

**2011 LONG ISLAND STAN MUSIAL BASEBALL LEAGUE, INC.
RULES AND REGULATIONS**

Rule 1- LI Stan Musial Baseball League, Inc. shall be ruled in accordance with the official rules of baseball ["MAJOR LEAGUE RULES"] which shall be in force unless an exception is noted in our league rules.

Rule 3- If an interpretation of a rule or a situation is in question the President and Rule Commissioner should be notified immediately for clarification. If there is a question during a game, the umpire's ruling shall be used.

Rule 8- The use of a player not officially on a team's roster will cause said team an automatic forfeit.

Rule 9- All teams are responsible for field maintenance, including clean-up, repair and proper conduct. Judgment must be used in determining if a field is playable due to rain. Puddles can be swept, but in no event can holes be dug or mud be swept onto the outfield or infield grass. This kills the grass and can cause the league to forfeit use of the field. Teams will be held financially responsible for damage caused to fields.

Rule 10- All players must be fully uniformed (matching hats & jerseys and must wear baseball pants) by June 1. Managers and coaches on baselines need to be in uniform. Managers and coaches on the bench need not be in uniform. **If they are not in uniform they cannot make trips to the mound, coach baselines or question umpires' calls.** The umpire can eject any manager, coach or player in accordance with this rule.

Rule 12- The League's official baseball is the Rawlings Pro Baseball (R-100)
No other balls are allowed in League play. Baseballs can be obtained from the League President.

Rule 13- The use of baseballs are to be shared by each team, each game, regardless of who is the home team.

Rule 14- Mercy Rule: play is stopped under this rule when 1) a team has a lead of 10 or more runs after the trailing team has batted at least 5 times 2) a team has a lead of 15 or more runs after the trailing team has batted at least 3 times. 3) for a 9 inning game it is a 12 run lead after 5 innings.

Rule 15- Lightning Rule: As soon as lightning is visible 15 minutes before a game or during play of a game, the game must be stopped for a minimum of 20 minutes. If a lightning delay causes a game to be delayed MORE THAN 50 MINUTES, the game shall be called. If the first game of a doubleheader is

canceled due to lightning, the second game of the doubleheader is also canceled.

Rule 16- The home team is decided by field permit in single games. If neither team has the permit for the field, or both teams have permits for the same field, the team listed second on the schedule is the home team. For doubleheaders, the second team listed on the schedule is the home team for the first game and the visiting team for the 2nd game.

Rule 17- Slide / Avoid contact rule: All players must slide or avoid contact at all four bases. The only exception is when breaking up a double play; in that case the runner must slide within reach of the base without malicious intent. Barreling over the catcher, or any other player is strictly forbidden. Failure to comply with these rules will cause the player to be called out on the play and be ejected from the game. Fake tags are illegal and are cause for ejection.

Rule 18- All players must wear a double-flap helmet when batting/ on base unless a waiver is forwarded to the League office waiving all responsibility for the League in case of injury. The player who signs the waiver to use a single flap helmet becomes solely responsible. Catchers must wear skull caps and throat protectors or hockey-style masks.. Umpires may eject players for refusal to wear such equipment. Managers are responsible for catchers to wear protective gear while warming up pitchers.

Rule 19- The local rule for the designated hitter (DH): Use of the DH is optional. The DH can be used for any position player, not just the pitcher. The DH can never change his spot in the batting order. A DH can be substituted for without affecting the fielder being DH'd for. If the DH enters the game defensively, the use of the DH is lost for the rest of the game. Now, every fielder must have a spot in the batting order. The fielder previously being DH'd for will occupy the player's spot who was replaced in the field by the DH.

Rule 20- The local rule for the extra hitter (EH): Use of an EH is optional. AN EH is a player who is in the batting order in addition to the players in the field and the DH. Use of an EH creates a 10 man batting order. You can use multiple EH's, therefore you can have a batting order longer than 10 if you desire. EH's can go into the game defensively with no affect on the batting order. The player being replaced defensively simply becomes the EH. D1 Metal and Pro Wood will be limited to 1 EH in the batting order.

Manager may add additional EH[s] to bottom of order at any time during game. If player forced to leave game at any time during game for any reason and cannot be replaced in the order, each time the vacated spot comes up in the batting order, an out will be assessed.

Rule 21- The local speed-up rule (pinch runners): Use of the speed up rule is optional. Each team can use a pinch runner for up to two players in its batting

order, usually the pitcher and the catcher, but can be used for other players due to injuries. These players must be designated prior to the start of the game. When a designated player reaches base he must be replaced by a runner immediately. If a replacement is not made prior to the next pitch then it cannot be made. The replacement runner must be the last man to bat out in the batting order. It cannot be a player not in the game. Teams cannot have fast runners on the bench simply to use as replacement runners. If a player not designated for a runner becomes injured and needs a runner, he must be pinch run for. He is then out of the game. There is no change to designated runners once the game starts. There are no designated runners in D1 Metal and Pro Wood.

Rule 23- The local rule for forfeits. Forfeit time is 20 minutes. If a team does not have enough players at game time there is a 20-minute grace period for the players to show up. After 20 minutes the game is declared a forfeit, in the case of a doubleheader, an additional 20 minutes will be waited for the second game and then both games are declared forfeits. The team that forfeits is responsible for all of the umpire fees.

Rule 24- The game starts on time as long as 9 players are present. Teams can start with 8 players, a team does not start with an out for the 9th player not being in the line-up.

Rule 25- A manager must be declared before each game. The manager is the person who is listed on the League manager's directory. If the listed manager is not present a manager for the game must be declared.

Rule 26 If a defensive conference on the mound includes the manager who is on the field, it is considered a pitcher's conference except when the manager is the catcher then it is the discretion of the umpire as to what constitutes a conference.

If a pitcher's conference occurs twice in an inning or 3 times in a game, that pitcher must be removed from the pitching position.

Rule 27- Protests. Protests must be lodged at the time of incident with the home plate umpire before the next pitch is thrown. Umpire must sign and properly note the protesting manager's scorebook. A phone call to the league within 24 hours and a written application of protest within 72 hours are required. The protest committee will determine the outcome and has the authority to overturn the decision made on the field. A fee of \$100 must accompany the written protest. The fee will be returned if the protest is upheld. The protest committee will decide the outcome of the protest and if a replay of the game is necessary from the point of protest, and if the protest has any bearing on League playoff standings or it does not warrant continuation.

Rule 31- When a game reaches a time curfew or is interrupted by rain the game reverts to the last completed inning. If an inning is not finished it does not

count. Games where 5 innings are completed are official. Playoff games must be played to completion. Suspended games in played will be completed.

Rule 33- When a manager, coach or player is ejected from the game, that person must leave the bench area and be out of sight and sound from the game. A coach cannot run the team from a distant area. Failure to comply will result in a forfeit.

Rule 34- Physical abuse of an umpire will result in banishment from the league for one year. Physical abuse of an opposing player will result in suspension and if occurring while a game is in play, the game may be canceled as well. Banishments, suspensions and reinstatements will be determined by the League office.

Rule 35- Alcoholic beverages on the playing field, dugouts or stands are strictly prohibited and are grounds for immediate ejection and suspension. Any player found drinking during a game will be suspended indefinitely pending a hearing. If during a doubleheader, the ejection goes for both games. A hearing of the rules committee will be held for further action.

No smoking on field of play or in the dugout – players guilty of such conduct shall be immediately suspended from further participation in that game.

Rule 37- Line-up cards must be exchanged with the opposing manager at the start of every game listing player name and jersey number.