

Summer Expectations and Procedures

- Partner contact each other morning of your game confirming time and location.
- Confirm your game the DAY OF your game. Coach/League contact is in Arbiter on your game. DO NOT contact sooner than day of game....That will confuse leagues/coaches who umpires are for your games.
- Inclement Weather
 - MSBL must check website
 - STLFBFBL will be updated in Arbiter (Gary Schmitt and Rick Bergman)
 - Legion/SLABA/Game 7 will be updated in Arbiter

Summer Expectations and Procedures

- All summer assignments require a Black GSLAU Hat....NO MSHSAA Patches or other associations hats or patches are permitted.
- Partners need to dress in the same uniform.
- Be aware of your surroundings....Cover up when changing. Urinate in bathrooms not in the dugouts, outside cars, in the open, etc.
- No cell phones are to be used on the field while umpiring.
- Coaches/players need to stay in dugouts...no buckets outside the dugouts.
- Stay out of the dugouts...Have them bring you balls, address coaches' questions outside of dugout. We should never be going into the team's dugouts.

Ejections/Incident Reporting

- All Ejections require an ejection report
 - Reports need to be submitted the night of the game...Only takes a few minutes to fill out the form.
 - ALL of our leagues want to be notified of ejections
 - Up to the individual leagues how they discipline.
 - Ejection report is found on the GSLAU website.
 - Fill out each required field....Leave opinions out and only state the facts of the Ejection
 - Each ejection needs the Player/Coaches name in the report.
- Unruly Fans
 - Use the head coaches first to take care of the issues
 - Do not go looking into the stands and inserting yourself into a bad situation

SLABA - Cash at the plate

\$95 18u/17u \$80 16u/15u

- You will receive a RULES CARD at the plate meeting.
- DH for P only. P/DH can stay is as DH in on lineup card as the P/DH
- MLB Rules except for the following.
 - Teams can use EH, DH, or Both
 - Courtesy run for P&C of record at any time, but only with a player that has not officially entered the game
 - NCAA Slide Rule—Slide directly to the base
 - NFHS Re-entry
 - Mound visits 1 per inning per pitcher
 - Double switch to move pitcher to fielding positions must be accomplished with the umpire prior to the coach crossing the baseline

SLABA - Cash at the plate

\$95 18u/17u \$80 16u/15u

- Lineups official at plate meeting---All subs must be reported to umpires
- Game is a forfeit when a team does not have 8 players to start
- 15-18U – No new inning after 2 hour 20 min (Regular season only)
- 7 inning games
 - 10 runs after 5 innings
 - 15 runs after 4 innings
 - 20 runs after 3 innings
- Official game is 4.5 innings
- Any protest of a rules application must be done prior to the next pitch

Legion - Cash at the plate

\$95 AAA \$80 AA/A

Legion Rules

- OBR is base ruleset
- Mercy: 10 after 5 innings
- FPSR
 - Slide or peel away from fielder
 - Can go through base (NCAA)
- NFHS
 - Re-Entry
 - Electronic Communication
 - NFHS Bat Rules (some tournaments are wood bat only)
- Designated Hitter – No P/DH option
 - A/AA– Any defensive player
 - AAA – Pitcher Only
- Courtesy Runners
 - Any eligible substitute
 - Cannot use same runner for pitcher/catcher in the same *inning*.
 - Cannot use last out.
- Live ball balks, teams can elect the result of the play (MO Rule)
- 2 hour time limit (Dist. 10 A/AA)

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Game Length

- 7 innings
- 2 hr 5 min time limit Monday – Thursday (REGULAR SEASON ONLY)
- 2 hr 15 min time limit Friday – Sunday (REGULAR SEASON ONLY)
- If at the end of 7 innings there is a tie, play as many innings as needed until time limit. Once time limit expires play up to 2 additional extra innings. (REGULAR SEASON ONLY)
- Regular season game can end in a tie.
- Playoffs – No Time Limit and game must have a winner, unless field conditions and/or light conditions dictate otherwise.

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Batting and Lineups

- Lineup Cards generally not taken at ground rules – Teams responsible for making sure lineups are correct.
- Number of batters – minimum of 10 batters must bat
 - Exceptions – 18+ division minimum is 9 batters, or team only has 8 or 9 batters
- Removal of a batter – Injury, ejection, or other reasons a person not batting must replace them. If no reserve batter can do then:
 - If person leaves lineup prior to the 6th inning, then spot is skipped, and all batters move up one spot no penalty to the team.
 - If person leaves 6th inning and beyond then the spot is left open and an out will be recorded each time that spot comes up

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Baserunning

- Force play slide rule in effect
- DECOY RULE – any field may use a decoy if it serves a strategic purpose. Example: Fielder sees a steal attempt on a hit and run and the ball is hit on the ground, the fielder may look up in the air and try to call the pop up when in fact the ball is on the ground. This could cause the fielder to retract to first base and prevent him from advancing. However, if a fielder fakes a tag, forcing the player to slide, when there is no strategic purpose, the runner will be ruled safe, and ALL runners will advance one base. This is a judgement call on the umpire and cannot be protested.
- Courtesy Runners – ALL Divisions can use 2 courtesy runners and must be designated prior to the game as to which players will have a courtesy runner. In addition, the catcher may have a courtesy runner **WITH 2 Outs only**, this must be the catcher of record and does not have to be declared before the game. Courtesy runner is the player who made the last out (not last batted out)

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Pitching

- OBR – Bulk Rule for pitching, ball is not immediately dead.
- Pitcher hits 4 batters in any one game or 3 batters in an inning they must be removed from pitching.
- 8 warm up pitches for starters before first inning and 5 pitches between innings after that. Any new pitcher can get up to 8 pitches unless it is for an injury, then a reasonable number of warm up pitches can be given after 8 if needed.

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Game Management

- No consumption of alcohol before or during the game – game ejection and suspension
- No smoking on the field of play or in the dugouts – game ejection and suspension
- Throwing of equipment in anger – Game ejection and subject to suspension
- Improper Equipment (including metal spikes on fields where not allowed) – Game ejection and 1 year suspension for player and 3 game suspension for manager.
- Excessive use of abusive, offensive, threatening, or foul language directed toward umpire, opponent, manager, coach or spectator – game ejection and suspension

STLFBL – Paid through Arbiter \$125

Executive Council

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Must have **8 players to play a game** and they must be ready to play within a **15 minute grace period**.

There is no limit to the number of players in the batting order

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1.05 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.

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\$125

A Courtesy Runner: 4 allowed per game. This 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+ and Senior Divisions)

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.

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Injury Runner This is an additional runner who is allowed to run should an injury take place. The opposing manager shall appoint the Injury Runner.

There are **several exceptions to including the next three batters, AB players and other courtesy runners.**

90 seconds to replace the runner or the last batted out is the runner

- **After the injury runner is used once the batter order resumes without penalty for the rest of the game. And the injured runner cannot place defense for the rest of the game. (if you're hurt, you're hurt).**

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Shared Line up: two or more players may share the same spot in the line up and this may be announced at any point in the game. All that is necessary is for the manager to tell the umpires at the plate meeting that they are using the shared lineup.

The original batter must bat at least one time unless he is injured. The original batter may not play for the remainder of the game.

Pitching Rules: starting pitchers may reenter one time.

- **Pitchers** shall be removed if they **hit 3 batters in one inning** or **4 during the game**.

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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: no decoy tags-minimum one base award & possible ejection.

60 Division special rules: cannot throw a runner from the outfield at first base.

60 West Division: has a 5 run rule per innings until the 8th inning. (Exception: if the 3 hour limit is going to expire before the 8th inning, the umpires may declare this and the rule shall not apply.

No stealing of second unless the ball is thrown away. Runner automatically out if he touches second base.

- **Mercy rule: 12 after 7 innings**

GAME 7 – Paid through Arbiter

\$80

- <https://game7baseball.com/baseball/game-7-baseball-official-baseball-rules-2025>
- NFHS Rules with the following exceptions
 - 1 hour 40 minutes time limit
 - Rune rule: 12 after 3 / 10 after 4 / 8 after 5
 - Fake to 3rd/1st IS a balk
 - Pool play can end in a tie
 - Bracket play ties will play with last out to 2nd base to start extra innings/time
 - Game 7 provides three baseball per game and must be returned to site director after each game
 - Batter order options are
 - Bat 9, play 9
 - High School DH rules
 - 10 batters using an EP
 - Roster batting