

National Adult Baseball Association  
2009 Spring Season-DFW Adult Baseball Association

Condensed Rules

Conduct - Fighting, physical abuse of players, umpires, or spectators, or abusive language directed at players, umpires or spectators will not be tolerated.

Alcohol - Alcoholic beverages are strictly prohibited. The NABA expressly prohibits any alcoholic beverages in the vicinity of any field used by the League. Umpires have the authority to stop and/or forfeit games because of alcohol abuses.

Contracts - A player cannot play until a completed on line contract is on file with the league and on the team's roster. All players should carry a picture ID in the event his age or identity is questioned. Any player unable to produce a valid ID will be ineligible to continue in the game. Any substitute will enter the game under the rules governing player ejection.

Eligibility - A player must be 18 years or older. A player in the 25&Over, 35&Over or 45&Over league must have reached their 25<sup>th</sup>, 35<sup>th</sup>, or 45<sup>th</sup> birthday respectively by the end of the current season's calendar year (December 31<sup>st</sup>). No player may play in the same age group in different leagues simultaneously. No player may play in the 18AA and 18A league simultaneously. Players must be on the roster of the team in which they are playing to be eligible. Teams using ineligible players risk forfeiting their game by using players not on their roster.

Playoff Eligibility - Players must be on the roster prior to the approximate 3/4 mark of the season. Since this could vary among age groups, the league will establish a firm date and notify all managers. A player must be on the roster by the playoff eligibility date to be eligible for playoffs. If a team does not have a minimum of 8 players registered on their roster the team will be ineligible for the playoffs and the next highest seeded team will advance to the playoffs in their place.

Adds/Drops/Transfers - Players may not be added or dropped by phone. Managers should use the web site. The league office must be involved in transfers.

Player Movement - Same league: player must sit out one game each time he moves. 1st game of a double-header satisfies this requirement.

- Different league: player must sit out one game upon transfer to a lower league. He may not return to the higher league during the season.

- A player may move up a classification without sitting out a game. He may return to the lower league but he must sit out one game and cannot return to the higher league that season.

- A player transferring from a team that has folded after the playoff deadline is eligible for playoffs only if he has joined that team by the playoff eligibility date of the season. The first game of a double-header satisfies one game requirement for each case.

Fields - Most fields require maintenance upon completion of a game or practice. (This includes between each game) Managers should refer to the field maintenance sheet for specifics on each field. Each team should have rakes to maintain the field after playing. If a team does not have their rake at the field they will be fined \$10 and may face field neglect fines if they do not maintain the field.

-Dugouts are to be swept and/or picked clean of trash and tobacco. Stands and bleachers must also be picked clean of trash.

- If a field is wet, DO NOT HAUL DIRT OR ANY OTHER MATERIAL ON OR OFF THE FIELD! If the field cannot be made ready with light raking, do not play on it! Managers, umpires and teams will be suspended for violations.

- Do not climb or jump over fences to gain access to a field. If a field is locked and a team does not have the key, stay off the field. Do not cut locks, remove gates or doors to get on a field or get field equipment.

Dugouts - Only players, managers, coaches, and scorekeepers in uniform are allowed on the field or in the dugout. Friends, family, girlfriends, wives, children, or others not directly associated with the team must remain in the stands.

Bases - The HOME team is responsible for bringing the bases to the field. Home team of the first game of the double-header is responsible for the bases for both games. Visiting teams are encouraged to bring their set of bases also to the games.

- Games will not be played without bases. The responsible team has 1/2 hour from game time to get bases to the field or risk forfeiting the game.

- The game clock starts at the scheduled start, not when the bases arrive.

- Even if the bases are not at the field at game time, both teams must have 8 players at the field ready to play.

- Teams should be aware that they are responsible for their own equipment left at a field and should take care of any school equipment.

Umpires - Umpire fees are \$50 for 7 inning games and \$55 for 9 inning games. Each team pays one umpire before the start of the game.

- Teams forfeiting games at game time are responsible for paying each umpire \$25 at the forfeiting game. Failure to pay the umpires will result in a \$10 fine and may result in a one game suspension for the manager.

- Umpires should be paid in cash before the game starts.

- If only one umpire shows up for a game, he is to be paid one and a half times the regular fee for that game.

- Late umpires are to be paid when they arrive. However, no two teams shall be obligated for more than \$100 total for a 7 inning game or \$110 for a 9 inning game.

- In the event that a game is postponed due to rain or field conditions before it becomes official, the umpires will return 1/2 the fee to each team. It is the responsibility of each team to get their money back, not the League's.

- In the event of a Double-header and the 1st game is forfeited: The forfeiting team may elect to forfeit the 2nd game immediately after the first and pay only a \$40 forfeit fee to both umpires for both games. If the team elects to play the 2nd game, they will be responsible for a full forfeit fee if the game is forfeited. (Total of \$100 for both games).

- Teams knowing they will not be able to field a team for a particular game and need to forfeit may eliminate paying forfeit fees if the League President is notified by at least 72 hours prior to scheduled game time. Teams will be charged a \$10 cancellation fee. Managers must receive confirmation from the League President.

- Umpires are not to be abused. If you have a complaint about an umpire's call, explain it to him. If you are reasonable, they should be reasonable. If a problem develops between you and an umpire, notify your league president with the umpire's name and his partner's name.

- Fill out the Umpire Evaluation forms! That is the only fair way to rate umpires. The League will not allow teams to dictate who will or will not umpire their games due to previous conflicts with umpires

- If both umpires fail to show, 1 or 2 unpaid substitute umpires may be chosen from the available players, if both managers agree. A Substitute Umpires Notice must be filled out and signed by both managers and a player from each team prior to the start of the game. A player serving as a substitute umpire will be ineligible for that game. There are no substitutes for substitute umpires. Substitute umpires will call balls and strikes from behind the mound. Substitute Umpires must yield to the regular umpires should they arrive late to the game.

Baseballs - Each team is required to provide 3 new balls per game. Balls approved for play are Wilson A1036, 1010C, A1040, A1010; Rawlings RO, RO-A, RO-N, R-200, RRHS; Pro Nine CL, PRO, NFHS, OLA, NFHSA, Diamond Pro D1 (all models), DHS, DOL-A, D1-NABA, Pro Nine OLA, CL, PRO, NFHS, .; No rubber coated, plastic, blem, or Little League balls are allowed.

Bats - All wood, metal, graphite, and ceramic bats are allowed for league play as long as they comply to specifications described in rule 1.10(a) of the Official Rules of Baseball. Exception: 18AAA league will use only wood bats. Composite wood bats will be allowed. All non-wood bats must have a protective covering on the handle for safety. (tape, rubber, leather, etc.)

Uniforms - The minimum uniform consists of matching shirts with individual numbers, matching hats and some type of baseball pants. No shorts sweat pants, or jeans are allowed. Teams may be fined for noncompliance after a 3-game grace period; however, no game shall be forfeited for this reason.

Shoes - Metal cleats and plastic spikes are approved; however, players using deliberately sharpened cleats will be ejected.

Helmets - All batters must wear a protective helmet that has an ear flap facing the pitcher.

- All players must wear a helmet while running bases.

- All catchers must wear a protective helmet while playing their position. There are no exceptions, waivers or special circumstances. Umpires will strictly enforce this rule.

**Game times** - No new inning may begin after the 2 1/2 hour mark of a scheduled 7 inning game or 3 hour mark for a 9 inning game. Any inning started before the time limit mark must be completed.

**8-Man Start/Finish** - A team may start and complete a game with 8 players without penalty of forfeit. If any or both teams start with 8 players, both teams pay the umpires as if it were a regular game.

- Each team starting with 8 must accept an out each time the 9th spot in the order comes to bat. When the ninth player arrives he may be added into the line-up only in the 9<sup>th</sup> position and may bat when that position comes up. He may also take his position defensively when he arrives but must wait until the current batter has completed his at bat. A team may finish the game with 8 players. If a team has no more substitutes and a player vacates their spot in the line-up the vacant spot in the line-up must be recorded as an out. (Exception: 25&Over, 35&Over and 45&Over leagues). The game is declared a forfeit if there are less than 8 players under the 8-man start rule.

**Forfeits** - Any team that has an outstanding balance of fees due to the NABA due to a fine, forfeit, or any other reason and plays a game and is determined the winner, that team may not receive credit for their win. This could continue until the balance is paid off or the team has been expelled from the league.

**Lineup Cards** - Each team is to provide a lineup card to the umpire and opposing manager, with each player's first initial, last name and jersey number.

The lineup card must include all substitutes expected to be available for that game. A player in the game found not to be on the lineup card will be removed from the game per Major League rules.

**Offensive Lineup** - A team may elect to bat any number of players with a minimum of 9. (Exception: 8 Man Start rule). They may add players to the bottom of the order at any time. A player may vacate his spot in the batting order at any time without penalty during regular season. (Exception:

Playoffs; a team must finish the game with no less than the largest number of batters at any given time during the course of the game in the line-up. The penalty will be an out in the vacant spot in the order.

**Substitutions** - All substitutions must be on the line-up card. If an opposing team contests the offending team's ability to supply an eligible substitute, the offending team has 5 minutes to produce an eligible substitute.

**Starter Re-entry** - A starter in the batting order may be removed and a substitute may bat in his place. The starter may return to bat, but only in his original position. The substitute cannot re-enter in the game once removed unless under the injury substitution rule. Only the starter may re-enter during the game and only one time. The starter and substitute are locked into the same spot in the order and may not bat anywhere else or the game may be forfeited for use of an ineligible player. The starter and substitute are considered "in the game" and cannot be used as pinch runners. A pinch runner (as opposed to a courtesy runner) must be someone who has not been in the batting order. A starter (not designated as a non-runner) who is replaced by a pinch runner is removed from the batting order and may re-enter only after the runner has had at least one plate appearance.

**Non Runners** - Two players per game may have another player run for them in the event they reach base. The non-runners must be indicated on the line-up card. Teams may use a courtesy runner for the catcher with two outs. (Exception: 48+ may use a courtesy runner for the pitcher and catcher anytime). The runner will be the last recorded out - (not necessarily the last batted out.) If the change is made, it must be at the furthest base the player reaches on that play. The courtesy runner must enter the game before the next pitch, or the use of the non-runner runner is forfeited. In the event a non-runner is awarded first base and there is no other action involved in the play, he may retire to the dugout without touching first base and the correct runner may obtain the base. Any improper use of a courtesy runner including the use of the wrong replacement shall result in the non-runner being scored as an out and the runner will be removed from the base. If there is a runner on base and he is "on deck" to bat, he may be replaced with the next correct non-runner so he may get prepared to bat.

**No Collision Rule** - A runner trying to advance to a base must avoid deliberate contact. That is they must either slide to the base or attempt to go around a fielder if the fielder has the ball in their possession or in the umpire's judgment is about to receive the ball. A runner who in the judgment of the umpire, collides into a defensive player in an intentional attempt to jar the ball loose or injure the player, or employs an "illegal slide" will be called out and ejected from the game. The umpire may eject any player who makes contact with another player with the intent to injure. The no collision rule is solely the judgment of the umpire. Malicious contact supersedes obstruction.

**Defensive Lineup** - All teams have the option to substitute freely on the field in any defensive position except the pitcher. A pitcher may leave the mound for another position on the field, or go to the bench, but may return only once to his position as pitcher. Free substitution on the field does not effect the batting order.

**Injury Substitution** - If a team is unable to bat the original number of hitters (or built to) that began the game due to the injury of a player, a previously used player not currently in the batting order may take the injured player's place in the order. It is an umpire's judgment whether or not a player can continue to play with that injury. If a team has no more than the original number of batters in uniform at the game at the time of the injury, then the game is continued with the injured player's spot in the batting order recorded as an out. The game is declared a forfeit if there are less than 8 players under the 8-man start rule.

**Declared Intentional Walk** - A team may declare a batter intentionally walked and without throwing 4 balls by notifying the umpire of the decision.

**Run Rule** - A 10-run mercy rule is in effect after the completion of the 5th or any ensuing inning in a scheduled 7 inning game. A 10-run mercy rule is in effect after the completion of the 7th or any ensuing inning in a scheduled 9 inning game.

**Practice games** - If a game is forfeited, the umpires can opt to work a 5 inning or 2 hour scrimmage game as long as there are enough players to field two complete teams. This game must be played as a regular game. This is not a game to tryout inexperienced catchers. Umpires have the right to refuse to call balls and strikes from behind the plate if they become subject to injury due to repeated passed balls caused by an inexperienced catcher.

**Double-headers** - Doubleheaders are 7 innings for all age groups and divisions. If the first game is forfeited at game time, the second game of the double-header will begin 2 1/2 hours after the scheduled start time of the first game unless both managers agree to start earlier. If the first game is forfeited at game time, the second will become a 9 inning game.

**Rainouts** - If a game is not postponed the night before the game, both teams must be dressed and ready to play. A team not prepared to play is subject to a forfeit. If the field is unplayable, both umpires will make the decision at that time. Consideration should be given to the condition of the field after the game. Decisions on the field should be made for the sake of the field and the League, not the convenience of the teams or umpires. Teams and umpires are subject to suspension for play on a field that effectively makes the field unplayable after the game.

- Umpires are to wait 30 minutes if it appears there may be change in the weather conditions.

**Completed/Suspended Games** - A game shall be considered a complete game under the Official Rules of Baseball. There shall be no suspended games in the NABA. For any game considered a suspended game under the Official Rules of Baseball, the score shall revert back to the score of the last completed inning unless the home team has taken the lead during the incomplete inning. If the home team ties the game in the incomplete inning and was leading in the last complete inning they shall be the winner. There may be rare exceptions where a game may be continued due to unforeseen circumstances. Determination will be made by the League President.

**Protests** - Protests must be filed in accordance with the Official Rules of Baseball, rule 4.19. There will be a \$100 fee to accompany all protests. Only if the protest is upheld the fee will be returned.

**Ejections** - A game in which a player ejection prevents a team from placing a minimum of 8 defensive players on the field shall be considered a forfeit. An ejection in which a team cannot substitute for a player in the batting order will be considered an out when that spot is due to appear at the plate.

- If an opposing team contests the offending team's ability to supply an eligible substitute, the offending team has 5 minutes to produce an eligible substitute. An ejected player will serve a one game suspension which will be served the next scheduled play date.

**Playoffs** - All NABA rules apply to playoff games. The mercy run rules still apply. There cannot be a tie in a playoff game.

**Championships** - All NABA rules apply to championship games. The mercy run rules still apply. There cannot be a tie in a championship game.