



Shasta Baseball League

Rules and Regulations

PLAYERS COUNCIL: Each team will have one seat at the players council. o Each member of the players council will have one vote o Member of players Council are a Team Manager or Coach. o The Players Council is over-seen by an appointed League Director.

1.2 BEHAVIOR AND SPORTSMANSHIP It is every player's responsibility to know the rules and abide by them. It is also every player's responsibility to respect and cooperate with the officials. It is the responsibility of the team manager to ensure proper behavior on the part of his/her team's fans. The team manager is ultimately responsible to the League Director staff for all of the above. All infractions will be governed by the Players Code of Conduct.

1.3 OBJECTIVE OF DIRECTOR The objective of the League Director with the Shasta Baseball League is to oversee all league operations, facilitate player council meetings, superintend league protests, ensure healthy competition & encourage fun and fellowship in the form of organized sports. The league Director will not tolerate verbal abuse or physical threats from or amongst players, coaches or spectators. Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension. The league Director may forfeit games if either team's participants or supporters act in such a way as to interfere with proper conduct of the game.

1.4 INSURANCE Persons or players participating in the activities sponsored by Shasta Baseball League are not covered in any way for personal liability or property damage. This means that persons competing in this program do so at their own risk. The League Director does not carry medical insurance for injuries incurred by participants of athletic events.

1.5 GENERAL Conversations with officials will be kept to a minimum. Team managers, and only team managers, may address the officials. Managers may only address matters of rule interpretation or essential game information and must do so in a courteous manner. Any verbalization directed toward an official



other than that outlined above, will result in possible dismissal from the contest, league, or any Shasta Baseball League related activity.

1.6 LEAGUE PLAY Divisions will be determined by the number of teams. Teams must be prepared to play ANY day of the week. Teams must play the night and time they are scheduled. No night or division is guaranteed. See By-Rules

1.7 RULES OF PLAY Current MLB American League Rules with High School re-entry rule added will govern all play except where Shasta Baseball League By-rules apply. See By-Rules

1.8 SCOREBOOK The team managers will work with the umpire to keep track of the game score. Final game score will be reported to League Director by end of next day. The league incorporates Game Changer for scorekeeping and statistics. It is the responsibility of each manager to manage and maintain their teams Game Changer roster, profile, schedule and games. The League will maintain the Game Changer Group "SBL League"

1.9 PLAYER ELIGIBILITY Each player must have played in at least 4- regular season games to be eligible for the playoffs & championships. You may only add players for injury after the deadline if you have fewer than 11 players on your roster.

1.10 TIME LIMIT Regular Season games are 7 innings or 2.25 hours whichever comes first. Extra innings: maximum of 2 extra innings per game if time permits. No NEW inning can start after 2.25 hours. Once an inning has started, it must be finished regardless of whether or not it has passed the time limit.

Playoff & Championship games are 9 inning games to be played as a normal baseball game, extra innings included. See By-Laws

1.11 EQUIPMENT

- A. Shasta Baseball League will provide 4 baseballs per game.
- B. Teams must provide their own catching equipment, bats and batting helmets.
- C. Batters and runners must wear helmets when batting.
- D. Umpires and teams are responsible for keeping bats in their dugout.
- E. All Bats must be legal BBCORE as of 2013, wood bat or Composite.

****If a player uses an illegal bat they will be ejected from the game.***



1.12 SLIDE RULE The rule is fairly complicated but basically, on a force play, you have to slide directly into the bag. The fielder is protected to either side of the base. If the runner goes outside the baseline, it's an automatic double play.

Force-Play-Slide Rule: The intent of the force-play-slide rule is to ensure the safety of all players. This is a safety and an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

Exceptions

- A) Runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder. Interference shall not be called.
 - 1. "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground before the base.
 - 2. "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.
- B) Contact with a fielder is legal and interference shall not be called if the runner makes a legal slide directly to the base and in the baseline.

If contact occurs on top of the base as a result of a "pop-up" slide, this contact is legal.

- C) Actions by a runner are illegal and interference shall be called if:
 - 1. The runner slides or runs out of the base line in the direction of the fielder and alters the play of a fielder (with or without contact);
 - 2. The runner uses a rolling or cross-body slide and either makes contact with or alters the play of a fielder.
 - 3. The runner's raised leg makes contact higher than the fielder's knee when in a standing position;



4. The runner slashes or kicks the fielder with either leg.
5. The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

SLIDE RULE PENALTY for Section C above

- 1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.
- 2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.
- 3) If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.

If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

1.13 UMPIRE Two umpires will be at every game. If only one umpire is present, the home plate umpire will handle all calls. The Umpires will not tolerate verbal abuse or physical threats from or amongst players, coaches or spectators. Inappropriate conduct can result in penalties ranging from game ejection to lifetime suspension. The Umpires may forfeit games if either team's participants or supporters act in such a way as to interfere with proper conduct of the game.

1.14 PROTEST & CHALLENGES All judgment calls will stand. Only rule interpretation calls may be protested. Protests of illegal players must be made prior to the top of the third inning. When a matter of protest arises during a game, the manager of the protesting team must immediately, before the next pitch, notify the umpire and opposing team that the game is being played under protest. This must be followed up by submitting a written report of the Protest & Challenge by 5:00pm the following business day, to the Players Council/ League Director.

Every protest & Challenge will be reviewed and discussed by the players council.



By-Rules

1. If time is allowed teams will play extra innings up to the 11th inning, at which point the umpires will meet & discuss the rest of the game.
2. If both managers agree to specific situation prior to or during the game, with Umpire as witness-then game counts as legal game. (ie; runner for injured player)
3. When 20 minutes expires after game start time, an game has not began, then the team with most legal players (8 or more) wins.
4. When using a player from another team, he can play any position except pitcher.
5. If a team has players ejected and available roster goes to 7 players, the game is a forfeit.
6. Slide rule:
 - a. 2B: No late slides.
 - b. HM: Mandatory slide; No blowing the catcher up.
 - c. Refer to slide rule 1.12 in the Rules & Regulations
7. You can add a player to the bottom of the line up at anytime during the game, as long as there is no prior at bat.
8. Re-entry rule; if a player exits the game, he must return to the same spot in the line up were he came out. If a pitcher exits the game, he may not re-enter as a pitcher.
9. Rainouts at the end of the season are made up only if they conflict with the final standings of the league
10. Pinch runner at any time for catcher only. Any other player refer to #2.



11. Mercy Rule

- a. 9-inning game, if after 7-innings, if there is a 10 run differential then game is over.
- b. 9&7 inning game after 5-innings, if there is a 15 run differential then game is over.

12. If player or manager gets ejected, pitcher is rewarded a 5-minute warm up period.

13. Any team may bat as many players as they want. (Refer to #7)

14. EJECTIONS - An ejection will always result in a one-game suspension.

- Anytime there is an offense by a manager, coach or team representative, the board will meet to review the incident.
- Three ejections in one year will result in one "strike" against the player, and result in a three-game suspension.
 - Previous suspensions do not count toward this three game suspension.
- Two strikes against a player results in suspension for the rest of the current year.
- Three strikes against a player results in suspension for the rest of the current year and all of the following year.

The Shasta Baseball League adopts the "3-Strikes You Are Out" rule in regards to negligent offenses, physical fights or altercations between players, coaches and officials.

If a player or manager is Ejected three times, this is equal to One Offense.