

# International 50 & Over Baseball Association

## Field Rules

All official Major League Baseball rules will apply, with the exception of the following field rules:

1. All players must be 50 years of age or older, no exceptions. All contracts must show the date of birth and age and must be completed properly as is required in the contract. Anytime there is a question about the age of a player(s), only the manager or his assistant may officially dispute the age of the player(s) in question.
  - a. If there is an ineligible player on a team, **all** of the games in which that player participated will be forfeited. The responsibility of verifying the age of a player lies with the manager of each team.
  - b. The acceptable documents for proof of age are:
    - A. Current, valid U.S. driver's license (Mexico drivers license are not approved)
    - B. Current passport
    - C. Texas Department of Public Safety ID Card
    - D. USA Border Crossing Card
  - c. No other type of document will be acceptable.
  - d. If there is a question between managers, on the eligibility of a player(s) and the issue cannot be resolved, the game will be played under protest and the league officials will resolve the issue later.
2. Players may be substituted for defensively at any time. Defensive players need not be in your batting order. No more than 5 rookie players (50 to 54) may play defensively at one time. The batting order must be maintained without affecting the players' defensive position. If a pitcher is replaced, he may re-enter the game one time as the pitcher, if he did not leave the field as a position player.
3. If a pitcher hits any three batters in one inning or four batters in any game, then that pitcher will be removed as a pitcher and will not be allowed to play any other position defensively or offensively.
4. Pitchers that are removed after two mound visits by the manager or a player out of the dugout in one inning or on the third mound visit in a game, must be removed from the game and cannot play defensively or offensively.

5. After one mound visit by the manager or a player out of the dugout, the pitcher that is removed may play defensively or offensively and return as a pitcher one time in that or any other inning.
6. All pitchers must be 55 years of age or older. If the pitcher leaves the field and becomes an extra hitter, then he will not be allowed to return as a pitcher in that game.
7. Each team will be allowed to start and finish the game with only nine players. In this case, only four players are allowed between 50 to 54 years of age. A tenth player may be added to the bottom of the line-up at any time during the game.
8. A team that has 10 players on defense must bat those ten players to start the game.
9. Two extra hitters are allowed.
  - a. The line-up at the start of the game may have a maximum of 12 players.
  - b. Only 10 players are allowed on the field.
  - c. The extra hitter may be placed anywhere in the line-up and not necessarily at the 12<sup>th</sup> batting position; however, he must always bat in the same batting position.
  - d. The extra hitter can be 50 years of age, as long as there are no more than five players that are 50 to 54 years old playing at the same time in the game.
10. If 10, 11, or 12 players are batted then 10, 11, or 12 players must bat throughout the entire game.
  - a. From these 12 players, no more than 5 players between 50 - 54 years of age can be in the line-up at the same time and that includes the extra hitters.
  - b. When a player is replaced in the batting line-up he may not return to the batting line-up during the game but may play defensively.
  - c. A team may add an extra hitter on the bottom of the line-up prior to his team starting over the second round in the batting order, but cannot exceed the two extra hitter rule in the line-up.
  - d. If a player starts as an extra hitter, he may change from extra hitter to pitcher if he is 55 years of age.
  - e. If a player starts as an extra hitter, he may change to a position player, and the player he changed with may become the extra hitter. Both players must remain batting in their same batting order.
11. Players aged 50-54 can be substituted for another 50-54 age player, as long as a team does not have more than five 50-54 aged players in their line-up at the same time offensively or defensively.

12. If a pitcher requires a Designed Hitter, then that DH will need to be 55 years of age or older. A designed hitter can only be for the pitcher, not for a position player. This DH can be listed in any position in the line-up from #1 - #12. The pitcher that has required the DH is not listed on the line-up card.
  - a. Once the pitcher is relieved by a new pitcher and if the new pitcher is not batting, then the same DH can remain in the line-up, batting for the new pitcher.
  - b. A new DH can take the place of the existing DH. If the new pitcher wants to bat, then the DH disappears and the new pitcher will bat.
  - c. If the current pitcher is moved from the mound to any defensive position, then that move terminates the DH position. The existing DH may enter the game as a defensive player when the pitcher is removed to another position or he may become the extra hitter. Regardless, the line-up will continue with the original batting order.
  
13. Base stealing, sliding, and bunting are NOT allowed.
  - a. A player can advance as far as he wants on a batted ball.
  - b. If there is a pickoff attempt at any base, that player must return to base and cannot advance forward. If there is a wild throw to the base, then the runner may advance at his own risk.
  - c. If the player over runs the base, upon returning, he may be tagged out.
  - d. If the ball is thrown and missed by the opposing player, and is considered in play, then the base runner may advance to the next base, at his own risk, without having to return to touch the base he is leaving.
  - e. If the pitcher, catcher or any other player throws the ball and the ball is overthrown and / or missed, then the player may advance one base, if the ball is not in play.
  - f. If the ball is in play, then the runner, at this own risk, may advance as many bases as he chooses.
  - g. On the third strike, if the catcher drops the ball, there is no need to throw the ball to first base or touch the batter. The batter is automatically out.
  
14. Aluminum bats are NOT allowed. Wood bats and bats with aluminum handle / wood hit area will be allowed.
  
15. The official baseball will be either Diamond and / or Rawlings. Each team is to hand the umpire one new baseball before the game.

16. A courtesy runner is only allowed for players 60 of age or older.
  - a. The courtesy runner must be 60 of age or older.
  - b. There is not limit as to how many courtesy runners can run per inning, as long as the same runner does not run more than once in that inning as a courtesy runner. A runner may run once in the batting order and then only once as a courtesy runner in the same inning.
  - c. The courtesy runner may or may not be in the line-up.
  - d. No courtesy runner for a courtesy runner is allowed. If a second courtesy runner touches the base, he becomes the courtesy runner. If this occurs, then that courtesy runner is automatically out.
  - e. If the courtesy runner comes to bat in the batting order and he is on base, an out will be called for his turn at bat but he may remain the courtesy runner.
  
17. A pinch runner is allowed for players 50 to 59 of age as long as the pinch runner is replacing the runner on base and in the batting line-up. The runner that is replaced cannot return to the game in the batting line-up but may play defensively . A 50 to 59 pinch runner is allowed for players 60 and over, as long as the pinch runner is replacing the runner on base in the batting line-up and no more than 5 players 50 to 54 are in the line-up at the same time. The runner that is replaced cannot return to the game in the batting line-up but may play defensively.
  
18. A “no slide” and “no crash” rule will be in effect at all bases, including home plate.
  - a. Players should try to avoid any physical contact. However, many times it may be impossible due to the spirit involved in the game of baseball.
  - b. If there is any sliding, then that player is automatically out. Players that accidentally fall to the ground while running or after an injury will not be considered as sliding. This will be up to the umpire to make the call on that play.
  - c. If there is any physical contact or collision for any reason, then it will be up to the umpire to make the call on that play.
  - d. A “run by” rule shall be in effect at all bases, except for returning to a base. A runner returning to any base may be tagged out if he over runs the base.
  - e. A player may run past any base while he is advancing forward at any time. The runner shall be considered safe, as long as he goes straight or turns to the right after passing the base.
  - f. Any attempt to advance or to decoy the fielder cancels the “run by” rule and the runner may be tagged out.
  
19. All players and manager on the field, with the exception of the batboy and scorekeeper, must be in full baseball uniform once the game has started.
  - a. The batboy and scorekeeper are not to be considered as part of the roster.
  - b. The uniform code, which follows, will be observed by the sixth game of the regular schedule.

- c. For games 1, 2, 3, 4, and 5 of the regular schedule only rule “c” of the uniform code will be enforced.

### Uniform Code:

- a. Caps must all be the same style; same color and with the same logo, if there is a logo. The catchers cap and batter’s helmet do not need to match the team’s uniform.
  - b. Shirts must all be the same style, same color, same trim and same logo, if there is a logo.
  - c. Numbers on the shirts are required and need to be the same color, same type, same size and on the same area of the shirt. If a sponsor’s name has been added, it does not have to be in the same location on the shirt.
  - d. No duplicate numbers are allowed.
  - e. Pants and socks must be baseball or softball style.
    1. The color does not matter; however, it is recommended that all players and managers try to wear the same style and color.
    2. No sweat pants will be allowed for the players or managers.
20. Games will be nine innings with a 10 run rule (knock out) after the seventh inning.
- a. The eighth inning will not begin if the score is ten runs or over in the seventh inning and the same will apply for the ninth inning.
  - b. All games will begin at 10:00 a.m. or 1:00 p.m. as long as there are a minimum of nine qualified players on each team. Forfeit time for all games will be 15 minutes after the scheduled game time, 10:15 for morning games and 1:15 for afternoon games.
  - c. If players are not available or able to play, then the game will start anytime between 10:00 a.m. and 10:15 a.m. for a morning game and 1:00 to 1:15 for an afternoon game.
  - d. After 10:15 a.m. (morning game) or 1:15 pm (afternoon game) the game will be considered a loss by forfeit for the team that was unable to field a team and a win for the other team.
  - e. Each team will be allowed to start and finish the game with only nine players. In this case, only four players are allowed between 50 -54 years of age.
  - f. The home team will be listed on the schedule, the home team will provide the bases, and home plate, if there is not a home plate or bases on site.
21. Games will have a three hour time limit and a game can end in a tie. No inning can start after 1:00 pm for a morning game and 4:00 pm for an afternoon game. Any inning started prior to the 3-hour limit will be finished regardless of the time limit. The last out recorded in an inning determines the start of the next inning. If the last out is made prior to the 3-hour limit the next inning will be played. The home team will always get the last at bat if necessary, regardless of the 3-hour limit.

- a. Games at Soccoro and Bowie or any ball park, are under the three hour limit.
  - b. If an afternoon game (1:00pm) is started late. Then the three hour time limit will include the late minutes added to the start of the game. (Example 1:15 start game goes to 4:15 pm).
22. If a game is forfeited and the two teams want to play for fun, then each team will be responsible for the compensation of the umpire(s).
- a. The league will not get involved with that arrangement.
  - b. The league will demand that the umpire(s) be paid their regular game fee provided by each team on a forfeit and after every game.
23. All decisions on the field will be decided by the umpire(s). The head umpire will make the final decision.
- a. No managers will be allowed to make any decisions on any call.
  - b. No protests will be accepted on any umpire calls.
  - c. Any complaints on any calls and / or any questionable action regarding an umpire will be addressed and dealt with at the next regular league meeting or whenever the executive director of the league deems necessary.
24. Umpires have the authorization to remove any player, manager, coach or spectator from the field or the stands.
- a. The league will not allow any fighting, physical abuse or offensive language from any player, coach, manager, or spectator.
  - b. Any violation could result in banishment or suspension from the league, keeping in mind that the code of conduct applies to all.
25. If the assigned umpire or the league-approved substitute does not show up, then the game will still be played and will be considered an official game.
- a. The umpire for this game will need to be chosen by mutual agreement between both managers.
26. In case of bad weather, the only person authorized to cancel or delay the game will be the head umpire and / or the executive director of the league. This may be done by telephone or on the field.
- a. Many times the field may not be in playable condition and will need to be dried, repaired or raked; therefore, the game may be delayed.
  - b. No game will be started prior to the scheduled time and may be delayed up to one hour after the scheduled time, due to any existing conditions mentioned above.
  - c. If an alternative field is discussed, then the decision to relocate and play on that field will have to be agreed upon by both managers.
  - d. If one manager does not agree, the game will be postponed.

- e. It will be the manager's and players' responsibility to be ready to play on time and if there is a "no show" on the part of the team, the umpire will make the decision to forfeit the game or not.
- f. All time schedules will be honored and the managers and players should not allow themselves to make a personal decision that the game will automatically postponed, since they will run the risk of causing a forfeit.

League website: <https://elpasointbaseball50andover.weebly.com/>