

Men's Rules (not over 50)



1. You can play with 9 (but must take an automatic out)
 - a. You can bat 11 – if you start with 11 batting you must bat 11
 - b. If a player gets hurt or ejected you must take an out
 - c. If you start with 9 you can add a 10th if they show.
 - d. If you start with 9 and you lose a player you forfeit
2. 3 courtesy runners (only 1 per inning)
3. Mercy rule:

20 after 3

15 after 4

12 after 5

10 after 6
4. Time No inning can start after 7:10 / No inning can start after 8:20
 - a. A game must be given 1:20 minutes unless the game starts late.
5. Reporting scores –
 - a. Captains of the winning team must e-mail or text score 24 hours after the game.
 - b. After 24 hours a 1-0 win is recorded
6. Coin flip –
 - a. all games are coin flip
7. Base running
 - a. Remember a forced runner must give himself up at the base. No collisions runner will be called out.
8. Defensive players cannot lineup for a throw in the base paths.
 - a. If a runner collides with a defensive player they are out and a dead ball is called. The runner may be ejected per umpires ruling.
9. Third strike foul batter is out
10. There is a strict no argument rule between umpires and players.
 - a. A player may question a call at the time of the play. After the next play starts If a plyer continues to argue they can be ejected by the Umpire
 - b. If a player is ejected they must leave the ballpark. – 2 minutes

c. After the game under no circumstance should a player approach an umpire and argue a call. The player will be suspended until a hearing is held.

11. Illegal Bat

a. If a team thinks the other team is using an illegal bat they must ask the umpire to check it. If the bat is found to be illegal (consult the 2017 ASA list) the player is called out.

[ASA illegal bat list](#)

12. Any protest must be filed at the time of the infraction

a. The ump must sign the book at the time of the rule infraction. The league must be informed 24 Hours of the protest the reason of the protest. The league has 7 days to rule on the protest.

13. Batting out of order

a. if a team is out of order the player is out.

Rules and procedures

1. There are no grace periods teams must be ready to play at least 5 minutes before game time. If a team is not ready to play the other team can request a forfeit from the ump.
2. Rainouts – the league can postpone up to 1 hour before game time –teams will be notified by E-MAIL. Please don't ask if games are cancelled or on before 3pm.
 - a. All rainouts are made up at the end of the schedule. Double headers are possible.
 - b. In the event that 3 or more nights are rained out make-ups can be on off nights.
 - c. After 5:00 teams are to report to the field.
 - d. If a game starts and is called because of rain 5 complete innings must occur for the game to be official. If there is less than 5 the game will be restarted.
 - e. There is NO umpire refund if the game is started and called because of rain.
3. There is a No argument / no Unsportsmanship rule in the league (see above). If a player is arguing with the other team that player can be ejected by the umpire.
 - a. Anyone fights they are automatically ejected and suspended until a hearing is held.

If a rule is not covered the ASA rulebook will apply.