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***Hegewisch Men’s 30 & Over Baseball Rules***

# GOVERNING BOARD

The league governing board will consist of all managers for the next calendar year season and six (6) additional members appointed by the previous season’s board. A President, Treasurer, and other positions deemed needed will be elected by majority of the board at the first meeting of the new board. New rules or amendments to the rules must be approved by a 2/3 majority of the governing board. A quorum of the board consists of seven voting members.

Any board member who is also the manager or a member of a team involved in a dispute must recuse themselves from discussion and from any vote conducted by the board with regard to the dispute. In the case where such recusal fails to produce a quorum of the board or an odd number of board members, the Head Umpire will be allowed to participate in discussion and vote as a board member.

# TEAMS

The league shall consist of one division and no less than six teams. In 2021 we decided to add two more teams for a total of eight teams. 9th team added 2023. Fourteen regular season games until 2025, everyone plays each team twice; sixteen regular season games.

# ROSTERS

Rosters will consist of at least 13 but no more than 16 players unless approved by the Board: one of which shall be a player manager. All players must be at least 30 years old on or before December 31st of the current season, unless the player follows under the father/son rule. This is a draft league, and the draft alone will determine which team a player will play for in the current season.

# THE DRAFT

Players should not join the league with any expectations or demands that they will play for a specific team. You will play for the team that drafts you. No refunds will be given for players that decide not to play based on draft results.

If a father and son are age eligible for the league and request, they play together in the current season, they shall be allowed.This is a men’s only league.

Any player who has played in the league for three (3) consecutive seasons may request the board to allow their son, who has reached the age of twenty-five (25) by the day the draft but is not age eligible for the league, to be allowed to play in the league for that current season. Such player shall be allowed to play in the league on his father’s team only. Such player will be allowed to be drafted during any round of that draft however such player’s father must be drafted by that same team pick in round determined by the current board meeting preceding the draft. Such will remain in effect until the non-age eligible player reaches the eligible age of 30. If a father requests more than one son to play (non-age eligible or age eligible) with his team, then the sons must be chosen in consecutive rounds during the draft, with the father going in the round determined by the board.

Players new to the league must attend a player evaluation tryout that is to be held prior to the draft. Failure to attend a tryout will eliminate a new player from draft consideration. Players that have played in the league previously but not in the prior two seasons will be required to attend as well unless the managers agree it is not necessary. Players that do not pitch at the evaluations cannot pitch during the season.

Managers draft order will be determined by a blind draw. The draft consists of 16 rounds. The draft order will reverse in order after each of the managers has chosen a player in respective round.

Players may be traded at any time during the draft. Trades must be made known to the draft supervisor during the draft or during the extended draft period determined by the draft supervisor. Failure to inform the draft supervisor during those periods will negate any trade made at that time.

A player can be traded by agreement of managers within five (5) weeks after opening day. Trade deadline is Sunday, June 15 at 8:00pm CST. If done, the teams involved in the trade must pay for a new uniform to outfit the traded players on their new team.

# SCHEDULE

Each team will play at least 16 games (which may include playoffs). Cancelled, suspended, and playoff games will be scheduled by the 6 non-manger board members as required. Cancelled games are to be played by or on the second Sunday after their cancellation unless the cancellation is the last game of the year at which time it must be played by or on the next Sunday after the cancellation.

# EQUIPMENT

Helmets - Must be worn at all times by players at the plate and on the bases.

Baseballs - The league provides baseballs.

Bats - Composite and wood bats are allowed. Handles can be taped. Bats cannot be altered in any other way. Any bats found to be tampered with, with the intent to increase performance, will result in a forfeit for that player’s team and a one (1) game suspension for the player.

Shoes - Metal or rubber spiked shoes are allowed; however, only those manufactured for baseball.

Uniform - Each player will receive and shall wear on the field a team jersey and hat provided by the league

# STARTING AND COMPLETING GAMES

**Official Game** - A game is considered official at the end of 5 innings with the visiting team ahead and at the end of 4 1/2 innings with the home team ahead. If it is not an official game (during the regular season) then the game will be played in its entirety at a later date. The umpires may suspend or call a game if in their discretion the safety of the players is compromised.

**Time Limit** - No new full inning will start after 2 hours and 45 minutes from the time the first pitch has been thrown unless the game is tied. If tied, one additional inning will be played. For time keeping purposes, a new half inning begins the instant the third out is recorded in the previous half inning.

**Tie Game** - A regular season game ending in a tie is considered a complete game. One point will be awarded to both teams in the standings.

**Slaughter Rule** - If a team leads by 12 runs after the opposition has batted in their half of the 5th inning or any inning thereafter, the game will be ended at that time with the current score recorded as the final score.

**Forfeits** - A team that fails to field 7 of their own players at game time will forfeit the game. A team can begin the game with 7 of its own players at the scheduled game time. An 8th player can be taken from those present at the field from other teams in order to begin the game, but that player will not be allowed to catch or pitch in the game. The opposing manager must agree to the choice of the player. That player may be replaced at any time by a player from the team’s regular roster. If a team does not have enough players at the scheduled start time for the game, a (15) minute grace period from the scheduled start of the game will be allowed so the team may obtain enough roster players to begin the game. All forfeits will be recorded as a 7-0 final score.

An official game may be started with one or both teams fielding at least 8 players however teams that can only field 8 players will be assessed penalty outs. In effect, the 9th position in the order is removed and a 1 out penalty at the start of each of the first 3 innings will be assessed to teams that can only field 8 players to start the game.

If the 9th player shows at any time during the first 3 innings, he can be inserted into the lineup in the 9th position. Any penalty outs already recorded will stand. Remaining penalty outs not already recorded will be waived as long as 9 players remain in the lineup. The 9th player must be suited up, in the dugout, and announced to the umpire and the opposing team prior to the start of the current half inning (See Sec VII for start of inning rules)[4](#_bookmark3) in order to waive that innings penalty out.

If a team is reduced to 8 players at any time during a game (due to ejection, injury, players leaving etc.), one penalty out will be incurred in 3 consecutive innings or until the game has ended, whichever comes first. The player’s position in the order is removed and the penalty out will take effect at the start of the next half inning (See Sec VII for start of inning rules) after the 9th player was removed. A player does not have to be removed from the line up until and unless the team is forced to play defensively with 8 players or if that player’s position in the lineup comes due.

A team cannot be penalized more than three outs in any single game by combining these two situations.

# LINEUPS

Continuous Batting Line Up - Managers will set their batting lineup prior to each game. The line ups are to be shared with the opposing manager and the game announcer or chief umpire if an announcer is not present. The lineup must include all players that are present unless injured or suspended. Injured Players in attendance must sign the lineup card.

A manager may not change the order that your players bat once it is set prior to the game. If a player cannot be at the plate when their turn in the order is called, that player will be called out by the umpire. If a player shows late, he will be added to the bottom of the order. All players must bat in the game unless they have declared themselves injured and unable to play.

Line up cards will be provided by the league to each manager. These cards will be the official record for the purpose of tracking playoff eligibility. Each manager should check the opposing team’s card once the game is complete and sign off that all information is correct. Any disagreements should be brought to the board’s attention immediately. Once signed, the copy is provided back to the league as the official record.[6](#_bookmark5)

# DEFENSIVE ASSIGNMENTS

In regular season games, managers must play all players a minimum of 2 innings in the field unless the player chooses to waive his right to his innings. If a player waives his rights to play, this must be shared with the opposing manager and chief umpire prior to the game.

Pitching Rules - A pitcher can only throw 4 innings in a game. One pitch to a batter constitutes 1 full inning pitched. A pitcher may leave the game and return later in the game if he still has not pitched his 4 innings. If a pitcher hits 3 batters in any 1 game, then that pitcher must be removed.

# GAME PLAY

Courtesy Runners - Each team is afforded 3 courtesy runners to be used at any time during the game. The courtesy runner is to be the last batted out. There is no courtesy runner for the courtesy runner.

Notification of using a Courtesy Runner: The manager using the runner must ask for time and advise the opposing manager and the chief umpire of his plan to use a courtesy runner, the number of runners previously used and who the runner will be. Any disagreement should be discussed and resolved immediately with the head umpire before play is resumed. Once play begins the opposing manager waives his right to protest the game on this issue.

If a team has used up its allotted 3 courtesy runners and a player is injured running the bases, then the last batted out will be the runner. The injured player will be automatically removed from the game entirely.

If there is a play on a batter/runner anywhere on the field, the batter/runner must slide or avoid contact so a collision does not occur. The batter/runner cannot initiate any contact on a defensive player. The defensive player has the absolute power to catch or move to the ball when a play is in action (umpires discretion on the validity of the play). If the contact is initiated by the runner he is automatically out. A second offense by same batter/runner in the same game will result in an ejection. Any contact deemed malicious by the umpire also will result in an ejection and possible suspension pending board review. A runner may make contact with a defensive player provided that the runner is sliding into the base prior to the contact. All calls are subject to the umpire’s discretion. A fielder that blocks a base without possession of the ball will be called for obstruction per MLB rules. [7](#_bookmark6)

A fielder is NOT permitted to decoy a base runner in any manner with the intent being to cause the runner to slide into the base they are advancing to when there is no anticipated play on the runner. The offending fielder will be ejected from the game and the runner will be allowed to advance one base.

Dead Ball Rules: Any pitch delivered that becomes lodged in the backstop matting will be considered a dead ball. Runners cannot be advanced home however any runners that have an open base in front of them will advance. If such occurs on strike three the batter will be called out but all runners will advance.

Intentional Walks -The start of a no-pitch intentional walk, allowing the defensive team's manager to signal a decision to the home plate umpire to intentionally walk the batter.  Following the signal of the manager's intention, the umpire will immediately award first base to the batter.

# PLAYOFFS

Seeding and Scheduling - All games that can effect play-off seeding must be played prior to the start of the play-offs. The top team or teams in the regular season standing receive a bye depending on playoff format as determined by the Board. Highest finisher will play lowest finisher in this round of play and thereafter. Highest finisher is home team. The highest seed has the choice of the early or late game.

Tiebreakers – For seeding purposes, the following will be used as tiebreakers. 1) Head to head record. 2) Runs against for the games play against them. 3) Runs allowed for the entire season.

For three team ties, the same tiebreakers will be used. However, anytime the tiebreaker can separate one team from the others that team should assume the appropriate seeding and the remaining two teams would then follow the process for a two team tie.

Semifinals and Championship Round will be scheduled as a best of 3 game series. High seed will be home team for first game and alternate thereafter. Playoff games that are suspended by the umpire will resume from the point the game was suspended.

**Playoff Eligibility**: A player must play in 9 of his team’s 16 regular season games in order to be eligible for the playoffs. In order to get credit for a game, a player must meet one of the following conditions. Play 4 complete innings, have had at least 2 plate appearances in a regulation game, 1 plate appearance in a shortened game, or meet the criteria below for injured players. Players in attendance for a forfeited game will receive credit. The board will track eligibility and periodically post current status on the league website.[9](#_bookmark8)

An injured player is to be given credit for games played provided he is in attendance for

(3) Innings of a game played by his team and he has signed his name on the lineup card for that game as a non-playing roster player.

**Playoff Format 2025:**

*First weekend (1 game playoff)*

* #4 seed has first choice of game time, #5 seed will have second choice. Higher seed is home team
* #1 and #2 seeds have first weekend bye
* #3 seed will have Saturday bye
* **Saturday Games**
  + #4 seed vs. #7 seed
  + #5 seed vs. #6 seed
  + #8 seed vs #9 seed
* **Sunday games (11a and 2p game times. #3 seed has time choice)**
  + #3 seed vs winner of #8 vs #9 (#3 seed is home team)
  + Winner of 4 vs 7 & winner of 5 vs 6 (highest remaining seed is home team)

Second Round of the playoffs with start the following Saturday and will be the best out of 3. #1 seed will play the lowest remaining seed and will have first choice of game times.

**Defensive Requirements:** The 2 inning defensive positioning rule is not used in the playoffs. The manager can choose to play his best defensive team without recourse. All players must hit in a continuous batting order unless slotted.

Slotting - Managers will have the option to “Slot” players in the line-up in play-off games only, provided that they have more players present than their opponent. A manager may only slot down to the number of batting positions of his opponent. Slotting is the sharing of 1 batting position in the lineup by 2 players. The players alternate turns at bat when their shared position comes up. Slotted positions in the order must be identified on the lineup card prior to the game. The player batting first should be listed first on the lineup card. Once the lineup card is turned in it is final and may only be changed subject to injury or a player removing himself from the game. The player that now occupies the spot alone bats. In those cases, there is no penalty as long as it is communicated to the opposing manager and umpire chief prior to the at bat. MLB batting out of order rules apply to all situations in which a player bats out of turn as described by these rules.

# PLAYER CONDUCT

**Ejections and Suspensions:** -When a player or manager is ejected from a game he shall leave the field immediately. He cannot remain in the dugout and refusal to leave the dugout will result in forfeit of the game by his team. If the ejected player continues to disrupt the game after he removes himself from the dugout, the umpire has discretion to rule the game a forfeit to the opposing team. Additionally, all ejections will be reviewed by the board and the board has sole discretion by a majority vote to suspend a player from further league play if it feels his ejection warrants such. Fighting will not be tolerated and further disciplinary action will be determined by the league board.

# PROTESTS

Protests will not be heard on judgment calls, only on specific rule violations or interpretations. Protests must be brought to the umpire’s attention prior to the next recorded pitch. Failure to do so waives the right to protest. The League Board will rule on the protest after consulting the protesting manager and the umpire involved. If the protest is upheld, the board by majority vote will have sole discretion to decide what action needs to be taken (MLB Rules will apply to any situation not expressed herein).

# MISCELLANEOUS

* Manager slotting Rounds 1-8
* Awards be based and voted upon conclusion of regular season
* Managers must make 3 of 5 meetings (Meetings: awards, end of year business, January, February and March)