

HOOSIER ADULT BASEBALL 2023 Season Rules and Recommendations

APPROVED As of 07.18.2023

***2022 CHANGES IN RED**

The following rules for Hoosier Adult Baseball supersede all present rules as established by the Major League Baseball (MLB) and the National Baseball Congress:

Rosters

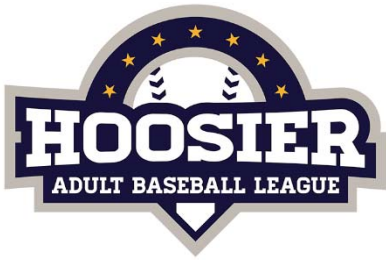
Team rosters are limited to 15 players. Rosters are due at a time designated by the Board of Directors. Once a team roster is submitted, additions or deletions of players may not occur. However, in the event a team's roster drops to 11 players due to players leaving the team for the balance of the season (including the tournament), a team may add one new player to reach a team roster size of 12 players. For example, if a team starts with 14 players and three players must end their season, the team can add only one new player. Season ending reasons may include injury, move, family situation, etc.

All players must have a signed liability waiver on file with the league President and have paid their player fees in full before participating in any league practice or scheduled baseball games. Official team rosters will be posted on the league website.

Tournament Game Requirement

Players must play in 2/3 of regular season games to be eligible to play in the tournament. A team manager may petition the Board of Directors for a waiver on behalf of a player who legitimately missed games due to injury.

Any player added after the start of the season must play in 2/3 of the remaining regular season games AND no fewer than four regular season games to be eligible to play in the tournament.



5-Inning Rule

Managers are required to utilize each player on their team (either regular team or emergency substitute players) in a defensive playing position for at least 5 innings (15 outs played) in each game. This rule will apply to both regular season and playoff games. Please note that players who want to bat, but do not want to play defense, may be listed as designated hitters only. Managers are then required to notify the opposing manager of any player who fits into that category, even if it is the result of an injury. This rule also applies to players who cannot bat due to injury and can be deemed designated fielders. This should be explained in the lineup exchange prior to the game.

All-Star Game

All-star games may be held at the discretion of the Board of Directors.

Balks

When a pitcher is called for a balk, that pitcher will be warned after the pitch by the umpire upon the first offense. Umpires may (but are not required to) try to assist pitchers by explaining the call. A second offense by the same pitcher during the same game will result in a balk called and the appropriate penalty. If a pitcher commits a balk during any pick-off attempt, a balk may be called without the requirement of a warning. Also, umpires should take into account the age and physical characteristics of Hoosier Adult Baseball pitchers and will assess balks only for flagrant violations. Pitchers may check with the umpires before the game about the balk rule and how it will pertain to them.

Baseballs

Each team, both home and visiting team, must provide the home plate umpire with three new baseballs issued by the Hoosier Adult Baseball League at the beginning of each game, both in the regular season and in the playoffs. At the end of the game, the umpires will return any remaining or unused game baseballs to the managers, equally dividing the remaining balls among the teams. In the event an odd number of baseballs remain, the home team will receive the extra baseball (for example, if 5 baseballs remain at the end of the game, the home team will receive 3 balls, while the visiting team will receive 2 balls).



Lead-Offs

Lead-offs will be limited to the length of the 1st base “grass” cut-out. If no cut-out exists at 2nd or 3rd base, it shall be measured to the same length as the first base cut-out and marked with tape.

A secondary lead will not be allowed until the ball crosses home plate. If a player takes a secondary lead prior to the ball crossing home plate, the umpire will issue a warning. Each team will receive 2 warnings per game, with the 3rd infraction resulting in the baserunner being called out.

If a ball is put in play with a runner taking a secondary lead prior to the ball crossing the plate, the umpire will issue a warning and return the baserunner to the base, applying the same rules as a ground rule double. For a single, the “illegal lead-off” runner can only advance one base; for a double, two bases; or for a triple, three bases. For instance, a runner takes an illegal secondary lead and the ball is in play resulting in a single. The runner illegally advances to third. The umpire then issues a warning for an illegal secondary lead and returns the baserunner to second base.

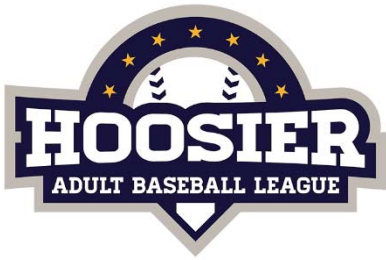
In the event the rule is violated for the third time on a ball in play, the baserunner is automatically out, and live play continues, meaning the batter and all other runners advance at their own risk. The result of the INFRACTION only affects the runner’s illegal baserunning attempt.

Base Stealing

Base stealing will be permitted only in the following situations:

1. A pitched ball makes contact with the ground (wild pitch, dropped by catcher, etc.)
2. A pick-off play to any base that results in the ball making contact with the ground (one-bounce throw, dropped ball by infielder, overthrow to bag, etc.)
3. **A throw back to the pitcher which is dropped does NOT constitute a live ball and runners CANNOT advance.**

Any attempt to pick-off a base runner will require a tag for the runner to be called out. If a player illegally steals, the fielding team will be required to tag the runner to be called out. However, if the ball is dropped by the fielding team during the tag of an “illegal steal” (i.e. runner has advanced to the next based) no baserunners may advance.



Dugouts

The home team will occupy the 3rd base dugout, with no exceptions, no trading. Each team is responsible for cleaning their dugout after each game and then vacating the field and dugout areas in a reasonable period of time allowing players from subsequent games access to the dugout and warm up areas.

Conduct and Ejections

A coach has the authority to remove any player from a game for conduct unbecoming of the league including throwing of helmet or bat, arguing with or cursing at an umpire.

Any player being ejected from a game will be suspended one game effective immediately with the next game. If the ejection occurs in the last game of the season, the player is ineligible for the first playoff game.

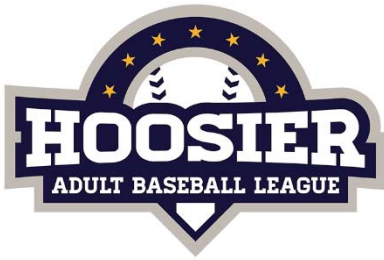
Two ejections in a season will result in a suspension for the entire season and playoffs regardless of when the second infraction occurs.

Any ejected player must leave the dugout and may not remain in the vicinity of the playing field.

After ejected by an umpire, there will be no penalty for skipping the ejected player's position in the batting order. If a second player on the same team is ejected during the same game, an out will be recorded for the second vacated position. If, as a result of a player ejection, a team is reduced to 8 players, that team will not forfeit the game since teams may play a game with a minimum of only 8 players. However, if the ejection results in a team's roster being reduced to less than 8 players, that team will immediately forfeit the game.

Eligibility

Male participants will be eligible to participate if they are 48 years of age or older within the calendar year during which the season is played.



Footwear

Metal spikes are not permitted. Players wearing spikes are cautioned against high-leg sliding or any other action that could likely result in physical harm. Disciplinary action will be taken against any player found guilty of such actions, as determined by the coaches, President, managers, and/or umpires.

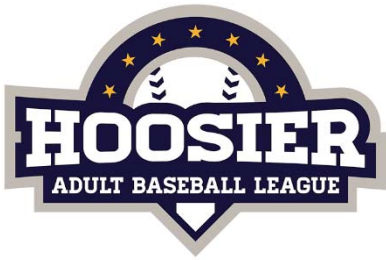
Forfeits and Substitute Players

Substitute players from any other team registered in Hoosier Adult Baseball. Extra players from the opponent's team may be utilized to avoid a forfeit (with the permission of the opposing manager and his team which must have more than 9 players present). The number of players loaned, and the caliber of player(s) will be at the sole discretion of the manager loaning the players to avoid a forfeit. No player, however, will be forced to play against his own team.

These substitute players should be added to a team in order for that team to have no more than 10 players (maximum) for the game. All substitute players must be added to the bottom of the batting order. Substitute players are not subject to a minimum number of innings played defensively. Substitute players are allowed to pitch, but only with the approval of the opposing manager. During the playoffs, opposing managers must approve the use of emergency or substitute players. If a regular team player shows up late (after the game has started), that player will be added to the bottom of the lineup without the need to drop substitute players from the game. Once a game has begun, a volunteer player has the right to continue playing until that game is complete.

Lineups

In order to play a league game, teams must have a minimum of 8 players in the lineup and may use substitute players from other players officially listed on any team roster in Hoosier Adult Baseball. However, teams using substitute players may not have more than 10 players in their lineup and substitute players must be placed at the bottom of the batting order. All teams will utilize an extended batting order with all players in full uniform placed in the batting order. Injured players not in full uniform, but present in case of an emergency, may be listed on the lineup card by the manager. Such players are potential substitute players although if required to play, those players are required to be in full uniform before they would be eligible to enter the game. Late arriving players may be added to the bottom of the lineup.



Mercy Rule

A 10-run mercy rule will be instituted at the end of seven innings.

'No Collision' Rule

In order to prevent injuries at all bases, a 'no collision' rule will be enforced. Infielders should never intentionally block bases even if they have possession of the baseball. Also, infielders should never intentionally enter the base path of an approaching runner to intercept a poorly thrown ball and will be held responsible if contact occurs in such a situation. Infielders should always give a reasonable portion of a base for a runner who might be sliding in. If hard contact is imminent by not sliding, baserunners must either slide or give themselves up.

Sliding is not required in Hoosier Adult Baseball because of the age group. However, if a player does slide in order to try to break up a double play, the sliding runner will be held accountable for any dangerous contact at the base. Base runners must always run with control and concern for their opponent. Under no circumstances will a base runner try to intentionally dislodge the ball from a defensive player.

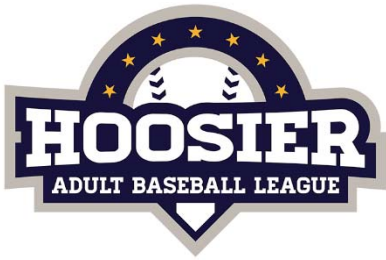
Infielders may not "bait" a player to slide by physically or verbally acting as if the ball is coming in and there will be a play. Baserunners may not physically or verbally distract a fielder. Rules of interference and obstruction will apply in these situations. Disciplinary action (ejection, suspension, etc.) may be taken against any player guilty of such actions, as determined by the umpires, President and/or Board.

Pitching

There will be a 5-inning maximum restriction on pitchers in Hoosier Adult Baseball. However, a pitcher who is relieved from the mound may return to the mound to pitch again but not in the same inning.

Playoffs

At the conclusion of the regular season, qualifying teams will compete in a playoff tournament with the structure and scheduling to be determined by the Board of Directors. During the playoffs, the higher seeded team in each division is the home team.



Postponements

If a game is postponed for any reason, the President will attempt to reschedule that game on the earliest possible date that is available for both teams. However, in the case of any game postponed near the end of the regular season, the President, in consultation with the managers of the teams involved in the postponement, reserves the right to cancel the postponed game if the game does not alter playoff seeding, scheduling and/or fairness.

Protests

Protests must be voiced by the team manager and directed to the home plate umpire and the opposing manager before play continues. A protest bond will not be required in Hoosier Adult Baseball. Because of the uniqueness of our rules, the umpires may have neither authority nor the proper knowledge about certain rules and situations. When in doubt, a manager should immediately consult with the opposing manager to determine legality of a play before play continues. If the managers disagree, a protest should be stated immediately to the opposing manager and the home plate umpire, the protest should be logged in the home team's scorebook, and the protesting manager should notify the President within 6 hours after the conclusion of the game.

Score Reporting

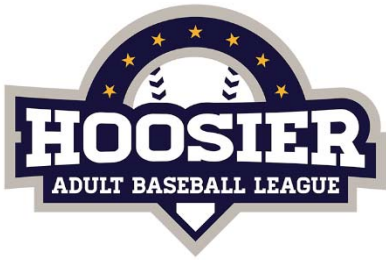
Managers of winning teams are asked to submit their game score to the President or Webmaster within one hour of the conclusion of the game. Managers may text, leave a voicemail, or email.

Scratches or Players Leaving Prematurely

If a player must leave the game prior to completion and his manager has notified the opposing manager (before the start of the game) of the player leaving during play, the batting order will be shortened without penalty.

Players who are listed in the batting order but fail to appear when it is their turn to bat will be declared an automatic out if a pitch is thrown to a different batter for being illegally skipped in the batting order.

If a player is injured while at bat and cannot continue to complete the "at-bat" the next player in the batting order will bat immediately and assume the injured player's ball and strike count.



Scratches or Players Leaving Prematurely (con't)

If a player is injured during the game and forced to withdraw from the batting order, the manager will inform the umpire and opposing manager and the next player in the batting order will bat without penalty providing the following conditions apply:

- If an insured player exits the game, no out is taken in his spot in the line-up. In this event, where the player is scratched, the injured player may not return to the game either in a batting or fielding position.

- If the coach of the batting team wishes to “reserve” the option for an injured player to return to play, an out must be taken for the injured player’s spot in the lineup.

- Teams must always have a minimum of 8 players in the batting order. Should an injury result in a team having 7 or fewer players in the batting order, that team will forfeit.

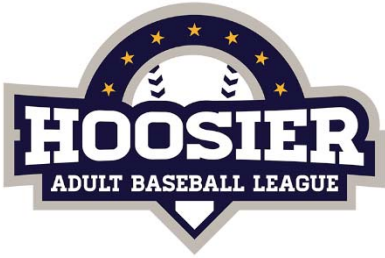
Runners

If a batter, after reaching base successfully and the play is finished, does not wish to run, that batter may call time and have the last batted out player run for him (unless the last batted out is the pitcher or catcher, in which case it would be the prior batted out player.) The decision to replace a non-runner must be made immediately after the batter reaches base and before the first pitch to the next batter. Injured players are not required to act as a courtesy runner.

No changes can be made after that next pitch. If a player who is acting as a substitute runner is scheduled to be at bat while still on the base path, an additional substitute runner may take his place again, the last batted out player, and the original substitute runner will take his turn at bat immediately without an out being recorded. A substitute runner may only run once as a substitute during each inning. Therefore, a player may only run the bases for himself and only once as a substitute runner during any one inning.

Strike Outs With a Dropped Third Strike

A batter who has struck out, when the ball is not caught by the catcher, may attempt to advance to first base if (1) first base is unoccupied or (2) first base is occupied with two out. A batter may not advance to first base when occupied with less than two outs to avoid catchers intentionally dropping a 3rd strike for an attempt to create a double play.



Tie Breakers

If two or more teams are tied in the standings at the end of the regular season, tie breaks will use the following formula to determine playoff seeding:

- 1. Head-to-head. The team with the greater number of wins against their opponent is the higher seed.*
- 2. Run differential in head-to-head matchups. The team with the better run differential is the higher seed.*
- 3. Run differential in league play.*
- 4. Coin Flip.*

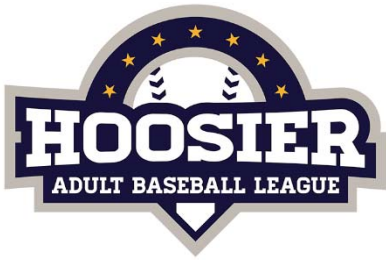
Multiple Team Tie breakers

If more than two teams are tied, the tie breaker will utilize the MLB rules for such an instance. These tie breakers are descending, meaning one tie breaker then advances to the next tie-breaker, but only among teams that are still tied after tie-breaker one, two, etc. Once a team is designated a seed after any tie-breaker, that seed is final and they do not advance to the next tie-breaker.

- 1. In a multiple team tie-breaker, the Clubs will be ranked by their overall winning percentage in games played amongst the other Clubs in the tie combined. The Club with the highest overall winning percentage in that group is the higher seed, followed by the team with the next highest overall winning percentage, etc. If multiple teams are still tied, the seeds will be determined by best winning percentage of games played only in that in that sub-group. If there is still a tie, the best run differential within that sub-group determines the seeds, followed by overall league run differential, then a coin flip.*

Tobacco, Drug, and Alcohol Use

Smoking, illegal drug use, and/or drinking alcoholic beverages are prohibited on the playing field, parking lot, and within the dugout areas at all league games.



Time Limits

All games will be 9 innings or 2 hours and 45 minutes, whichever comes first. A game is considered official after 5 innings are completed and 2:45 has expired. During the regular season, if after time has run out the score is still tied, the game will end in a tie. However, during the Hoosier Adult Baseball playoffs, all games will be played to completion to determine a winner. The chief umpire must announce to both managers exactly when the game officially begins together with his reading of the exact time that the game will end to avoid arguments later. An inning officially "begins" when the 3rd out of the previous inning is recorded, but not when the teams are positioned to "begin" play for the next inning. Any inning which begins with time remaining in the game should be played to its conclusion, even if that results in the game ending after the 2:45 time limitation.

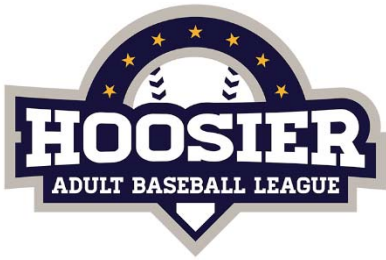
Umpires

Games will utilize a two-person umpiring crew, with a home plate and field umpire. In the event that only one umpire is available at game time, that umpire will serve both roles and may call the game from behind the plate or from behind the pitcher's mound, in order to ensure that accurate calls are made both at the plate and in the field. In the event there is not a full umpiring crew available for league games, the vacant umpiring spot may be filled by any current league official, manager, or player with the approval of both managers.

Uniforms

If a player shows up in full uniform at a game field, it is assumed that he is ready to be placed into the lineup. Injured players or players not wishing to play may sit with their teams in the dugout but should not be in full uniform.

To participate in league games, all players on a team must wear matching jerseys, traditional long baseball pants (these need not match other members of the team, but should be relatively similar), and a baseball cap. Players must wear a batting helmet at all times while at the plate or on the bases as a runner. Players officially registered on team rosters may sit in the dugout, but if not wearing team uniforms that meet the league requirements, they may not enter the field to participate as a player or base coach.



Weather Cancellation Policy

Unless a cancellation of scheduled games is demanded by the official Field Manager in advance of when the game is scheduled, the decision to suspend or cancel a scheduled game due to weather or field conditions will be made at the official game starting time in an agreement between both team's managers and the game umpires. Game suspensions and cancellations will be made based on existing weather and field conditions rather than weather forecasts or predictions.

Wood Bats

All players, regardless of age or gender, must use a wood bat during league play. Composite wood bats or "metal wood" bats (metal handle with a wood barrel) are authorized for use in Hoosier Adult Baseball.