

# Pine Tree League Rules 2013

**1. AGE REQUIREMENT** A player is eligible to participate in an official league sanctioned game on the date of his 18th and/or 25th birthday.

**2. AGE REQUIREMENT LIMITATION** Each team will be allowed to carry an unlimited amount of 25 years of age and older. Each team will be allowed to have 3 players on their roster that are of 18 years of age to 24 years of age.

The age is determined as the day of that participating persons birth date. For example: If a player turns 18 or 25 in mid season than that player will be allowed to participate on the date of that players 18th or 25th birthday. If a player turn 28, then that player may be allowed to pitch on his 28th birthday In the event a player turns 25 during the season and that may create a vacancy in the 18-year-old limits. However, a player is only eligible for the playoffs if the requirement as is stated in the league rules.

**(9.e)** In order for a player to qualify and participate in his team's local league playoffs, tournaments and post-season events, he must participate in at least 50% of his team's regular season games. In order for a player to qualify as a pitcher he must make two plate appearances in one half of his team's regular season games played or pitch in 25% of this team's regular season total innings or pitch in 75% of his team's games. If such a player fails to meet the requirements due to injury, a letter should be submitted to the league president explaining non-compliance. )

**3. PITCHING AGE** A player is eligible to pitch in an official league sanctioned game on the date of his 28th birthday.

**4. STANDINGS** Season standings (with-in each division) will be based on win/loss percentage. Tiebreakers will be: A). Head to head record. B). Least total runs allowed in head to head games. C). Coin toss.

**5. PLAY-OFFS** will be single elimination. Higher seeded team will be the home team and home field for division play-offs games.

**6. HOME FIELD RESPONSIBILITIES** The home team will be responsible for preparing the field, including raking and lining the infield. The home team will be responsible for rainout decisions and notifying umpires.

**7. GAME SCORES** Game scores must be reported with-in 24 HOURS by e-mail or telephone (**207-923-3065 OR [ktarget@fairpoint.net](mailto:ktarget@fairpoint.net)**) to receive credit for your win. It will be the responsibility of the winning team to report the game score with-in 24 HOURS so that we may post the standings. Failure to report score will result in a forfeit recorded for both teams. Please e-mail scores to **[ktarget@fairpoint.net](mailto:ktarget@fairpoint.net)**

**8 GAME REPORTS** Game reports, comments, etc. are welcome from all players and coaches, and will be passed along to league members by e-mail. Please e-mail your reports and comments to **[ktarget@fairpoint.net](mailto:ktarget@fairpoint.net)**

**9. GAME CANCELLATIONS.** Managers are required to meet the following deadlines for game cancellations.

Sunday Morning Games- Managers must call the opposing team's manager no later than 9 p.m. the Friday before that Sunday Morning's game. If one manager fails to do so then the team at fault will be fined one umpire's fee for that game. The fee will be paid to the league. In the event a team fails to produce the minimum amount of players and the umpires show to the field than the team at fault pays both umpires fees and are assigned a forfeit.

Week Night Games- Managers must call the opposing team's manager no later than 8 p.m. the Sunday before that Weeknight's game. If one manager fails to do so then the team at fault will be fined one umpire's fee for that game. The fee will be paid to the league. In the event a team fails to produce the minimum amount of players and the umpires show to the field than the team at fault pays both umpires fees and are assigned a forfeit.

**10. League Gentlemen Rules** We have several gentlemen rules in effect and must be discussed prior to the beginning of the game (i.e. pinch runners or speed up game pinch running) This league was created to provide for men 25 years old and 18 years old and over an alternative to softball and enable us to play the game we all grew up playing. Adult attitudes must always prevail, no matter how competitive any league is. The responsibility that this ethic sustains will remain at the responsibility of the individual league President and his officers and anyone who abuses the league's code can be suspended or expelled from the league. These rules were established to serve as guidelines for all local league affiliates.

1. Uniforms, Helmets, Baseballs and Other Equipment
2. Game Length, Run Rule and Rain-Outs
3. Teams, Players and Line-Ups
4. Player Behavior and Team Responsibility
5. Courtesy Runners
6. Pitchers
7. Fielders
8. Ex-Pro Status and Regulations
9. Code of Conduct

## **RULES**

### **1. UNIFORMS, HELMETS AND BASEBALLS**

**1.a** All teams must have full baseball uniforms consisting of caps, numbered baseball jerseys, baseball pants, belt, sanitary socks and stirrups - each player's uniform must be of similar design to his teammates uniforms. Teams having sponsorship will be allowed the sponsors name on their uniforms via patch or uniform shirt.

a.1. No player out of uniform will be allowed to play without the opposing manager's consent.

a.2. All teams should have their uniforms by their first game. A grace period should be extended for newly activated players or for new teams to complete their uniforms.

**1.b** All batters and runners must wear helmets for both at bats and on base. There is no option to this rule. Full double-ear flap helmets are encouraged for at bats and are encouraged for the bases. Catchers must wear a helmet underneath their mask.

**1.c** The Rawlings R200 is the official league ball. Each team should bring a minimum of 3 balls to each game. Only balls provided by the local league will be permitted.

**1.e** Metal cleats are permitted.

### **2. GAME LENGTH, RUN RULE AND RAIN-OUTS**

**2.a** All games are 9 innings -

Re: **darkness** - 7 innings complete – umpires discretion

Re: **rain** - 5 innings complete.

All league playoff games must be played to completion either by league standards, being a (7) inning or (9) inning game. The umpire may suspend, cancel or call a game if, in their opinion; the safety of the players is compromised due to rain, darkness or time limits.

**2.b** If there is a 12-run discrepancy at the end of 7 innings (9 innings) or 12 after 5 innings (7innings) the game will be ruled final at this point.

**2.c** Any games rained out will not be re-scheduled by the league, but may be made up at any time not conflicting with previously scheduled games. Both managers must agree to all make-up games and league notification must take place. Rain out games must be made up in order of cancellations. Tie games can be played to completion at a later date, again with the agreement of both teams and league notification. Final league standings will be determined by won/lost percentage. Ties will be decided by head-to-head competition first, followed by inter-division won-lost record.

**2.d** In the event of rain, it is the responsibility of the scheduled home team to notify the umpires and opposing team of field conditions and possible cancellation of game, at least 1 hour before scheduled game time. In the event such notification does not take place, the home team solely will be responsible for any travel fees imposed by the umpiring organization.

### **3. TEAMS, PLAYERS AND LINEUPS**

**3.a** A player is eligible to participate in an official league sanctioned game on the dates of either their 25th and/or 18th birthday

**3.b New Players:** The league shall control the assignment to teams of all new players who have contacted the league in response to advertising or who have been referred to the league by any means. A player who has not played in any league game in either the current or previous year shall be regarded as a new player. A new player acquired by a team through that team's own recruiting efforts should be subject to the control of the team and not the league.

**3.c** Team rosters must be submitted to the local league by opening day, including league and player fees, proof of date of birth, player waiver forms and team medical waiver form. Rosters may not be changed after the first league game unless:

- Players are lost to injuries.
- A player from their roster voluntarily quits for the remainder of the season.
- The local league decides to extend dates for final rosters.

**3.d** All players, prior to participating in a game, must have signed waiver forms on file with the league.

**3.e** A team manager may bat as many players as he desires, with a minimum of 10 (subject to the number of players available, if less than 10). Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game. If a team has only 9 (nine) players and therefore bats only 9, the opposing team will have the option of batting 9 as well.

**3.f** A manager may add batters to the bottom of the lineup at any time but if a batter is pinch-hit or run for (except under courtesy runners as outlined in section 5), the player may not re-enter the game as a hitter but may remain in the game as a fielder or pitcher. Added players to the bottom of the lineup may be added as individual hitters or as A/B. Each team has a hitting and a defensive lineup that are independent of each other. Players may play in either lineup or both.

**3.g** A team MAY declare at the time that lineups are exchanged prior to the start of play that any batting order position can be occupied by two (2) players in each such batting position. That is, 3A/3B, 10, 11A/11B, 12, etc. The first time that position 9 gets an at bat, 9A would hit and the next time this slot hits, 9B would be up. Then 9A hits the third time this spot in the order comes up, and so on, alternating between these two players throughout the game. Once a team declares the use of this A/B system, it must continue using it for the remainder of the game.

Hitters in the A/B position may be pinch hit for, just as any other player.

**3.h** All teams must announce offensive additions, substitutions, and/or changes to the home plate umpire AND opposing team manager and/or scorekeeper. Only after this has been done will the added player be deemed a legal substitution.

If a team fails to announce an offensive addition/change, the player will be called out as soon as he occupies the batter's box and the lineup will revert back to the lineup in effect prior to the player entering the game. The unannounced player will not have officially entered the offensive lineup and is therefore still available offensively even though an out has been assessed.

Example: Team A is batting 12 players and wishes to add a player to the bottom of the lineup (Player 13). Player 13 walks to the plate and is not announced to either the opposing team or home plate umpire. Once this player occupies his position in the batter's box, the umpire will immediately call him out for an illegal substitution and it will then go back to the number 1 position in the lineup. Player 13 is still available to be added to the lineup legally.

**3.i** If a player is forced to leave a game due to injury or ejection, a reserve player, not previously entered into the game as a hitter, must hit in the replaced hitter's place. If there are no reserves who can replace the individual, the spot is skipped and all hitters below that position move up. The first time this vacated spot comes up in the batting order, an out will be assessed, after that one time, no out will be recorded for skipping the spot vacated by the displaced player.

**3.j** A team must have 8 players for an official game and may borrow a player from an opposing team with the opposing manager's consent or may borrow a player from another team, also with the opposing manager's consent. If the team's 9th player arrives after the start of the game, the borrowed player reverts back to his team.

**3.k** All players may be substituted for defensively, at any time, without affecting the players offensive status in the line-up. If the pitcher is removed, he may re-enter to pitch only one time during the course of the game, but not in the same inning. The removed pitcher may play any other position after being removed or no position at all.

**3.l** No player may switch teams without the consent of both managers and the league president. If this does not meet with approval, the player must sit out one calendar year from competition, from the last date of his playing, or re-enter the league's next draft, making himself available to any team for selection. In the event a team disbands during the season or at season's conclusion, all players with 3 years seniority in the league will become automatic free agents and will be permitted to play for any desired team. Players not having 3 years in the league will re-enter the draft. If a player is not invited back by his manager, he must be given his release so that he may go to the team of his choosing or re-enter the draft. If a player is invited back to play and he desires not to play for his former team and cannot be successfully traded, he must sit out one entire year or re-enter the draft, making himself available to all teams.

**3.m** In the event a player wishes to leave his existing team and form a new team, he may do so. No other player can be taken from the existing team without the consent of the existing team's manager. No other players may be taken from any other team without the respective team manager's approval.

**3.n** Final team rosters must have no less than 12 players and no more than 16.

**3.o** Last names must be used in the scorebook to allow for player identification for follow up inquiries that relate to playoff and national tournament participation requiring minimum playing

requirements.

#### **4. PLAYERS BEHAVIOR AND TEAM RESPONSIBILITY**

**4.a** There will be no beer or alcoholic beverages permitted at the field before, during or after the game. The field refers to the general playing area and ancillary areas.

**4.b** The league has the right to suspend or expel any team member who abuses league rules or who does not exhibit a sense of sportsmanship or who plays without regard to the safety of the umpires or other players.

**4.c** An umpire has sole discretion to expel any player or manager from the game.

**4.d** Fighting among players or aggressive physical contact with an umpire will not be tolerated and players expelled from the game for either violation will be subject to suspension or expulsion from the league.

**4.e** Players shall not intentionally collide with any other 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) 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. If a defensive player is not in possession of the ball, is not in the act of receiving the ball, or is not about to immediately receive the ball so that he is able to record an out (apparent play. at any base), he cannot block the base (e.g. home plate) or be in the base path so as to impede (obstruct) the base runner's right to that base. Under such circumstances, the defensive player shall be responsible to avoid collision. If a collision does occur under these circumstances, the runner will always be considered safe and the obstruction rule shall be enforced. The defensive player may be ejected from the game (if the action is intentional, he must be ejected), and will be suspended from league play if the obstruction is judged to be flagrant.

**4.f** There will be no "Slash Bunting" or fake bunting and then swinging away. The batter will automatically be called out and any advancement made by base runners will be returned to their respectful bases.

**4.g** Failure to abide by age regulations - the managers must all recognize their responsibility to the league and the perpetuity of it as to not cross the line where winning is more important than playing. An opposing manager may at anytime have the right to question a player's age. If a manager wants to lodge a protest, proof of age and residence must be mailed to the manager who lodged his protest by Friday of the following week. If an under age player is detected, penalties whether to the individual or team will be decided by the league president. As a precedent, if appealed in time, then the game will be forfeited.

#### **5. COURTESY RUNNERS**

**5.a** Players that will need courtesy runners must have their manager notify the opposing manager prior to the start of the game. If not so notified, the opposing manager may deny the request. Each team will be allowed a maximum of 2 players per game who can be run for each time that they reach base. The individual who runs for these player(s) needing a courtesy runner is not determined ahead of time. It is always the last batted out who must run for the person needing the courtesy runner. Once the game begins and the full complement of 2 courtesy runners has not been used, if a player sustains an injury, an additional courtesy runner may be used. In the event a player becomes injured during the game and the maximum number of courtesy runners (2) have already been designated, a pinch runner must be used and no courtesy runner will be allowed. If a batter (designated as needing a courtesy runner) opts to run, or forgets to get a courtesy runner and subsequently runs, he will lose his courtesy runner for the remaining portion

of the game. The offensive team that is replacing the courtesy runner has 30 seconds to make the runner change. If the runner is not replaced within this time period, the original runner must run and the right to use the courtesy runner for this particular batter will be forfeited for the balance of the game. The 30-second time limit will begin at the time the umpire calls for time to allow replacement for the runner.

**5.b Game Speed Up-**If the catcher is on base with 2 outs he may be pinched run for with the last batted out. This must be discussed and agreed between both managers prior to the beginning of the game. If it is discussed and it is not used then it will not be allowed later in the game. (i.e. if the catcher is on base with 2 outs in the third inning and chooses to run he will not be allowed a pinch runner in later innings).

## **6. PITCHERS**

**6.a** No player while pitching may wear white or gray sleeves, nor may a pitcher wear a batting glove or wristband while pitching.

**6.b** One intentional walk per game will be allowed.

**6.c** If a pitcher hits 4 batters in any one game, the pitcher must be removed on the fourth hit batsman.

**6.d** There is no regulation as to how many innings a pitcher may pitch in a game or a week.

## **7. FIELDERS**

Infielders are not allowed to decoy a throw or catch. If a decoy throw or catch is detected, all runners shall be allowed to advance one base beyond the base held after all play stops. If the same fielder decoys twice in the same game, the fielder shall be expelled from the game. Decoying is referred to as a false catch or throw done in an attempt to get the player to slide unnecessarily, where no strategic value is gained.

## **8. GENERAL LEAGUE RULES**

**8.a** Two forfeits by any team could mean immediate expulsion from the league with no money refunded to the team. Individual leagues should evaluate circumstances before rendering a decision.

**8.b** All protests should be lodged to the league protest committee/board within 24 hours after the game for which the protest is made. The league president shall decide all protests.

**8.c** In order for a player to qualify and participate in his team's local league playoffs, tournaments and post-season events, he must participate in at least 50% of his team's regular season games. In order for a player to qualify as a pitcher he must make two plate appearances in one half of his team's regular season games played or pitch in 25% of this team's regular season total innings or pitch in 75% of his team's games. If such a player fails to meet the requirements due to injury, a letter should be submitted to the league president explaining non-compliance. Local leagues retain the right to their own qualifications for local tournament only.

**8.d** In the case of a player whose team plays a regular season local league schedule that had 15 or fewer games, the player must play in a significant way in the greater of eight (8) games or 75% of the number of regular season games on the schedule. A player shall be deemed to have played in a game in a significant way if; (a) he has at least three (3) at bats in the game; or (b) plays at least four (4) innings in the field; or (c) plays at least three (3) innings in the field and has at least one at bat; or (d) plays at least three (3) innings in the field, has no at bats, but pitches the game. The National Rules Committee, and its conclusions, shall be binding.

## **9. CODE OF CONDUCT**

### **Prohibitions**

Managers and players shall conduct themselves in a sportsmanlike manner at all times. No manager or player shall commit the following:

1. **Lay a hand upon, shove or strike, or threaten an official.** Players and managers guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the president reviews his conduct. Players and managers guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.
2. **Refuse to abide by an official's decision.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the president reviews his conduct. Players guilty of such conduct shall be subject to probation or suspension for the remainder of the season.
3. **Be guilty of objectionable demonstrations of dissent at an official's decision.** Players and managers guilty of such conduct shall be subject to suspension from further participation in the game.
4. **Discuss with an official or officials the decision reached by such official or officials, except for the manager or his designee who are authorized to participate in such discussions.** Players guilty of such conduct shall be subject to suspension from further participation in the game.
5. **Use unnecessarily rough tactics in the play of the game** against the body or person of an opposing player. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to probation or suspension for the remainder of the season.
6. **Be guilty of physical attack as an aggressor upon any player, manager, official, or spectator, before, during, or after a game.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the president reviews their conduct. Players guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.
7. **Be guilty of verbal abusive attack upon any player, manager, official, or spectator, before, during, or after a game.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the president reviews their conduct. Players guilty of such conduct shall be subject to suspension for the remainder of the season.
8. **Consume alcoholic beverages or illegal drugs during the game or be upon the field of play at any time in an intoxicated condition.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to probation or suspension for the remainder of the season.
9. **Smoke on the field of play or in the dugout.** Players guilty of such conduct shall be immediately suspended from further participation in the game.

### **Penalties**

1. The president may, suspend any player or manager for such a period and upon such terms as it may propose, for the conduct with in its opinion is prejudicial to the welfare, interest, reputation, or charter of the league.
2. Except as otherwise provided, the president shall determine the appropriate action required for violations of the codes of conduct, and shall report their decision to the player, manager and the board of directors.
3. A player found in violation of any provision delineated in the codes of conduct, after being placed on probation for the remainder of the season shall be suspended for the remainder of the season.

4. Any player found in violation of any provisions delineated in the codes of conduct, after being suspended from further participation in a game shall be suspended for the remainder of the season.
5. If a player is ejected from a game, the player may be subject to a 2 game suspension. The president will determine through both managers and umpires the circumstances of the ejection. If a second ejection occurs from the same player that player may face expulsion from the league.

**Grievances, protests, and appeals**

1. Grievances may be filed by an individual player or by the manager of a team provided that a grievance is formally submitted to the commissioner. The commissioner shall adjudicate all such grievances and shall report any action taken.
2. An appeal of any action or ruling may be filed with the president by an individual player or by the manager of a team provided that the appeal is formally submitted. However, all decisions by the president are final and not subject to appeal.