

## Over 60 Baseball League Rules Revised for 2018

**Eligibility:** Male Players: Birth pre-1961 (58 by end CY)  
Female Players: must be 18 years old prior to participating in League games.

Part-time players: Part-time players are defined as players who are on a roster but are not able to play full time for their team. Part-time players are only eligible to play for the team whose roster they are on and are required to pay the part-time player fee of \$20 per game played. As a courtesy this fee shall be paid to the league director prior to the start of the game unless other arrangements are made with the league director.

Substitute players: Substitute players are defined as being full time players in the league and have been recruited to join a team that is short of players for a game. Substitute players can pitch for the team that they are helping out but only for 2 innings. There is no additional player fee for being a substitute player.

**Rosters:** Teams may have as many players on their roster as they prefer, although the roster will be frozen on July 1<sup>st</sup>. Players cannot be on more than one team's roster. All players are required to fill out and sign a waiver form provided by the league director prior to participating in any league games.

Game day lineup, if including substitute players, may not exceed 11 players. A maximum of 3 substitute players may be added to the team's roster. A team must have at least 6 of their own players in order to play the game. Only players present should be listed in the batting order. Roster players shall bat first followed by substitute players.

To clarify: If your team has only 5 roster players to start a game, your team forfeits the game.

If your team has 6 players to start a game, you may play the game with 2 or 3 substitute players, but no more than 3. (A team must have at least 8 total players to avoid a forfeit.)

**If your team has 7 roster players you may add 1, 2 or 3 substitute players.**

**If your team has 8 roster players you may add 1, 2 or 3 substitute players.**

**If your team has 9 roster players you may add 1 or 2 substitute players.**

**And if your team has 10 roster players you may add 1 substitute player.**

**Thou shalt not steal:** There shall be no stealing of bases. In short: A runner can advance only if the ball hits the ground on a pickoff play by the pitcher or catcher. A base runner may not advance if the ball is caught by the infielder on a pickoff attempt the runner must return to the base he was leading off from. It would then become a tag play. If he is tagged out before returning to the bag he will be called out.

- Runners:** If a runner on base needs a replacement runner, any player may substitute for that runner. If the replacement runner is “due up” while still on base, they may be replaced with another runner. If the catcher is on base with two outs and needs to “gear up”, a substitute runner may be used. The same substitute runner may be used only once per inning, unless the team bats around. A substitute runner may be replaced if injured or is the catcher (as noted above).
- Batting:** All present and uniformed players will bat. Late players will be added to the bottom of the batting order. There must be nine (9) players in the batting order if present and in uniform. Semi-injured players will be included in the scorebook/lineup card as potential subs, and should not be uniformed until they enter the game as emergency players. Roster players will be listed in the batting order before substitute players. All players should be listed on the lineup card. Only fully-uniformed players present should be listed in the batting order. Players may elect to DH only due to injury or choice, but the opposing manager must be notified.
- Quit Play:** If a player is scheduled to quit the game early, and the opposing manager has been notified, the batting order will be shortened. The player, unless injured, must exit the field before his “at bat” or he is “out”. If a player is injured “at bat”, and cannot continue, the next batter will assume the “at bat” and the injured player’s “count”.
- Ejections:** If a player is ejected, the batting order will be shortened. If a second player is ejected that “at bat” will be an automatic out each time he is “due up”. If only eight players remain eligible to bat, the game will not be forfeited.
- Field Play:** Players must play three (3) innings, nine (9) outs minimum unless they wish to DH only. This includes injured players that wish only to hit. The opposing manager must be notified of such elections.
- Game Time:** Games will be 9 innings or 2 hours 45 minutes. No inning may start after 2 hours and 45 minutes of play have occurred. If weather/field conditions dictate, a game is official after the trailing team has had 5 complete at bats. All games, except playoffs, may end in a tie. However, if time allows for Games will begin at 9 AM. The second game will begin 20-30 minutes after Game 1, if sufficient players are present, but not before 12:15 PM. a 15 minute break between the games. The second is expected to start by 12:15 PM and end by 3:00 PM or an additional field expense may be required of each player.
- Postponements:** Postponed games will be added on at the end of the regular season schedule.
- Game Clock:** If both teams have less than eight players at the scheduled game time, the game clock will begin. Play will begin when at least one team has eight or more players. Teams can play short handed or borrow available players from the opponent.

- Pitchers:** **Substitute players may be used as a pitcher for 2 innings.** In the absence of enough primary pitchers, this rule may be waived with the approval of the league director and the opposing manager. Pitchers relieved in an inning may return in a later inning, but not the same inning.
- Playoffs:** In order to be eligible for participation in the playoff games, players will have to play at least 4 regular season games with their team.
- Safety:** Infielders are accountable and should not block bases, with or without the ball, or base paths to catch the ball, but should allow base runners room to slide. Phantom tags to induce slides are prohibited. Runners are accountable and may not use barrel-rolls or any dangerous contact. Runners may not attempt to dislodge the ball.
- Forfeits:** Player minimum eight (8) on the field at game time. An opponent with more than nine (9) players may loan players, with the number and caliber, at that manager's discretion. Loaned players may decline the "trade". If a team is down to eight (8) players an automatic out will not be charged. If down to seven (7) players, and no additional players are available, the game is forfeited.
- Run Limits:** Run maximum per at bat is five (5), but if a batter homers over the fence all the runs batted in will be counted. Unlimited scoring may occur in the final inning.
- Mercy Rule:** There will be no mercy rule; however, the run limit per inning will be 5. Until the final inning in which there will be no run limit. The home plate umpire will declare an inning to be the final inning based on 20 minutes of game time remaining. No inning may start after 2 hours and 45 minutes have passed.
- Protests:** Managers may protest a game to the home plate umpire, and opposing manager, before play resumes. If the league director is present he and the umpire will rule on the protest. In the absence of the director, the umpire will rule. If either manager disagrees with the ruling the protest will be logged in the scorebook of both teams (preferably) and the director must be advised within six (6) hours after the game.
- Maintenance:** The managers of each team as a courtesy, should oversee the cleanup of the dugout area after each game. Trash should be picked up and any discarded equipment should be brought to the attention of the league director. The winning team in the first game should help repair the mound and home plate areas after the first game.
- Schedules:** The schedule will be created by the league director. There will be 14 regular season games followed by 2 playoff games.
- Metal Bats:** A male player 75 years old calendar year or a woman player 50 years old calendar year may use either a metal or a wood bat. However players who have been in the

league prior to this rule changing and have been using a metal bat prior to the rule change may continue to use a metal bat.

**Balks:** Generally, a warning to the pitcher will be issued upon the first offense. A second offense will move runners to the next base. Umpires may, but are not required, to clarify the balk rule to the pitcher.

**Rule Changes:** Managers may, and must agree upon, any rules modifications prior to a game. The league director (if present) and the home plate umpire must be notified before play begins.

**Trades:** Veteran players may request a trade which must occur at the annual, pre-season, manager's meeting. If two managers propose a trade during the season the league director must approve.

**Clean hits to the outfield:** If the batter hits a batted ball to the outfield that lands safely either in the air or is grounded through the infield the hitter will be ruled safe at first base. However, a force play may still occur on the play.

**Dropped 3<sup>rd</sup> strikes:** A batter may attempt to reach first base after a dropped third strike if first base is unoccupied or if there are 2 outs.