

MUNY- Buffalo MSBL Baseball League 45+
Playing Rules - 2017



1 General

- 1.1 All moneys paid to the MUNY-MSBL baseball league are non-refundable.
- 1.2 Participants must be at least 45 years of age to participate in the MUNY-Buffalo MSBL baseball league.
- 1.3 To participate, a player must be on the roster of the team he wishes to play for.
- 1.4 Team rosters will not exceed 20 players plus 1 manager.
- 1.5 No roster changes can take place after July 1 of each season.
- 1.6 All teams must have uniforms- shirts, pants and hats; no shorts will be allowed.
- 1.7 Teams or players will not dispute an umpire's judgment or decision. Consistent hassling of an umpire will result in immediate ejection of the player(s) from the game. Players or teams can also be suspended from the MUNY-Buffalo MSBL baseball league.
- 1.8 All players must submit a signed waiver form to the league before they can play in the MUNY-Buffalo MSBL baseball league. Team managers must also sign a team waiver.
- 1.9 The HOME team must supply the bases for each game.
- 1.10 A team must finish the game with the same amount of batters as it started, unless pre-arranged before the game by the managers or due to injury. At no time may the number of players be less than 9.
- 1.11 There will be no collisions at Home Plate, umpires will rule the play as to whether it is a collision or not. Their decision is final.

2 Length of season

- 2.1 The league will consist of 8 regular season games.

3 Equipment

- 3.1 Proper protective equipment is essential and required.
- 3.2 Helmets must be worn at the plate and on the base paths.
- 3.3 Regulation baseballs are required (minimum - RO-200 or equivalent). Each team must present 2 new baseballs to the umpires before each game.
- 3.4 Teams must supply their own equipment.
- 3.5 The use of wooden, bamboo bats and composite bats will be required.

4 Length of games

- 4.1 Starting times, dates and locations will be noted in the MUNY-Buffalo MSBL baseball league schedule.
- 4.2 There is no mercy rule after 5 innings.
- 4.3 There will be a 6 run maximum per inning, the only exception will be if the home team needs to scores more than 6 runs in the bottom of the 7th (or extra innings) to win.
- 4.4 Games may be shortened due to weather or darkness at the umpire's discretion.
- 4.5 Game curfews
 - 4.5.1 The 1st game of a Doubleheader, no inning may start after 8:30
 - 4.5.2 Diamonds with lights if the lights turn off by themselves the game will be considered suspended and will resume from that point at a later date.
- 4.6 Any game shortened due to darkness or weather and is not a regulation game (losing team has not batting 5 times) will be deemed suspended and play will continue from that point at a future date.
- 4.7 Any game shortened due to darkness or weather and has played at least 7 innings will be deemed a tie and both teams will be given .5 win and .5 loss.

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5 Offensively

- 5.1** Each manager has the prerogative to bat as many players in his initial lineup as long as there are at least ten (10) hitters (unless there are only 9 players at the game).
- 5.2** If the manager wishes to add players to the bottom of the lineup (i.e. hitting positions 11, 12, 13, 14, etc.), he may do so at any time. Any added player to the bottom of the lineup or pinch hitter must notify the opposing team manager of the batting order change.
- 5.3** If a player who is in the lineup leaves the game due to injury and there are no bench players the lineup can be collapsed not incurring an out.
- 5.4** Each manager has the prerogative to bat an A/B batting position at any point in the lineup. The A batter will bat first time through the order the B batter will bat the second time through the order and so on.

6 Defensively

- 6.1** All players may be substituted for, at any time, except the pitcher. Defensive players need not be in your batting order. In regards to substituting for the pitcher, if he is removed from the mound, he may not re-enter in the same inning, regardless of whether he stays in the game (i.e. as the right fielder).

7 Courtesy Runners

- 7.1** Each team will be allowed to have 3 courtesy runners per game. The courtesy runners must be indicated when the lineups are exchanged before the game. The player running for the courtesy runner will be the last batted out. If you at any point do not use the courtesy runner you lose it for that spot for the rest of the game.

8 Pitcher

- 8.1** Pitchers will be allowed to pitch maximum 4 innings per game.

9 Catcher Speed Up

- 9.1** A runner may be used on the base paths for the catcher when there are two outs.
- 9.2** The runner must be the last batted out.

10 Injuries

- 10.1** If a player gets injured, the team may play with fewer players than it started with, providing the number of players is at least nine.
- 10.2** A player that was removed from the lineup may re-enter the lineup to replace an injured player, but only if there are no players on the bench that have not played.

11 Player Expulsion

- 11.1** If a player is expelled from a game and the team has no extra players to enter the game the team will take an out each time the expelled players spot comes in the order.
- 11.2** There will be no re-entry rule for expelled players.
- 11.3** If a team falls below 9 players the team will forfeit the game.