

## Mid-Island Men's League Rules 2020

### We will be using Major League Rules with exceptions listed here in this document

- Teams are prohibited to use a player from another team if they are short players. If a team cannot field 9 players, it will be a forfeit. If he is not on your roster, he is not able to play
- Each team will pay their umpire fee of \$80 before the game (if there is one umpire, \$60 per team)
- Lineup cards must be given to the home plate umpire during ground rules.
- Lineups may consist 9, 10 (EH), or any amount up to and including you entire roster (rotary)
- 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 P/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
- No new inning after 2 hours and 15 minutes. Extra innings are allowed if time permits. There will be a 15 minute grace period to allow a team to wait on their 9th player. Once the grace period has expired, the team that does not have enough players will take the forfeit loss and the other team will get the win.
- BASEBALLS: Wilson A1010 Pro, Diamond D1-Pro, AD Starr 600 or 800 (Professional), and Champro DML-100
- There is no restriction on the type of wood bat used
- All players in the dugout must be in full uniform (example: Jersey, pants, hat) for the game (unless injured). Managers and coaches do not have to be in full uniform unless playing. However, they should have a matching uniform shirt. Only a Manager and up to 3 coaches are allowed in the dugout
- If you are playing with only 9 (without subs) or batting your entire lineup, and a player gets injured, 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. If you are playing with 9 and a player gets ejected, the game is over. If you are batting your entire lineup and a player gets ejected, the spot remains an out for the rest of the game
- INJURY: If a player gets injured and there are no remaining subs available, the last player removed from the game may re-enter in the injured player's spot in the batting order
- CONF OFF: not allowed.
- CONF DEF: 1 per inning with the pitcher being removed on the 2nd trip.
- COURTESY RUNNER: Any 2 players (designated before the game), use the last batted out **can** be used.
- RE-ENTRY: Any starter will be permitted to re-enter the game in their original spot in the order 1 time during the game. Substitutes may not reenter. Once a starter re-enters the game, any subs that were entered into that spot are done for the game
- MERCY RULE: 15 runs after 4 innings; 10 runs after 5 innings. Equal number of at-bats apply.
- 3 Batter rule: The MLB rule will NOT be in effect.

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### Malicious Contact

- "A runner attempting to score may not deviate from his direct pathway to the plate in order to initiate contact with the catcher (or other player covering home plate)." A runner violating the rule shall be declared out, even if the fielder drops the ball.
- "the failure by the runner to make an effort to touch the plate, the runner's lowering of the shoulder, or the runner's pushing through with his hands, elbows or arms, would support a determination that the runner deviated from the pathway in order to initiate contact with the catcher in violation."
- "Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as he is attempting to score." The runner shall be declared safe if the catcher violates that provision. In addition, it is not a violation "if the catcher blocks the pathway of the runner in order to field a throw, and the umpire determines that the catcher could not have fielded the ball without blocking the pathway of the runner and that contact with the runner was unavoidable."
- At no time can an offensive player use purposeful and/or excessive force when contacting a defensive player whether or not the defensive player has possession of the ball. The onus is on the offensive player to avoid contact.
- If any player (offensive or defensive) is guilty of malicious contact, obstruction or interference penalties apply and that player will be ejected.

### Slide

- When sliding into a base in an attempt to break up a double play, a runner has to make a "bona fide slide." Such is defined as the runner making contact with the ground before reaching the base, being able to reach the base with a hand or foot, being able to remain on the base at the completion of the slide (except at home plate) and not changing his path for the purpose of initiating contact with a fielder
- The slide rule prohibits runners from using a "roll block" or attempting to initiate contact with the fielder by elevating and kicking his leg above the fielder's knee, throwing his arm or his upper body or grabbing the fielder. When a violation of the slide rule occurs, the offending runner and the batter-runner will be called out.
- Accidental contact can occur in the course of a permissible slide, and a runner will not be called for interference if contact is caused by a fielder being in the runner's legal pathway to the base.