

Diamond Dreams Over 40 Baseball League 2021

RULES OF PLAY

For many years we have enjoyed good competition and great sportsmanship. **As you participate please keep in mind that no one is going to get called up to the majors. You, your teammates and opponents have jobs, responsibilities, and families to return to after the game. Compete but don't let anyone get hurt.** Please note, that no animals or person other than players on a team's roster may be in the dugout during a game.

- 1.) **TEAMS:** The league shall consist of those teams whose team application is accepted by Diamond Dreams Inc.

- 2.) **PLAYERS:**
 - A. **ELIGIBILITY:** Any person shall be "ELIGIBLE" who has attained the age of 38 years and has submitted to the league all required documents and fees. Also, 37year old players that attain the age of 38 before December 31, of that year are considered fully "Eligible" for league purposes.

 - B.**ELIGIBILITY:** Players who attain the age of 35 before December 31, of that year are conditionally "Eligible" to play but may not pitch or run for anyone but themselves.(may catch or play any other position except those prohibited by this Paragraph B)

C. ELIGIBILITY: The “ELIGIBLE” entry age for players into the Diamond Dreams Over 40 Baseball League is 33 years old but such “ELIGIBILITY” is limited to only three (3) players per team. Such players must reach the age of 33 by December 31, of that year to be “ELIGIBLE” to play in this League and all such players are prohibited from pitching, catching, or running for anyone except themselves.

D. EJECTION, SUSPENSION, AND EXPULSION: Any player ejected from a game by the umpire for any reason shall be ineligible for play in his team’s next game. EXCEPTION: A team manager or his designated assistant manager when ejected for simple argument of an umpire’s ruling. **Whether or not a player or manager is ejected by the umpire, grounds for further disciplinary action by the Board of Diamond Dreams Baseball may still be taken for any act posing threat or risk of injury or harm, such as:**

- * rough play,
- *throwing bats, helmet, or ball,
- *fighting,
- *intimidation of umpires or other players,
- *threatening or inviting confrontation,
- *violation of league rules,
- *or any act or omission not in the best interest of the league.

The Diamond Dreams Board of Directors Will Not Tolerate Such Actions By Players Or Managers. All Such Activities For Any Reason Will Be Dealt With in a most Serious, Direct, Expeditious, Resolute, Convincing, Forceful, and Fair Manner, So As To Be In The Best Interest Of The Diamond Dreams Over 40 Baseball League And The Safety Of Its Players, Managers, Scorers, Umpires, Fans and Baseball Field Owners.

“To do otherwise, seriously jeopardizes being able to secure umpires, scorers and baseball fields as well as jeopardizing the existence of Our League.”

E. POST-SEASON PLAYER ELIGIBILITY: Players must appear in five(5) or more regular season games for a team or one half of all games played in the second half of the year if they join the team half way through the season, to be eligible for post season play for the team. If due to an injury or other good cause a player did not appear in the required number of games, the player or player’s manager may apply to the COMPETITION COMMITTEE for special exemption to the POST-SEASON player eligibility rule.

F. FREE AGENCY: Players may change team affiliation at any time prior to the 5th regularly scheduled game. The player’s new team affiliation is effective when the new manager notifies a league officer, or scorer, or the player appears in a game for the new team. A player cannot appear in games for more than one team in any scheduled

week. In addition, both managers must agree on the change.

3.) GAMES

A. SCHEDULE: The LEAGUE schedule shall set the time, date, home team, site, number of innings or time limit, and the format of regular and post season play. Games may be cancelled, postponed, and/or rescheduled as deemed necessary or advisable.

B. FORFEITS: Any game in which a team is unable to field the minimum number of players or in which an ineligible player makes an appearance shall be a forfeit. Any team which forfeits shall be suspended until the payment of a forfeit fee (to be determined by the Diamond Dreams Over 40 Baseball Board of Directors, herein referred to as the "Board.") to the league, except when caused by an emergency, Act of God, injury during game play, or other excusable event. If a team forfeits a game for any reason that Team will be required to pay both umpires' and scorer's fees before such team can play their next game.

C. SUSPENDED GAMES: Any game which does not complete five (5) innings or which ends in a tie shall be a suspended game. A suspended game MAY be rescheduled and completed. A regular season rescheduled suspended game shall be complete at the end of five innings or at the end of any subsequent inning not ending in a tie. A

regular season suspended or rescheduled game which is not completed through five innings is considered no game except if the 2 & 1/2 hour time limit has expired. A regular season suspended or rescheduled game which completes at least five innings and ends in a tie (due to weather, time limit, etc.) shall be considered a tie game. A regular season rescheduled suspended game shall be resumed at the point suspended. In a rescheduled suspended game, the absence of any batter in the original lineup of a suspended game who is not present at the resumption of play shall not be cause for the subsequent batter to be called out for failure to bat in the proper order. Any player who did not appear in the suspended game may be substituted or may be added as a hitter at the bottom of the lineup. There shall be no protest or appeal of a play related to the subsequent unavailability of any umpire or player in the resumption of a regular season rescheduled suspended game.

4.) **EQUIPMENT:**

A. General Rule: Equipment shall be in accordance with the Official rules of baseball except as may be otherwise provided by The Diamond Dreams Over 40 Baseball League rules. Any non-complying equipment shall be removed from the game.

B. BALL: Balls shall be uniform in quality and as approved by the Diamond Dreams Over 40 Baseball League. An illegal ball shall be removed from the game. If an illegal ball is put in play, the umpire shall have the power and discretion to make a ruling regarding this matter.

C. BATS: Bats shall be those designed for baseball and may be made of wood, metal, or composite material. Bats shall not be those designed for softball, made of titanium, or double wall. Bats must be certified BBCOR or BESR or at a minimum carry a weight of -3(Drop 3). EXCEPTION: A player who reaches the age of 56 each year by December 31, of that year may use a -5 (Drop 5) bat. Managers must certify to the Board of Diamond Dreams (on player registration forms) all players on their teams that are subject to the above noted exception. Each manager shall also notify all Managers of such players before they begin playing.

If a player using an illegal bat steps to the plate with the illegal bat, but the ball has not been put in play, the illegal bat shall be removed from play by the umpire and the player shall be required to substitute a legal bat. After an official pitch has been made, it is up to the Umpires or a team Representative to call the use of an unapproved/illegal bat to the Umpire's attention. If the bat is determined to be an unapproved/illegal bat, the batter shall

be called “out” for having used an illegal/unapproved bat as per this rule. If it has been determined that a player has used an illegal bat after having had the ball put in play, the batter shall be called out, and any runners who may have advanced shall be returned to the base previously occupied. This rule must be brought to the attention of the umpires prior to the next official pitch after that play where the ball was put in play. If another official pitch has been made, the game will continue without any change. “Only Wooden Bats” are to be used in the three (3) designated “Wood Bat Games” per year.

- D. SHOES: All players and base coaches must wear shoes. Shoes must have rubber or similar soles, except that metal or similar baseball-type spikes may be worn by a pitcher **only** while pitching. No sandal or open toe shoes are allowed.
- E. HELMETS: Single or double ear flap helmets must be worn by batters, runners, and coaches on the field.
- F. UNIFORMS: Full uniforms, which means team baseball caps, pants and individually numbered shirts are required for a player to be allowed to play. Numbers shall not be duplicated on the same team. This rule will be enforced starting after week 2 of the season

5.) GAMEPLAY: Game play shall be in accordance with the official High School Rules of Baseball except as may be provided by Diamond Dreams Over 40 Baseball League Rules. Pitchers can fake a throw to third base and then throw to first base. **(This is a change from past years)**

A. LINEUP AND GAME FEES:

Lineups and game fees must be submitted to the scorer at least five (5) minutes prior to the start of the game. Lineups shall be exchanged by managers at the ground rules meeting prior to the game. A minimum of eight (8) players are required to take the field. A visiting team may begin batting with seven (7) players present. If at any time during the game a team has fewer than the required number of active players, a forfeit shall be declared in favor of the opposing team. A grace period of a total of 10 minutes will be allowed at the start of the game. This grace period will count towards the time limit of that game.

B. TIME LIMIT:

1. Each regular season game shall have a 2 ½ hour time limit. No inning shall begin within five (5) minutes or less of the expiration time of the game. The scorer at the beginning of each game shall note the starting time of regular season games along with the umpires as the time of the

posted (scheduled) game. The time shall be noted by the scorer. If for any reason the umpires are delayed, the official start time is when the first umpire gets to the game and is ready to start play. The time limit may be shortened, and the game ended or suspended at any time by the umpires or league official due to the weather, darkness, field conditions, necessity to clear the field for scheduled activities, or other good causes. Reasonable efforts will be made to notify team managers of any change in time limit as soon as possible.

2. Playoff time limits: Games in the first and second round of the playoffs will use the scheduled times as the "official" start time and the game is a complete game when either the 2 1/2 hour game time limit is reached (invoking the no inning shall start with 5 minutes or less rule) or until a winner is decided. If the umpires are not present at the posted (scheduled time) time, the official start time is when at least one umpire is ready for play and this shall be noted by the scorer, umpires, and managers. If the first playoff game of a scheduled two playoff scheduled day extends beyond the original second game start time, the second game will start within 15 minutes of the completion of the first playoff game. There is no time

limit for the Championship game which must be continued until a winner is decided. The full 9 inning game shall be completed.

C. FIELDERS:

Teams may field up to ten (10) players on defense. A player may enter and exit the game defensively an unlimited number of times but must remain in the batting lineup.

D. BATTERS AND PINCH HITTERS:

All players who assume a defensive position must be in the batting lineup, except the pitcher, for whom there may be a designated hitter (dh) as long as the dh is, at least, the 10th batter in the lineup regardless of the spot in the lineup the dh hits. In addition to the 10 players in a line-up, teams may also bat up to four (4) additional batters for a total of up to 15 spots in the lineup. Use of an A/B slot in the batting line up may be used to allow 2 players to assume the same position in the batting order, alternating at bats throughout the game, along with allowing free substitution in the field throughout the game for these 2 players. In order for this to take effect a team must have a minimum of 12 players and will be allowed 1 slot using the 11 hole (10 bat continually, with 2 alternating in the 11 hole) or 14 players and the team will be allowed 2 A/B slots using the

11 and 12 holes (10 bat continually, with 2 alternating in the 11 hole and 2 alternating 12 hole).

E. RUNNERS:

Two (2) players may receive courtesy runners. Any player on the roster may be a courtesy runner, whether or not currently in the batting lineup, without using up his eligibility to otherwise enter the game. A courtesy runner may run for the current pitcher or catcher at any time to speed up the game and is required to run for them when there are 2 outs. Also remember no "Eligible" 33 to 38-year-old player may run for anyone but themselves. Teams cannot use the same courtesy runner more than once per inning. If a team is caught using a courtesy runner twice in one inning (not including running for themselves) and it is brought to the attention of the umpire, an out shall be issued. This can be brought to the umpire's attention at any point during the inning in which the infraction occurs. Any play made at that point can result in not only the out being recorded, but runners being made to return to the prior base, for one play prior to the call being made. If an injury occurs after a 2nd runner has been used, a manager may acquire a 3rd runner with the agreement of the

opposing manager. Once a runner is designated, the player may choose to have the runner at any time or choose to run for himself without forfeiting his right to have a runner the next time he reaches base.

F. HIDDEN BALL:

At the conclusion of a play, the ball is to be returned to the pitcher. No “hidden ball” plays.

G. FIVE RUN and MERCYRULES:

An inning ends upon any play during which the offensive team scores a fifth run, through six (6) innings, except when in the judgment of the umpire, the inning will be the last played due to impending expiration of allotted time which must be clearly announced to each participating manager at the beginning of the last played inning. In that case, the five-run rule will not be in effect during that last inning being played. In the event of a home run, all runs are counted. Furthermore, there will be a 20-run mercy rule after 5 complete innings. Also, there is a 15-run mercy rule after 7 complete innings.

H. ROUGH PLAY:

Play which poses a threat or risk of injury must be avoided, and a player may be called out, ejected, and/or subject to disciplinary action due to such play, whether or not considered legal under official Baseball or High School Baseball rules. This applies especially when “breaking up” a double play. Runners must slide to the base or run out of the baseline. No collision for the purpose of trying to dislodge the ball or obstruct a throw. A player may be called out and/or ejected for this violation if, at the discretion of the umpires, it was an intentional act. Anyone ejected from a game will sit out the next regular game played. Any appeals based on this rule must be made in writing only by team managers on behalf of an ejected player. All such appeals received by the Board of Diamond Dreams Over 40 Baseball will be presented to the Disciplinary Committee for review, consideration and recommendations to the Board of Diamond Dreams Over 40 Baseball League for their final disposition.

I. ARGUMENT AND PROTEST:

Only the team manager or his designated assistant manager may approach an umpire to argue a ruling. Protests must be lodged with

the scorer at the time of the act, omission, or condition giving rise to the protest. It is the duty of the protesting manager to have the inning, outs, runners, batter, ball/strike count, game time remaining, and specific nature of the protest noted by the scorer. This may necessitate a temporary stoppage of the game by the scorer to get all the proper information recorded. This time will be part of the game time and no additional time will be added to the running 2 ½ hour game clock. Protest are to be resolved by the league with reference to these rules and official rules of Baseball and High School Baseball Rules. If the rules are silent as to the matter, protest shall be resolved by application of the principles of equity, justice, and fair play. Appeals must be made **IN WRITING** through The Board of Diamond Dreams Over 40 Baseball League to the Competition Committee for their review, consideration and recommendation to the Board for their final disposition. Suspended game rules apply to resumed protested games with the exception that the original time limit applies.

J. ALCOHOLIC BEVERAGES:

Alcoholic beverages are not allowed within the stadium/ballpark. Players, at the discretion of the umpires, cannot play under the influence of alcohol or drugs.

K. TEAM MANAGERS:

Your team manager has the complete official DIAMOND DREAMS OVER 40 LEAGUE RULES, and they are posted at the following link: <https://overfortybaseball.com>.

If you have any questions, consult your manager or scorer. You may also ask any member of the Board of Directors for Diamond Dreams Over 40 Baseball League questions regarding rules. These rules will be posted on the Diamond Dreams Over 40 website before the beginning of the season which can be viewed at: <https://overfortybaseball.com>

NOTE: LET YOUR MANAGERS DEAL WITH THE UMPIRES. Do not approach an umpire to argue a call. It can be difficult to obtain umpires to cover all our games, so respect the fact that the umpires are amateurs like us, and they may miss some calls. Also understand that maybe the umpire was right and that pitch really did catch the outside corner.

6) ADDITIONAL INFORMATION.

A. NEW TEAMS:

Any team wishing to participate in The Diamond Dreams Over 40 Baseball League must turn in a roster containing at least 15 players that subsequently must be accepted and approved by the "Board" prior to the start of the season. All teams must have applications completed and registration fees of **\$120.00** submitted before they can take the field. Also, Game Day fees for umpires and scorers must be submitted to the scorer before teams can take the field.

B. STATS:

All stats are done by information provided by the official scorers and then put into a computer. Computer Stats are official for post season eligibility and year end awards.

C. AWARDS:

Awards are decided by the Diamond Dreams Over 40 Baseball Board of Directors from the stats in the computer and chosen from that information. All stats are based upon plate appearances per game. All awards will be presented based upon a minimum number of plate appearances to be determined by the Board prior to the beginning of the season.

D. COMPETITION COMMITTEE:

This committee is made up of three (3) managers selected by the Board to make recommendations to the league with the final decision to come from its Board of Directors. The 3 managers of the Competition Committee are: Spencer Ott, David Blackwell, and James Balsamo.

E. DISCIPLINARY COMMITTEE:

This committee is also made up of three (3) managers selected by the Board to present any penalties for any rule's infraction by any team or player. The Board will make any final decision based upon recommendation from the disciplinary committee. The 3 members of the Disciplinary Committee are: James Balsamo, Chris Morris, and Spencer Ott.

F. ROSTERS:

All teams must turn in a roster with a minimum of 15 players and a maximum of 20 unless otherwise specified by the "Board."

G. Special Umpire Rule for the Championship Game Only.

There shall be 4 umpires assigned to officiate the Diamond Dreams Over 40 Baseball Championship game. The participating 2 teams will pay the usual

game day fee for 2 umpires and a scorer. The Diamond Dreams League will pay for the fee for the additional 2 base umpires for the League Championship Game.

H. Revision of the Rules of Diamond Dreams Over 40 Baseball League as Approved by the “Board” at the January 5th, 2021 Board Meeting.