

S.I. Interleague Baseball

"In-House" Playing Rules

***NOTE:** All official rulings come from the Major League Baseball rulebook. The S.I. Interleague "In-House" Rules are amendments to the official rules applicable in all divisions to promote safety, respect, and fair-play. These rules are used to settle disputes on the field. Any situation not covered here will be resolved by the league.

1. Every player must wear a batting helmet when hitting, when on base, when in the on-deck circle, and if coaching a base.
2. Speed-Up Rule (Voluntary in All Divisions):
If the catcher or pitcher from the previous inning is on base with ANY amount of outs, the player who made the previous out can serve as the substitute runner for the catcher. The only exception is if the catcher or pitcher from the previous inning is the previous out of the inning. Then the designated runner would be the out before that. If this player is on base or is one of the next four batters, then the opposing manager will choose a player who is not one of the next four batters in the lineup. If running with 0 outs, go back to the last out of the previous inning and apply conditions above.
3. Lineups may consist 9, 10 (EH), or any amount up to and including your entire roster (rotary). Any EH is allowed to go in and out of the field. You may use a DH for the pitcher **ONLY** and must be marked appropriately. **YOU MAY ALSO HAVE YOUR PITCHER LISTED AS A PITCHER/DH.** In this case, he may remain in the game as the DH if removed as a pitcher. Conversely, a pitcher/DH may remain in the game as a pitcher if he is replaced as the DH. You must start a game if you have 8 players. The first late arrival will enter the game immediately as the 9th batter in the lineup. **THE 9TH SPOT IN THE ORDER IS AN OUT IF STARTING WITH 8.**
4. If you are playing with only 9 (without subs) or batting your entire lineup, and a player gets injured, ejected, or has to leave for any reason, his spot in the order will be an out. If a team has subs remaining, then the substitute can enter the game in that player's spot.
5. RE-ENTRY: Any starter will be permitted to reenter the game in their original spot in the order 1 time during the game. Substitutes may not reenter. Once a starter reenters the game, any subs that were entered into that spot are done for the game.
6. No one except players, managers, two adult coaches, and a scorekeeper shall occupy the dugout during the game.
7. Time limit for all games is 2 hours in any scenario. If a team does not have enough players at game time, they will be given a 15 minute grace period. The time limit will begin at game time. If the players show before the grace period expires, the game will begin with the remaining time. If after 15 minutes the player(s) do not show up, the game shall then be ruled a forfeit.

8. An official game is 4 ½ or 5 innings or when a game reaches its' time limit.
9. There is a 10-run mercy rule after 4 ½ or 5 innings. The teams must have an equal number of at-bats.
10. Postponements/Suspended Games: If a game is stopped due to inclement weather, power outage, etc. in the regular season, the following scenarios apply:
 - a. Game has not reached 1 hour played and is not official: **Game is replayed from the beginning.**
 - b. Game has reached or exceeded 1 hour played and is not official or if the game is official (regardless of time) but the teams are tied or the visiting team is leading with unequal amount of at-bats: **Game is suspended and would be finished at a later date.**
 - c. If the game is official (regardless of time) and either team is winning with an equal number of at bats: **Game is final**
11. All bats are to be wood bats in all divisions. Bamboo and composite bats are permitted.
12. Trips to the pitching mound can only be made by a designated manager or coach. Two trips to the same pitcher in the same inning will result in the player being removed from the game as a pitcher. The player may continue to play at another position.
13. Safety and Discipline: Any violation of any these rules will result in the player being declared out (when batting or running), ejected from the game and subject to disciplinary action by the league:
 - a. Players are required to avoid contact with any member of the fielding team for safety reasons. This will be determined by the umpire's judgment.
 - b. The phantom tag play in order to deceive a baserunner is prohibited for safety reasons. This will be determined by the umpire's judgment.
 - c. Throwing of equipment in a flagrant manner which would endanger either people and/or property is not permitted. This will be determined by umpire's judgment and violators will be financially responsible for any damages they may cause.
14. EJECTIONS/SUSPENSIONS: Any player/coach ejected during a game must leave the field out of sight and sound. Any ejection is subject to further discipline by the league.
15. Anything not covered by these rules will be under the jurisdiction of the league Presidents.