

APPENDIX 65+ DIVISION RULES

LINEUP CONSTRUCTION

If a team's lineup consists of 12 or fewer batters, it shall be a continuous batting order with each player in his own batting slot.

If there are more than 12 batters, the team has the option of having more than one batter sharing the same slot, which must be declared before the start of the game. If at any point during the game in which there are 12 batters or fewer in the lineup, the players are given their own slot with the first player listed first batting earlier. Playoff Clause: For playoff games, a team does not need to bat more than 12 batters.

Any player arriving late to the game shall be placed at the bottom of the order.

If a player leaves the game for any reason other than ejection, that player's batted slot is skipped over and the lineup is compressed (unless the absent player is sharing the slot, in which case the other player assumes sole possession of the slot). If a batting order position becomes vacated due to a player leaving early, player injury or ejection and if there is a player(s) who has not yet been placed in the batting lineup, then this player needs to be inserted into the vacated batters position.

If a team begins the game with only eight players in their lineup, the ninth slot is an "automatic out" until it can be filled by a late-arriving player. If during the game, a team drops from nine to eight batters in their lineup, the batting position which became vacated and there are no replacements, the vacated batting position becomes an automatic out.

Whenever a player is ejected from a game, his batting slot becomes an automatic out for the remainder of the game unless he is sharing a slot or a late-arriving player is able to fill the slot.

BASERUNNING

LEAD-OFFS: Runners on first base may not take a lead-off farther than the infield cutout.

NO STEALING OF BASES, regardless if the pitcher is in the windup or stretch position. However, if a pitch gets by the catcher and touches the bordering grass around home plate, any runner may attempt to advance to the next base. If the runner advances and the ball did not touch the grass, the umpire will order the runner(s) to return to his original base(s).

Note: Runners in a force situation (on first base, runners on first and second, bases loaded, etc.) are permitted, on a 3-2 count, to run to the next base during the pitch.

PICK-OFFS: If a pitcher attempts to pick-off a runner at any base a tag is required to record an out. If the ball is thrown wild in a pickoff attempt, the runner does not need to “tag up” from the base before attempting to advance.

The base runner and all other base runners are only allowed one extra base on a wild pickoff throw to any base.

UNLIMITED COURTESY RUNNERS: An eligible courtesy runner is the player who made the last recorded out, either at the plate or on the bases. (If a player is sharing a batting slot, he may use either the other player sharing the slot or the last out as his courtesy runner.)

Passed Ball: On a passed ball or wild pitch, a runner on third cannot score. There is no stealing of home plate.

Third Base Line Half-Way Point: A base runner coming home from third base who passes the 45 foot half-way between third base and home plate, must commit to scoring and cannot turn back to third base.

DEFENSIVE ALIGNMENT AND PLAYS

NO INFIELD SHIFTS: When the pitch is delivered, two players must be on each side of second base.

OUTFIELD PLACEMENT: When the pitch is delivered, the outfielders must be positioned at least 10 yards from the infield dirt. Outfielders are not allowed to throw out the batter at first base, but they may force out a baserunner at any other base, including home plate. On a deflected ball to the outfield, no other player can make a play on the ball to first base which was deflected except the infielder who the ball deflected.

However, an outfielder can throw the ball to any other base in order to obtain a force out.

A deflection by an infielder does **not** stop the play or create any special restriction. As long as the ball remains live and remains in the infield, any infielder can recover it and attempt to get an out.

This scenario:

- A batted ball hits or is deflected by one infielder
- The ball stays in the infield and is picked up by another infielder
- That second infielder throws to first base or any other base

PLAYS AT HOME: All plays at home plate are “force plays” in which no tag is necessary to record an out. Plays at bases other than home (other than pickoff attempts) require a tag.

SCORING RUNS

NO SLAUGHTER RULE for 65+ Division games.

MAXIMUM RUNS: Teams are allowed to score only four runs an inning, except for the seventh inning and extra innings. In the fourth inning or later, if a team is losing by more than 12 runs, it is allowed to score as many runs in an inning until three outs are recorded or the team gets within four runs of the lead. However, the League’s time limits take precedence (Rule 2.02.)

EXTRA INNINGS will begin with the player in the batting slot that recorded the last out being placed on second base (MLB Rule), but only if the game has not exceeded the time limit.

SQUEEZE PLAY PROHIBITED: If a batter executes or attempts a bunt squeeze play, the ball is immediately dead, all runners return to their bases, and the batter is declared out.

MISCELLANEOUS RULES

PITCHING RULES: Pitchers are limited to only four innings pitched per game. A pitcher is allowed to “rest” on the bench for an inning and still return as pitcher

the following inning. This is allowed once per game per pitcher. Violation of this rule does not create a forfeit situation. The only consequence upon discovering that a player has re-entered illegally as a pitcher, in this instance, is the removal of the player from the mound. He may remain in the game at another position but may no longer pitch.

ELIGIBLE PLAYERS: Teams are allowed to have three players on their roster who are 63 or 64 years old, but they are ineligible to pitch. (The Red Angels are exempt from this rule.)

Players need only play one regular season game to be eligible for the playoffs.

Postponed Games: If the heat index for a given game is forecasted to be 95 degrees or higher, the game will be cancelled and rescheduled. The league will attempt to notify teams at least 12 hours in advance of the scheduled game time
