**LCMB LEAGUE 50 PLAYING RULES**

Amended 3, December 2024.

1. Players must be 50 years old to play by the end of the calendar year.
2. All players **must wear baseball/softball pants, no shorts are allowed**. You may pull up the pants as high as you would like.
3. A jersey and a hat must also be worn. They do not need to be matching.
4. All MLB rules apply except as noted below.
5. Players must sign the league waiver which will also be the official team roster. The roster must be submitted to the league before game one of each session. Players cannot be on two rosters in the same age group.
6. A team must have at least 8 players to start a game. Any team may loan a defensive player to the other team. There is an automatic out (at the end of the lineup, should the player not arrive in time to hit last) should a team start with 8 players, unless another team loans a player(s) to bat for the other team, for the duration of the game.
7. A team must bat at least 9 players should they have at least 9 players.
8. After the game starts, teams may skip an injured player or a player who must leave for work or family consideration, in the lineup without penalty even if the team no longer has 9 batters. A skipped or injured player may not return to the game, once his spot in the lineup has been skipped. However, no team can play with less than 8 players.
9. Should a player get ejected, then there is an automatic out in the ejected player’s spot in the batting order for the remainder of the game unless you can replace that spot with a player not in original batting lineup.
10. Borrowed players must be placed in the lineup after the normally rostered players.
11. Borrowed players may not pitch. It is the spirit and intent of the borrowed rule that if a team not borrow the most highly competitive player(s) to win a game. Fill in making fair choices to not upset the balance of the game. All rostered players at the game must get an at bat when borrowing another team player(s), unless agreed to between the managers at the start of the game that a rostered player refuses to hit.
12. A starting pitcher that leaves the field must sit out 6 outs before returning to pitch. A relief pitcher may come back to pitch if they stay on the field. If a relief pitcher leaves the field then he may not pitch again in the game.
13. A relief pitcher must pitch to 1 batter.
14. A pitcher must be removed after 4 hit by pitches unless the opposing manager allows the pitcher to stay.
15. Unlimited defensive substitutions.
16. No stealing of bases. Use common sense on the definition of a steal. A 3-2-2 count for a forced runner is not considered a stolen base attempt.
17. **Any runner may advance one base on a wild pitch/passed ball. A wild pitch/passed ball is defined as a pitch leaving the dirt circle in any direction, back, side or toward the mound. A base runner can only advance to the next base IF the ball touches the grass. In the event the ball stays inside the dirt circle and any runner has taken a lead any defensive player can throw to the original base for a FORCE OUT. If a defensive player makes a throw to a base the runner must return to the base and tag up before proceeding to the next base. However, the throw to the base is a force out. In the event of a bad throw/error for the force out, all of runners may advance one base.**
18. No suicide squeeze, only a safety squeeze. The runner at third can take a standard lead but cannot be running without pause while the hitter is in the batter’s box before contact with the ball.
19. No fake bunt and swing. The batter will be called out.
20. Courtesy runners must be the next available last out. A runner may not be a courtesy runner twice in the same inning unless there are extenuating circumstances. The manager can opt to skip the pitcher or catcher and not require them to be the courtesy runner. The spirit and intent of this rule is to stop the fastest players to constantly be on the bases and impact the game.
21. Mercy rule: 15 runs after 7 innings in a 9-inning game, and 15 runs after 5 innings in a 7-inning game. There is no time limit in games unless the field assigned has a time limit or another game scheduled.
22. Both managers must agree for a player to change teams during a session.
23. Player suspension appeals will be held prior to the team’s next game, or held at a later date if decided by the commissioner.
24. Umpires are paid $50 per team per game, regardless of how many innings are played. IF the league fails to cancel a game 1 hour prior to the start and the umpire arrives at the field, if due to field conditions or forfeit he will be paid one half of the fee by the league. IF a forfeit game the forfeiting team pays the umpire the one half fee.
25. **Pick offs by pitcher or catcher are allowed at all bases and are a TAG PLAY, not a force out. If a catcher drops the pitched ball and it does not leave the dirt circle, then refer to rule 15 it being a FORCE OUT if player is too far off base a base and catcher throws to a base. If the ball leaves the dirt circle, then it becomes a TAG OUT.**
26. Balks are called on pitchers per MLB rules.
27. Leads are limited to 9 ft. (basically 3 steps) from the base with a three step secondary lead.
28. For plays at the plate, Base runners must slide or veer to prevent contact. Umpire will make a judgement call on safe or out in the case of a veer off.

28. Shared spots in the lineup must alternate at bats, either of the shared spots can run.

29. Hitters can be added to end of lineup at any time during a game.