slashes or kicks the fielder with either leg;

(6) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

**PENALTY for 1-6—(1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.**

(2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.

(3) If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.

**A.R.**—If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

*Note: On a force play, with a two-man umpiring system, if the plate umpire does not have a potential play at the plate, he should move toward the base to observe the runner going into second or third base. In this situation, the base umpire must follow the throw and may not see the true effect of the lead runner's action.*

C. NFHS re-entry rule.

Rule 3-1-3: Any of the starting players may be withdrawn and re-entered once, including a player who was the designated hitter, provided such player occupies the same batting position whenever he is in the lineup. A substitute who is withdrawn may not re-enter.

D. NFHS bat regulations.

In high school baseball in the United States, the bat is not allowed to be more than 2 5/8 inches (67 mm) in diameter. It must have a drop of no more than minus three. A 34-inch (863.6-mm) bat would weigh at least 31 ounces (.88 kg). The bat in high school may consist of any safe, solid, uniform material; the NFHS rules state only "wood or non-wood" material. The NFHS bat regulations shall apply to U15 and older. The bat weight shall be no less than minus five for all ages younger than U15. The use of an illegal bat shall result in the batter being called out and ejected from the game. No runners may advance on a batted ball with an illegal bat.

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