

Austin Metro Baseball League Rules 2011 Season

PRE-GAME CONFERENCE

There will be a short conference held at home plate between opposing managers and the umpires prior to the start of every game. Line-up cards, which will consist of at least the **LAST** names and player's numbers (if opposing manager requests the numbers) will be exchanged at this time. The umpires will sign the home team's scorebook.

HELMETS/SKULL CAPS

All **batters and runners** are required to wear a protective helmet at all times, with at least one ear flap facing the pitcher when in batter's box. Double flaps are strongly encouraged, however, at all times.

Catchers will wear skull caps while behind the plate during all games.

All **base coaches** are required to wear a protective helmet at all times. Skull caps are an acceptable substitution.

BATS

Bats may be metal, wood, wood composite or metalwood (wood barrel metal handle) . Metal bats must not be lighter than -3. Bats may not exceed 36" in length and/or exceed 2 5/8" in diameter. No exceptions. The penalty for use of illegal bats shall be immediate ejection of the offending player from the game and a one game suspension and an automatic out. If the ball is put in play, it is a 'dead ball' and all runners must return to their previous bases.

UNIFORMS

All teams must have full matching baseball uniforms consisting of caps, numbered baseball jerseys, baseball pants, belt, sanitary socks and/or stirrups. Teams having sponsorship will be allowed the sponsors name on their uniforms via patch or on the back. This shall include players, managers, base coaches, bullpen catchers, home plate conferencing members and anyone actively participating on the field of play.

COLLISIONS/FAKE TAGS

Players shall not intentionally collide with any players. In the case of a runner intentionally colliding with a fielder, the runner will be called out and may, at the umpire's discretion, be expelled from the game. All base runners must either slide or give up their right to a base (avoid a collision by stopping or leaving a base path) and/or, if the defensive player (e.g. catcher) has possession of the ball, is in the act of receiving the ball, or is about to immediately receive the ball and will be able to make an apparent play on the base runner. Fake tags are not allowed.

PITCHERS

No player while pitching may wear white or gray sleeves, nor may a pitcher wear a batting glove or wristband while pitching. One intentional walk per game will be allowed. The four pitches must be thrown. If a pitcher hits 3 batters in any one game, the pitcher must be removed on the third hit batsman. There is no limit as to how many innings a pitcher may pitch in a game or a week. Pitchers who have been removed may re-enter the game as a pitcher one time only but not until 3 consecutive outs have been made.

COURTESY RUNNERS

Each team may have two designated players who may have courtesy runners. The courtesy runner will be the last batted out. Designated players must be noted on the line-up card before the game starts at the home plate conference. You may not save designated players or add them later in the game. If a designated player is removed from the game, becomes injured or is suspended from the game, that team loses that courtesy runner. You may run for the catcher only with 2 outs in any inning. Runner for the catcher is also the last batted out. If a designated player refuses the courtesy runner, the designated player loses the courtesy runner for the rest of the game. If an incorrect courtesy runner is used, opposing team has only one pitch to protest to the umpire and runner will be ruled out. If courtesy runner is protested, then the pitch will be ruled a dead ball. However, if the courtesy runner is ruled as the correct runner, then the pitch thrown will count as ruled.

PLAYERS

Players may play any and all defensive positions. Defensive substitutions do not affect the batting line-up. In the offensive line-up, if a player is pinch-hit or pinch-run for he may not return in the game offensively for any reason (including the event of another player's injury or ejection). If a player is removed from the offensive line-up due to injury, that player may not play defense either.

LINE-UPS

You must have at least 8 players to start the game. A team must bat a minimum of 10 players unless only 9 are present, and, if due to injury and/or ejection, a team has only 8 players in the batting line-up, then only the 9th spot will be an automatic out. If at any time a team has only 7 players the game becomes a forfeit. You can add to the bottom of the order at any time and the National A&B system is legal. If a player voluntarily or involuntarily (ejection) leaves the game, he must leave the field, and if no pinch hitter is available, the team may compress their line-up without penalty.

RUN RULE

There will be a 12 run rule in effect after 5 innings. Team behind must have at least 5 full at bats. Run rule will be in effect in all playoff games also. If a game becomes lopsided or out of hand, a team behind may stop playing at any time if it chooses (mercy rule).

LENGTH OF GAME

All games will be 7 innings or 2 hours and 40 minutes which ever comes first, except for 35+, 45+ and Interlocking wood bat games which will be 9 innings. Games may end in a tie. No new inning will start after the game has reached 2 hours and 40 minutes. Double header night games at Concordia will be 7 innings or 2 hours and 30 minutes, which ever comes first. In the Concordia first game, no new inning will start after 8:20 PM and all play ends at 8:30 PM. In the Concordia second game, all play shall end at 11:00 PM . In the event of rain, lightning, man-made happening, etc. Games will be considered a complete game after 4 complete innings or 3 1/2 innings with the home team ahead. The losing team must have had at least 4 full at bats. If a game is stopped in the middle of an inning and cannot continue, then you revert back to the last completed inning. Games suspended after the start of the 3rd inning will continue at a later date right where it left off. Games suspended under 3 innings will be totally replayed. Any playoff game that is discontinued for any reason will be rescheduled and shall resume play in the same inning with the same game situation at the moment of discontinuation. All rules regarding substitutions apply as if it was the same game (e.g. players removed from the batting lineup may not be reinserted, ejected players are still ejected for this game and pitchers removed from pitching may not be allowed to re-enter as a pitcher until 3 consecutive outs have been made since removal.)

CONDUCT

No profanity or verbally abusive attack may be directed towards any player, manager, umpire, or spectator, before, during, or after a game. Players guilty of such conduct shall be immediately ejected from the game, suspended from further participation and shall remain suspended until their conduct is reviewed by the League President. Players guilty of such conduct shall be subject to suspension for the remainder of the season and play-offs. Any player ejected from a game by an umpire shall serve a minimum 1 game suspension for each team the player is on. If a player is suspended, he may only contact his manager or division president. If said player contacts any other board member or person, he shall automatically remain suspended for the remainder of the season. A board member, however, may contact the suspended player if information is needed.

PROTESTS

Protests must be submitted to League President within 24 hours of completion of game. Games may not be protested on judgment calls by umpires.

LEAGUE PRESIDENT

League President has final and only say in any rules disputes, clarifications, and/or protests.

DIVISION RULES

Each division may have their own rules that may slightly differ from the league rules. Each division must submit their division rules to the League President prior to the start of each season for approval. Certain league rules (e.g. rule #1, etc.) will not be compromised, altered, or changed.

PLAYOFF GAME CONTINUATION RULE

Any playoff game that is discontinued for any reason and it is determined by the League president to be necessary and can be scheduled, shall resume play in the same inning with the same game situation at the moment of discontinuation. All rules regarding substitutions apply as if it was the same game (e.g. players removed from the batting lineup may not be reinserted, ejected players are still ejected for this game and pitchers removed from pitching may not be allowed to throw in the same inning they were removed.)