

SILICON VALLEY ADULT BASEBALL LEAGUE
GAME-DAY RULES SUMMARY
EFFECTIVE March 1, 2018

This two-page summary highlights the major rule differences between the Silicon Valley Adult Baseball League (SVABL) and Major League Baseball (MLB) that are relevant on game day. MLB rules are to be used on the field for anything that isn't specifically mentioned. This is not an exhaustive list, but is instead meant to be a quick reference for use on game days. Please refer to the complete, unabridged SVABL rules for additional rules, details, and clarifications to these rules.

2.) EQUIPMENT AND FIELDS

2.a) For regular season games, all players must have baseball pants, a baseball cap, and a numbered jersey. For playoffs and all-star games, all players must have matching jerseys and hats. No exceptions, enforced by umpires.

2.b) Each team must bring at least three (3) new, league-provided balls to the game, giving two (2) to the home plate umpire at the pre-game meeting and having the third on hand ready to replace any lost or unusable balls.

2.c) All games are played with wood bats only.

2.d) In the event of rain or unplayable field conditions, it is the responsibility of the scheduled home team to notify the umpires and opposing team manager of any game cancellation at least 1 hour before the scheduled game time.

2.e) It is the responsibility of both teams to participate in field prep before the game and field cleanup after the game.

3.) GAME LENGTH

3.a) Unless otherwise specified, all games are 9 innings. Regular-season doubleheaders played between the same two teams will consist of a 9 inning game followed by a 7 inning game (18+ division), or two 7 inning games (30+ division).

3.b) In the regular season, the time limit (i.e. the time after which a new inning may not start), is 3 hours for a 9 inning game, and 2.5 hours for a 7 inning game. Playoff games do not have an explicit time limit or mercy rule.

3.b.Exception-1) If there is a 10-run discrepancy with 2 or fewer innings remaining in the game OR 15 minutes or less left before the time limit, the game will be declared final.

3.c) The trailing team can concede for any reason after 5 innings.

3.d) Regular season games can end in ties and will not be completed at a later time.

4.) LINEUPS AND COURTESY RUNNERS

4.a) Lineup cards must be submitted to both the umpire and the opposing manager at the start of the game, and must contain at least last name, first initial, and jersey number for each player.

4.b) A team must have 8 players for an official game.

4.c) A team may bat as many players as desired, with a minimum of 9 (unless the team has only 8 players).

4.d) All players may be substituted for defensively, at any time, without affecting the player's offensive status.

4.e) A team may declare any batting order position as an A/B slot that is occupied by two (2) players that will alternate batting each time through the lineup.

4.f) A team may identify, at the start of the game via the lineup card, a maximum of two "non-runners" that can be replaced with a courtesy runner whenever they reach base.

4.g) If the player that will be playing catcher in the next half-inning is on base with 2 outs, he must be replaced by a courtesy runner.

4.h) Courtesy runners, whether for catchers or non-runners, must always be the last batted out. In the first inning, if no batted out has occurred, the runner shall be the last batter listed on the line-up card.

4.i) A manager may add batters to the bottom of the lineup at any time. If a batter in the starting lineup is pinch hit or run for, the player may re-enter the lineup in the same spot in the batting order, but only after the replacement player has had one official plate appearance as a replacement player.

4.j) All teams must announce offensive additions, substitutions, and/or changes to the home plate umpire and opposing team manager and/or scorekeeper.

4.k) If a player is forced to leave a game early for any reason, a reserve player, not previously entered into the game as a hitter, must hit in the replaced hitter's place. If there are no reserves who can replace the individual AND the vacated spot was not due to injury, there will be an out assessed the next time that spot is due up in the lineup.

4.k-Exception-1) If it is known at the start of the game that a player must leave early AND the team is choosing to bat every non-injured player present in the lineup, the manager can specify on the lineup card at which specific time that player needs to leave, and then the player can leave at that time and have their spot skipped without incurring an out penalty.

5.) PLAYER SAFETY

5.a) Only one offensive player (on-deck hitter) shall be permitted outside of the enclosed dugout area.

5.b) If a pitcher hits 3 batters in any one game, the pitcher must be removed on the third hit batsman.

5.c) It is never specifically required to slide into a base, but there is zero tolerance for any violent, intentional collisions that could have been easily avoidable. In the event of such collision, at a minimum the instigating player shall be declared out and ejected from the game.

5.d) For the specific case of force-plays, we use the High School rules in place of the MLB Rules, as follows:

Any runner is out when he does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases; or

1. A runner may slide in a direction away from the fielder to avoid making contact or altering the play of the fielder.

2. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal.

5.e) No fielder may fake a tag where the primary purpose is to deceive a runner into thinking that a throw is coming. In the event of an illegal fake tag, an extra base will be awarded and, if it causes an injury, the player shall be ejected.

6.) PLAYER BEHAVIOR AND CODE OF CONDUCT

6.a) Every ejection carries with it an automatic, minimum one-game suspension that is not subject to appeal.

6.b) No manager or player shall commit the following, each of which is punishable by suspension or more:

1. Lay a hand upon, shove, strike, or threaten an official.

2. Refuse to abide by an official's decision.

3. Be guilty of objectionable demonstrations of dissent at an official's decision.

4. Discuss with an official the decision reached by such official, except for the manager or his designee.

5. Use unnecessarily rough tactics in the play of the game.

6. Be guilty of physical attack upon any player, manager, official, or spectator.

7. Be guilty of an abusive verbal attack upon any player, manager, official, or spectator.

8. Consume alcoholic beverages or drugs during the game or be on the field of play at any time while intoxicated .

9. Smoke or use tobacco products on the field of play or in the dugout.