

NEORH AAA Rules/Regulations

(Updated: 5/18/11)

1.00 Eligibility

1.01 Age minimum

a) Summit AAA Division: A player must have completed his high school eligibility and/or be at least 18 years of age.

1.02 In good standing: Players must be in good standing with the league in order to be eligible to compete. In good standing includes but is not limited to having served suspensions for ejections, having paid all outstanding debts to former teams and/or the league itself, having not been sanctioned by the league for behavior infractions, etc.

1.03 Professional Experience: A player may not have participated in a professional baseball game within the previous 6 months. Professional baseball refers to Major League Baseball, its minor league affiliates and any league where players are paid to perform. (Also see Rule 4.02.)

1.04 Multiple League Play: NEORH welcomes all players who meet the age requirements as defined in Section 1.01.

1.05 Penalties: A player found in violation of NEORH eligibility regulations is subject to expulsion from NEORH for five (5) years. Any manager found to have used an ineligible player also is subject to expulsion from NEORH for five (5) years. All games in which the ineligible player participated will be forfeited. An expelled player or manager has the right of appeal to the Governing Board or may petition the league President for reinstatement after one (1) year.

1.06 League Playoff Eligibility: To participate in NEORH league playoffs, a player must:

a) Be on a roster (meeting all roster / league eligibility requirements) prior to July 1.

b) And, have fulfilled one of the following playing requirements:

1) Player must have appeared in ten (10) regular-season games at any position, including pitcher; or

2) A pitcher may qualify by having pitched 30 complete innings during the regular season. Number of games has no bearing.

c) A player, who fails to meet the 10-game requirement due to injury or circumstances that could be considered an act of God, may petition the Governing Board for a waiver. The appeal must be in writing and include date of injury and documentation of treatment, etc. The appeal must be submitted at least one week (7 days) before playoffs are to begin. (There will be no waivers granted for failure to complete 30 innings pitched.)

d) Teams qualifying for the playoffs are required to provide to the league a certified eligibility list one week (7 days) prior to the start of the playoffs. List must include the player's name, uniform number and the number of games played.

e) Use of ineligible players will lead to forfeiture of playoff games in which the ineligible player participated. Proof of participation must be noted in the player's team's scorebook.

1.07 Governance: NEORH will be governed by a Governing Board, which will establish playing guidelines, fees and convene appeals/protest hearings. Different members of the Governing Board will have selected responsibilities throughout all divisions. AAA Division will have one permanent member and one annually elected member.

2.00 Sportsmanship

2.01 Good Sportsmanship and adult attitudes must prevail no matter what the level of competition. Umpires will eject players (or use bench restriction penalty 2.03 as directed) before, during or after games for any of the following behaviors, which the league considers to be unsportsmanlike behavior:

a) Consumption of alcoholic beverages during a game. (While the league cannot make judgments on sobriety, managers are requested to prohibit players who arrive at games and appear intoxicated or smell of alcohol from playing. Umpires will eject players who smell of alcohol.) (See Rule 2.05 regarding alcohol.)

b) Threats of physical intimidation of umpires, players or spectators, including any threatening physical contact. (In case of no ejection or where umpires are unaware of such an incident, managers need to report incident to a member of the Governing Board for further action.)

c) Verbal abuse of umpires, players or spectators, such as profanity, name-calling, belittlement or excessive harassment. (Ball & Strike calls and judgment decisions are not debatable.)

d) Excessive profanity, defined as profanity that, in the umpire's judgment, is audible in the stands, dugouts and area surrounding the field of play. This is regardless of intent.

e) Throwing of equipment (bats, helmets, gloves, etc.).

f) Fighting (see 2.04).

2.02 Ejection: Any ejection will carry a 2-game suspension.

a) **Field conduct:** Ejected players are required to gather their belongings and vacate the dugout within a reasonable amount of time. Players may stay on the field site, but may have no further contact whatsoever with umpires and game participants. Further contact by the ejected player will make that player subject to additional sanctions, including, but not limited to, removal from the field site.

b) **Appeals:** All suspensions may be appealed in writing to the Governing Board. Verbal appeals must be presented within 24 hours of the ejection; written appeals must be in the NEORH office within 48 hours. Appeal forms are on the NEORH website. (If a player is ejected in the first game of a double-header, player or manager may contact a member of the Governing Board by phone to appeal suspension and be eligible to play second game. Make sure umpire is available to get approval from Board member.)

c) **Carry over:** Sanctions will carry over from season to season.

d) **Two ejections:** Any player ejected twice within 12 consecutive months will be suspended from NEORH for the season plus two calendar years.

e) **Three ejections:** Any player ejected 3 times within 5 years will be suspended from NEORH for the current season plus two calendar years.

f) **Reporting:** Umpires and managers are required to report Bench Restriction assessments to the League office by phone or email within 24 hours of the completion of the game.

2.03 Bench restriction: For specific sportsmanship violations, umpires **may** use a bench restriction penalty instead of an ejection for a player. The bench restriction penalty lasts 1 inning (as defined below) at which time the player may return to game action.

- a) **Behavior covered:** The bench restriction may be instituted only in specific cases of throwing of equipment (2.01e) and excessive profanity (2.01d).
- b) **Offensive penalty:** Penalty for a player restricted to the bench during his team's turn at bat: Player is restricted to the bench through the remainder of his team's current at-bat and the opponent's next at-bat. His team will receive only 2 outs in its next inning at-bat. Benched player may be subbed for defensively. (See 6.03 for last out of game.)
- c) **Defensive penalty:** Penalty for a player restricted to the bench during his team's turn on defense: Player is restricted to the bench through the remainder of his team's current inning on defense and through his team's at bat. During the restriction defensively, his team will play with 8 players defensively. Should the benched player come to bat during the next inning, he may not bat, but the team may share the batting position with another player if a player is available. If not, the batting position becomes an out the first time the position appears at the plate that inning.
- d) **Additional Penalty:** There are no subsequent penalties on the player for one bench restriction. However, umpires may eject the player if player refuses to abide by the Bench Restriction, at which time all ejection penalties and appeal processes are in effect.
- e) **Multiple 'benchings':** Bench penalties, if additional issued to the same team during the time that a bench penalty is being served, will be served consecutively, not concurrently.
- f) **Reporting:** Umpires and managers are required to report Bench Restriction assessments to the League office by phone or email within 24 hours of the completion of the game. (Multiple bench restrictions for an individual will place the player in jeopardy of further sanctions through a Board of Governors' hearing.)

2.04 Fighting: Players involved in fights (regardless of who may have been the instigator) will be suspended for the remainder of the season and must petition the Governing Board for reinstatement the following season. Sanctioned players may appeal their suspension to the Governing Board, and, if denied, may petition for reinstatement before the following season.

2.05 Alcohol: Alcoholic beverages are prohibited at the playing sites – before, during and after all league activities. Playing sites are defined as the playing site itself plus the property owned by the same entity surrounding the playing site. This includes parking lots. Player(s)/teams found in violation of open-container ordinances at playing sites are subject to game forfeiture by the umpires and subject to discipline up to and including permanent league suspension as decided by NEORH Governing Board.

2.06 Tobacco: Smoking is prohibited on the field of play or in the dugouts and their immediate area, before, during or after games. Players who wish to smoke must go to the stands or the parking lot—however, players are subject to the field owner's rules (for example, tobacco products are prohibited on the grounds at CVCA and Malone College, and most high schools prohibit use of tobacco products except in designated areas). Player(s) found in violation of tobacco regulations at playing sites will be ejected and subject to subsequent penalties.

2.07 Property responsibility: Player(s) responsible for damage or vandalism to facilities and/or property used by the league will be suspended from play, pending an automatic review of his actions by the Governing Board, and be assessed the cost of the damages. Players will not be allowed to return to play until damage assessments are paid and league sanctions met.

2.08 Right of Appeal: A player may appeal an ejection suspension to the NEORH Governing Board but must do so within 24 hours verbally (to a member of the Governing Board) and within 48 hours in writing (on NEORH forms). Players may also appeal any sanction suspension to the Governing Board but must do so in writing within 5 working days from the time of notification of the suspension.

2.09 Appeal Process: Appeals will be heard by the Governing Board, which will review the incident to determine whether the 2-game suspension should be upheld, modified, or waived (the Board does have the option of increasing sanctions). Player may participate pending appeal. Any automatic suspension, not the result of direct Governing Board action may be appealed to the Governing Board once within 14 days of the onset of the suspension; however players suspended for actions other than an ejection are not eligible to compete pending their appeal. In the case of suspension appeals, The Board will have the following options:

- a) Rescind the suspension.
- b) Increase the suspension
- c) Decrease the suspension

Note I: In the case of a 2nd or 3rd ejection suspension appeal, player has 14 days in which to file an appeal, however, player may not participate pending a hearing.

Note II: In all cases an umpire's report will be solicited from the Umpires Association whose members handled a game out of which a protest, ejection or appeal arises. However, an umpire's report will not be necessary for the implementation of the 2-game suspension for an ejection (2.02).

3.00 Registration / Fees / Waivers

3.01 Registration: Before competing in an NEORH event, a player must:

- a) Complete and sign a league registration-contract / waiver form or sign off on the previous year's paperwork.
- b) Make sure a photocopy of his driver's license or birth certificate is provided to the league. (Players checking in person only have to show their photo I.D. for verification.)
- c) These forms and the photocopy of the age verification document must be in the hands of the Governing Board prior to competition. No FAX copies are acceptable.
- d) All players must sign the team insurance waiver form before being eligible to play.

3.02 Fees: Registration fees are set each January; however, they are subject to change until but no later than April 1 if operations costs increase.

- a) Every team is required to pay a \$500 team fee. The fee is due approximately 6 weeks prior to the start of the season, the specific date to be set by the Governing Board, and will reserve a place in the league for the team.
- b) Every team is required to pay a \$200 forfeit fee, which will be returned provided that the team does not forfeit any games during the season or playoffs.
- c) Each player will be required to pay a player fee, which will be set by the league ownership and the Governing Board.
- d) Players participating on multiple rosters will receive a discounted fee schedule, based on the number of team they are

playing with, and those players will be required to register in person.

3.03 Fee Payment: Managers are responsible for their team's fees and how they are collected (with the exception of player fees for players who are playing on multiple teams, 3.02c). The Governing Board will set the deadlines for the payment of fees, league registration, and insurance. Teams will not be scheduled to play if fees are not paid.

3.04 New Players: Players entering NEORH for the first time or after a 3-year absence will pay a \$15 initiation fee to the league. The \$15 is due with the player contract. The new player fee assessment is capped at \$200 per team per year.

3.05 Late Additions: Any player joining a NEORH team after the season begins will pay the annual player fee, a late registration fee of \$50, new player fee of \$15 if he is a new player to the league, and submit the appropriate paperwork before competing, regardless of the time of season he joins the NEORH team. New players (see 3.04) will pay the \$15 fee, regardless of the number of new players already accounted for.

3.06 Violations: Players in violation will be suspended until compliance is satisfied; all games in which the player appeared will be declared forfeited.

3.07 Insurance: NEORH carries a \$2,000,000 liability policy / \$5,000 secondary medical policy through Roy Hobbs Baseball.

4.00 Rosters

4.01 Size: Minimum: 15 players; Maximum: 25 players.

4.02 Ex-Pros: No more than 25% of any team roster.

4.03 Collegians: No more than six players from the same college team on any single roster.

5.00 Player Transfers

5.01 Any player who wants to transfer from one existing team to another must submit a written request on a NEORH Player Release Form for that transfer at least 21 days before the season begins. NEORH office/website and Governing Board members have appropriate forms.

5.02 The request must include documentation of approval by vacated team manager. Managers can block release requests before at any time, but they must be able to provide the board with documented proof of the reason for the block.

5.03 A player may challenge a block, by appealing to the Governing Board. After contacting both the manager and the player, the Board will decide if a hearing is warranted, and act accordingly.

5.04 Appeal must be submitted to a member of the Board in a timely manner. Appeals after the 21-day deadline will only be accepted under specific circumstances.

5.05 Generally, a blocked release can be denied under these circumstances:

- a) Tampering: Proof a player was recruited or induced financially, etc., to change teams.
- b) The transfer runs counter to NEORH BB long-time philosophy that better teams should not "load-up" at the expense of lesser teams.
- c) The transferring player has not met financial or equipment obligations to the team he is leaving. Teams are required to notify the Governing Board in writing prior to January 1 if there are any financial issues involving any players; equipment issues are essentially moot until such time as a player transfers.

5.06 Players are free to transfer from existing teams to new teams as long as the release form is filled out completely and turned into NEORH. New teams are required to provide a list of those players no later than April 15.

5.07 Players transferring are responsible for the completion of the Release form and turning it in to the NEORH office.

6.00 Pre-Game & Starting Rules

6.01 Where possible, home team has the field until 15 minutes before the game. Visiting team has the field 15 minutes prior to the game. Be gentlemanly and help each other out.

6.02 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). There will be a 15-minute break between games of a double-header involving the same teams.

6.03 A team must have at least 8 (eight) of its players to start an official game. The deficient team has a 10 (ten) minute grace period to get enough players before the game is declared a forfeit. A team may start a game with 8 players; however, the ninth slot in the mandatory 9-man batting order will be declared an out until such time as it is filled. Exception to the out: A team's final at-bat may not end on an automatic out via the missing hitter.

6.04 If a game is declared a forfeit, the deficient team may pick up players from the opposing team or other teams at the site; umpires are NOT committed to a 7-inning game under these conditions.

6.05 Team at bat is responsible for retrieving foul balls.

6.06 Managers are required to submit the official line-up, including last name, first initial, and jersey number of all players expected to participate in the game, to the home plate umpire and opposing manager. Players arriving after the start of the game then may be inserted into the game, but that player must be listed on the lineup card to be eligible to play. (Penalty: Follow existing baseball rules for batting out of turn.)

6.07 Both teams are required to keep scorebooks and to communicate changes in the offensive line-up, pitching and catching to the opponent's scorekeeper. Penalty for 6.07

- a) First occurrence: Warning and appearance before Governing Board.
- b) Second occurrence: Forfeiture of that particular game.

7.00 Games: Complete & Length

7.01 Length: Summit AAA Division plays 7 innings.

7.02 Time Limits / 7-inning scheduled: No new inning may start after 2:15 of playing time, subject to local curfew. The game will be complete when the inning is finished after the time limit. EXCEPTION: If the score differential is 3 runs or fewer at the end of the inning where time limit is reached, one more inning will be played before the time limit is enforced. Games will not end in a tie, but will be completed, subject to local curfew and/or weather, darkness or power failure. (See Rule 7.04.)

7.03 Rainouts: Can occur only prior to the start of a game.

7.04 Complete games: Five (5) innings for 7-inning games, 4.5 innings if home team is leading.

- a) **Suspended games:** If a game is not a complete game when stopped by weather, darkness or power failure, it will be a suspended game. It will be resumed at the point it stopped at a date set by the Commissioner.
- b) **Tie games:** If the score is tied when the time limit is reached, the game will be continued until a winner is determined, subject to local curfew and/or weather, darkness or power failure. In such cases, the game will be considered a tie unless it needs to be completed to break a tie in the standings for post-season playoff seeding. (AAA Division does not use shootout rules.)
- c) **Complete games but stopped:** Game has been completed through 5 innings but is ended by rain, power failure or other unforeseen

acts of nature: NCAA rule **5-6-b** will be used to determine the winner.

7.06 Mercy rule: 10 runs after 5 innings in a 7-inning game.

8.00 Forfeits

8.01 Teams forfeiting a game for any reason must apply to the Governing Board for reinstatement within 48 hours of the forfeiture.

- a) Exception I: Team forfeits a game in progress where number of able-bodied players is below the required 8 to play.
- b) Exception II: Team forfeit a game in progress by umpire decree, in which case, Governing Board hearing on the circumstances will determine whether team needs to apply for reinstatement.
- c) Application for re-instatement includes a non-refundable league fee of \$250. (Teams receiving forfeit victories, when a game is not played, will receive a \$100 discount off their fee for the following year's season.)
- d) Teams not filing for reinstatement are finished for the season.

8.02 Teams will forfeit under the following conditions:

- a) Fewer than 8 players are available at the start of game after 10-minute grace period.
- b) Fewer than 8 players are available after the start of (or during) the game because players being lost due to ejection or injuries. This is case regardless of the inning the game is in.
- c) Use of an ineligible player.
- d) Failure of an ejected player to leave the park.
- e) Lack of uniforms (all players on the field must be in uniform – this includes base coaches and managers). (See 10.02.)
- f) Failure to follow scorebook rules (6.07).

8.03 If a game has been declared a forfeit and both managers agree to share players, the teams may still play a game; however, umpires are not obligated to work the game.

9.00 Protests / Suspension appeals

9.01 Protests: Allowed only on rules interpretations or violations. Protests on a judgment call by an umpire will not be accepted. Retroactive protests will not be accepted.

9.02 Process: Protests must be made at the point a rule has been broken or miss-applied. To protest, a manager must:

- a) Stop the game before the next pitch is thrown.
- b) Notify the umpire and the opposing manager that the game is being played under protest and why.
- c) Write in the HOME team's scorebook the situation and on what grounds the game is being protested. The manager must sign it.
- d) The umpire must sign the HOME team's scorebook, noting the situation of the game (including the count on the hitter) when the protest was lodged.
- e) Write a check for \$50 to NEO Roy Hobbs Baseball and give it to the home plate umpire. (If the protest is upheld, the \$50 will be returned to the manager; if not, the \$50 goes to a league charity.)
- f) Complete protest form, postmark it within 24 hours of the game.

9.03 Governing Board: The Board will rule on all game protests that occur during the course of the NEO Roy Hobbs Baseball season including playoffs. Additionally, the Board will rule on all matters that arise from player ejections and other disciplinary matters as directed by the league office. Members of the Board can be found on the league website. The presence of a minimum of four (4) members shall be required for a Governing Board disciplinary meeting and any ruling to be valid.

9.04 To NEORH: The protest is submitted to the Governing Board.

9.05 Protest / Suspension hearing: The Governing Board will hear all protests and appeals. The procedure for both is identical, see 9.06 for procedures.

9.06 Proceedings: Each manager, per his request, will have 3 minutes to explain his position on the protest. If the protest is in regard to an umpire's decision, the umpire or his representative will be given 3 minutes to explain his decision if the umpire's presence is needed (in all protests, a written report will be requested from the umpires on the situation). In the case of an appeal of suspension due to an ejection, an umpires report is requested and his/her presence is not needed. The Governing Board will meet in closed session to render a decision on whether to uphold or deny the protest.

9.07 Rulings: The decision of the Governing Board is effective immediately.

10.00 Equipment

10.01 Uniforms: Inasmuch as NEO Roy Hobbs Baseball is associated with RH Diamond Designs/Kiama Custom Apparel, which markets and sells baseball apparel and equipment, teams purchasing new uniforms, new equipment, or replacing uniforms and equipment are required to get a quote from RHDD. Upon receipt of RHDD quote, teams have the right to shop that quote to other vendors for 14 days. If teams bring a quote to RHDD for the same items that is lower than the RHDD quote, RHDD has the right to match the price or will sign off on the lower quote. RHDD reserves the right to offer an alternative item(s) of a similar or better quality. Uniforms not purchased from Kiama must meet the standards of Rule 10.02 and be approved by the league office prior to use.

10.02 Uniform Quality: All teams must have uniforms of a baseball quality not unlike those worn by professional teams and be in accordance with the rules of baseball.

- a) No T-shirts allowed (2- or 3-button jerseys must be a Henley style, a polyester blend or a pro mesh); polyester, etc., V- neck jerseys meet specifications.
- b) All players on team must be dressed alike, at least with jerseys and hats. Teams are encouraged to wear same style/color pants and accessories, such as belts and socks.
- c) Uniform jerseys must be logo-ed on the front and have at least a 6-inch number on the back.
- d) Team logos, if not adapted from Major League or Minor League teams, must be in good taste and must be approved by league officials.
- e) Non-uniformed players will not be allowed to play or appear on the field as coaches.
- f) All teams must have their uniforms by their first game. If a team doesn't have uniforms, the game will be played, but the non-uniformed team will forfeit. (Teams whose uniforms have not arrived but can prove purchase may apply to the Governing Board of the league for a waiver of this rule before any game is played.)

10.03 Equipment: All teams are required to have the following equipment: Six helmets with at least one earflap, full catching gear and at least three bats.

10.04 Batting Helmets: All batters (earflap toward pitcher) and runners must wear helmets

10.05 Bats: Wood bats only; wood, composite, laminated, metal/wood combo are allowed.

10.06 Cleats: Metal cleats are allowed.

10.07 Baseballs: NEORH supplies baseballs to each team. The home team and the visiting team will each supply 3 baseballs – 2 new and 1 good used – for each game.

10.08 Catchers Equipment: Catchers required to wear a skull cap, a protective cup and throat guard (may be part of mask).

11.00 Playoff Tiebreakers

11.01 Tiebreakers: For post-season playoff seeding, the following tiebreakers will be used:

- a) Head-to-Head (all teams tied must have the same number of head-to-head games and must have played each other)
- b) Fewest runs allowed, head-to-head
- c) Fewest runs allowed in games won
- d) Fewest runs allowed in all games
- e) 3-inning game in the Roy Hobbs Shootout format.

NEORH AAA Special Playing Rules

The Official Rules of Baseball rulebook, with the National Federation of High School DH and re-entry specifications, serves as the official guide for governing play for any Northeast Ohio Roy Hobbs AAA Division games. The exceptions are included in the following special rules for Northeast Ohio Roy Hobbs AAA Baseball.

12.00 Safety Rules

12.01 To prevent injuries, all runners should avoid collisions with fielders.

12.02 Any player – offensive or defensive – who initiates intentional and/or malicious contact with an opponent shall be called out, if applicable, and ejected from the game.

12.03 Illegal slides will result in the sliding player being called out and ejected.

- a) A legal slide is directly to the base (defined as player being within an arm's length of the bag) on a straight line from the previous base. A slide may go past the base as long as it is NOT in the direction of (or makes contact with) the defensive player handling the baseball; any runner who deliberately slides into a defensive player away from a base will be ejected. In general, the players should slide at all bases where there is an apparent play.
- b) An illegal slide is described as:
 - I. barrel-rolling
 - II. body blocking
 - III. sliding with such momentum that it takes the sliding player into a fielder beyond the base.
 - IV. sliding out of the baseline.
 - V. sliding with spikes above the fielder's knee
- c) Offensive players may not hurdle a defensive player attempting to make a play or to avoid a tag.

12.04 The rules committee is concerned about unnecessary and violent collisions with the catcher at home plate, and with infielders at all bases. The intent of this rule is for base-runners and defensive players to avoid such collisions.

- a) When there is a collision between a runner and a fielder who clearly has possession of the ball, the umpire shall judge:
 - I. Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked) or
 - II. Whether the runner actually was attempting to reach the base or attempting to dislodge the ball from the fielder.
 - III. **PENALTY:** If the runner, a) could have avoided the collision and reach the base, or b) attempted to dislodge the ball, the runner shall be declared out even if the fielder loses possession of the ball. The ball is dead and all other base runners shall return to the last base touched at the time of the interference.
 - IV. If a collision initiated by a runner is **malicious**, the runner shall be declared out and also ejected from the game. The ball shall be declared dead.
- b) A defensive player may NOT deny an offensive player access to a base (or plate) without possession of the ball. Obstruction is the ruling: The runner is safe and a delayed dead ball shall be called.
 - I. To wit, catchers, in particular, may NOT block home plate without possession of the ball. (Straddling home plate is considered 'blocking' the plate.)
 - II. If an umpire rules obstruction for blocking a base without the ball, the defensive player will be warned; a second warning could result in ejection.
 - III. If, in the case of a defensive player denying access to a base without the ball, and the runner collides **maliciously**, the runner shall be declared safe on the obstruction, but will be ejected from the game. The ball is dead.

12.05 Any fielder who forces a runner to slide by faking a tag will be ejected. The runner advances one base.

12.06 Same ejection, suspension and expulsion rules (and appeals) apply as described in Section 2.00 of NEORH Regulations.

13.00 Batters Box Rule

13.01 All batters must keep one foot in the box at all times during their at bat. The following exceptions:

- a) When batter is driven out by a pitch or has swung at a pitch.
- b) Defense calls time out or pitcher is off the mound.
- c) Defense attempts a play or a wild pitch / passed ball occurs.
- d) Catcher leaves his position
- e) Offense (or batter) calls time out.
- f) Batter feints a bunt or assumes possible ball 4 (this does not mean go all the way to first base).

13.02 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.

13.03 This rule is to keep the game flowing. When a player is in violation, the umpire will ask the offending batter to 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.

14.00 Line-Ups & Courtesy Runners

14.01 The starting offensive line-up will have 9 hitters. (See 6.03 for rules regarding starting play with 8 hitters.) Play may continue with only 8 batters in the lineup; if reduction is the result of either ejection or voluntary departure from the game, an out will be recorded when that player's position in the lineup comes to the plate. Players verifiably injured will not be penalized with an out. Exception to the out: A team's final at-bat may not end on an automatic out via the missing hitter.

14.02 Designated Hitter: A hitter may be (not mandatory) designated for any one starting player (not just pitchers) and all subsequent substitutes for that player in the game. (A starting defensive player cannot be listed as the designated hitter in the starting lineup.) A designated hitter for said player shall be selected prior to the start of the game, and his name shall be included on the lineup cards presented to the plate umpire, to the scorers for both teams and to the official scorer, if designated. Failure to declare a designated hitter prior to the game precludes the use of a designated hitter in that game. If a pinch-hitter or a pinch-runner is used for the designated hitter, that player becomes the new designated hitter. The player who was the designated hitter may re-enter as the designated hitter under the re-entry rule (if he is re-entering as a pinch-hitter or pinch-runner for the player who replaced him). A designated hitter and the player for whom he is batting are locked into the batting order. No multiple substitutions may be made that will alter the batting rotation. The role of the designated hitter is terminated for the remainder of the game when:

- a) the defensive player, or any previous defensive player for whom the designated hitter batted, subsequently bats, pinch-hits or pinch-runs for the designated hitter; or
- b) the designated hitter or any previous designated hitter assumes a defensive position.

14.03 Re-entry: 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. Substitutes may not re-enter once removed. Pitcher substitution follows Official Rules of Baseball.

14.04 Courtesy runners may be used for the catcher with 2 outs, but it is not mandatory. Courtesy runner must be the player who was the last batted out.

14.05 Pitchers batting for themselves may have a designated courtesy runner if designated before the game on lineup card. If the pitcher is removed from the game, the designated runner also is removed, but would retain eligibility as a substitute.

15.00 Pitchers

15.01 While pitching, a pitcher may not wear white or gray undershirt sleeves or wear batting gloves on either hand or wristbands on his pitching arm. Pitcher's glove must conform to baseball standards and cannot be in color combinations that include grays or white.

15.02 If a pitcher hits 3 batters in a game, he must be removed as the pitcher but may stay in the game defensively and offensively. (In the case of a double-header, if the pitcher is removed in the first game for hitting 3 batters, he may pitch the second game; however, upon the first hit batter, the pitcher is ejected from that game, with no suspension.)

15.03 Intentional walks are allowed. The pitcher does not need to throw the pitches. The pitcher must declare intent to walk the batter from the mound, and batter will be awarded 1st base.