

Palm Beach Baseball



We are official MLB rules with the following modifications.

- Game Start & Time Limits
 - The umpires will conduct the plate meeting 5 minutes prior to game time.
 - There will be a 2-minute warning if lineups have not been received.
 - There will be a 1 run penalty if the umpire does not have the lineup at game time.
 - Once the umpire says the teams are on the clock the teams are now under Time Between Innings rules to start the game.
 - Regular Season Games:
 - 9 innings games are 3 hours
 - 7 innings games are 2 ½ hours
 - If there is a tied score after regular innings and time remains, teams may continue to play.
 - No new inning after the time limit has expired.
 - Playoff Games:
 - 3 and ½ hour time limit for semifinals.
 - Mercy rules remain in effect.
- Run penalties for not having enough players:
 - 1 run at game time.
 - 1 run every 15 minutes.
 - A forfeit will result after an hour.
 - Championship Games have no time limit, but still a mercy rule.
- Umpire fees:
 - Each team pays one umpire.
 - \$90 for 9 or 7 innings
 - \$40 for a rainout if not notified 30 minutes before game start.
 - Game cancelled due to weather after one hour of play or waiting is a full game fee (under an hour is \$40).
 - \$10 per team per game for Umpire In Charge at the Santaluces Complex

- Rain
 - Managers have control of decision on playing prior to game start
 - Umpires control playing due to weather conditions after game begins
 - Game clock stops for any weather delay
 - There is a one-hour max delay time for weather (not required if umpires deem conditions unplayable)
- Uniforms
 - All players must have matching pants and jersey.
 - Non-playing coaches/managers are only required to have matching jersey
 - Additional gear must be within the team's color spectrum.
 - Not having a matching uniform cannot cause a forfeit or 8 player start.
 - If a team has 9 players in uniform and the remaining not in matching uniform, then only the 9 in uniform can play.
- Mercy Rule
 - 12 runs after 5 innings
 - 10 runs after 7 innings
- Time Between Innings
 - Between innings, teams have 120 seconds to be ready for the first pitch (pitcher holding the ball and touching the rubber) and a batter standing in the batter's box ready to hit. The 120-second clock shall start when all defensive players have started to leave their positions after the last out has been made and stops when the umpire calls "Play" for the first pitch of the first batter of the next half-inning.
 - If there are unusual circumstances that prevent either team from getting on or off the field, other common-sense delays such as ceremonies or field maintenance not the fault of the teams, or an injury, the time clock is delayed until players have had an opportunity to begin to move to their positions. Continuing pitchers shall have the 120-second time limit to complete their warm-up pitches.
 - PENALTY: If the offensive team is not ready within the 120-second time limit, the umpire shall call a strike. If the defense is not ready, a ball shall be awarded to the first batter.
- 8 Player Start
 - A team may start with 8 players but no less.
 - One inning must be completed before adding players to the lineup or the field. After the first inning is complete the 9th player can be added at any time.
 - The additional player must be inserted at the bottom of the lineup.
 - The vacant spot in the lineup will be an automatic out each time in the order until it is filled.
 - If a team starts with 9 and a player is ejected than that team gets a forfeit loss.

- Batting Lineup
 - Teams can bat as many players as they want.
 - Teams may add to the bottom of the lineup at any point.
 - A starting position player may be removed from the lineup and later re-entered after his substitute has batted. The starter must re-enter in the same lineup spot. Once the starter has reentered the removed player is ineligible from batting again that game in any position.
 - If a player must leave early for injury or personal reasons and the team has no substitutes, the team must accept an automatic out for the vacated lineup spot.
 - A team cannot play with less than 8 players.
 - Offensive additions and/or substitutions should be announced to the home plate umpire before the first pitch. It is not an out if the announcement is after the pitch if it was a legal substitution.
 - Last names of players for both teams must be used in each team's scorebook to allow for player identification for follow up inquiries relating to playoff eligibility, etc.
 - Each scorebook must reflect the name and uniform number of the opposing pitchers that participated in that game.
- Defensive Lineup
 - A team may freely substitute defensively in all positions including pitcher.
 - Any pitcher can return to the mound after being removed from pitching.
- Courtesy Runners
 - Two players per team may be designated as non-runners
 - Teams may use courtesy runners (last recorded out) for the catcher, but it is not mandatory and counts as one of their designated runners.
 - Players that will need courtesy runners must have their manager notify the opposing manager and home plate umpire at the home plate meeting. Each team will be allowed a maximum of two players per game who can be classified as needing a courtesy runner. Each time a designated player reaches base, he will call time out and at that point he will be replaced by the last recorded out. If the last recorded out also is listed as needing a courtesy runner, the second to last recorded out will run. In the case that no outs have been recorded when the designated player reaches base, the last batter in the lineup will act as the last recorded out.
 - The courtesy runner is the last recorded out
 - The courtesy runner must enter the game immediately upon the non-runner reaching base and before the 1st pitch or next play. After the first pitch is thrown a courtesy runner is not allowed to enter until that player's next at bat.

- If the wrong designated runner is put in the game it is not an out, the team must then put the correct runner on.
- In the event that a player becomes injured during a game and the maximum number of courtesy runners (2) have NOT already been designated, the manager is allowed to utilize his unallocated courtesy runner.
- In the event that a player becomes injured during a game, and the maximum number of courtesy runners (2) have been designated, a pinch runner must be used and no courtesy runner will be allowed.
- The courtesy runner does not have to be applied each time the runner reaches base.
- Game Speed Up
 - MLB rule for pitcher visits
 - Mound visits will be limited to 6 per team per 9 innings.
 - One mound visit per pitcher per inning is allowed without needing to remove the pitcher from the game
 - Teams will receive 1 additional visit for every extra inning played.
 - Any manager, coach or player visit to the mound will count as a mound visit.
 - Visits to the mound to clean cleats in rainy weather, to check on an injury or potential injury, or after the announcement of an offensive substitution are excluded and will not count as a mound visit.
 - Regular communication between the position players and pitcher that do not require either of them to vacate their position on the field do not count as a visit.
 - The umpire has discretion to grant an un-official visit (at the catcher's request) if he believes there has been a cross-up between the pitcher and catcher.
- Forfeit
 - A forfeit is a \$190 fine that must be paid prior to playing another game
 - Three forfeits will be cause for suspension of the rest of the season.
 - A team forfeiting the final game of the season will lose its eligibility for the playoffs and be replaced by the next eligible team.
 - No team can arbitrarily decide to forfeit a game because they will “benefit” by not playing.
 - Any team that purposely forfeits a game will be ineligible for playoffs. Any team unable to participate in all rounds of playoffs will be replaced by the next eligible team.
- Additional Rules
 - See website for additional rules: Roster, Official Game, Ejections, Protests, Collision Rule, and more!
 - www.palmbeachbaseball.com (click League Rules/Info)

- Rosters
 - Teams are not allowed to lend players to another team who have less than 8 players unless the player is then added to that team's roster for the remainder of the season and may not return to their original team.
 - No one is allowed in the dugouts other than players, coaches, score keepers, and league officials.
 - Teams may add to their lineup card at any point in a game. For playoffs, they must be on their official roster.
 - Once a player starts a season on a team he may not play for another team unless his manager has released him. The league president must be notified of the manager's release and the league president must approve the team the player intends on joining.
 - Penalty of playing ineligible players
 - If the manager plays a player and knows he has played on another team.
 - Game is scored 8-0 forfeit
 - Player suspended 3 games
 - Manager gets warning (two time offending managers will receive a fine)
 - Player cannot leave original team
 - If the manager unknowingly plays a player who played on another team and the player lied or didn't speak up
 - Game is scored result of game
 - Player suspended 3 games and ineligible for playoffs
 - Manager gets warning (two time offending managers will receive a fine)
 - Player cannot leave original team
- Official Game - Regular Season
 - If the game starts and is cancelled due to weather, the game is official after 5 innings have been completed or 4 ½ innings if the home team is leading.
 - Any game not deemed an official game may be rescheduled in its entirety if the scheduling permits.
 - If a regulation game is terminated early due to weather and the game is either tied or in the midst of an inning in which the visiting team has taken the lead, the final score will revert to the last completed inning.
- Official Game - Playoffs
 - Playoffs must complete 5 innings to be an official game
 - If a playoff game is terminated before it is an official game due to weather it becomes a suspended game that will be completed at a later date from the point of termination.

- If a playoff game is terminated early due to weather and the game is either tied or in the midst of an inning in which the visiting team has taken the lead, it becomes a suspended game that will be completed at a later date from the point of termination
- 12 games must be played in fall and 16 in summer. Once a team reaches the official game mark for a season the standings are official and no play in game will be awarded. If the minimum games are not played than any teams within one game of playoffs will be awarded a play in game.
- No Collision Rule
 - A runner must either slide at the base or attempt to go around a fielder in possession of the ball or in the umpire's judgement is about to receive the ball.
 - In the umpire's judgement, if the player collides with the fielder to jar the ball loose, the player will be called out and may be ejected from the game.
- Ejections
 - Ejected players must sit out that game of ejection and the next game scheduled.
 - The ejected player must pay a \$50 fine prior to resuming play in the league.
 - A Second ejection for the same person in the league is a \$100 fine and mandatory two game suspension.
 - Any player ejected for fighting, exchanging punches, or throwing punches will be removed from the league (pending review).
 - The league president has the right to add additional games.
 - Managers get one free pass on the extra game suspension but the \$50 fine remains.
 - The ejected player must leave the premises entirely. Umpires will not resume play until the player has left.
 - Umpires have the legal authority to remove anyone from the premises including players, coaches, and spectators.
 - Alcohol/Tobacco/drugs are strictly prohibited on any field, dugout, stands, or parking lots used by the Palm Beach Baseball League.
 - Any of the following actions can result in a player being ejected from a game
 - Sustained arguing of an umpire's decision after a warning has been issued
 - Using abusive, profane, threatening, or obscene language or gestures
 - Throwing a bat, glove, helmet, or other equipment
 - Creating a disruptive situation to the game flow

- Before and After Game Procedures
 - Five minutes prior to the scheduled game time, both team managers should join the umpires at home plate, for the pre-game conference.
 - 3 game baseballs are to be given by each team manager to the plate umpire prior to the first pitch
 - The umpires will address the normal ground rules for the field that you are playing on. Pointing out anything that could be an issue during the game. Open gates, holes in the fence, dugout poles and the invisible out- of-play line.
 - Both teams should exchange complete line ups, with first and last names along with jersey numbers. All game eligible players should be listed on the lineup cards (both starting players and reserves) when exchanged at home plate. All opposing pitchers (name and uniform number) should be recorded in your scorebook. It is not mandatory for a reserve player to be on the lineup card presented at the beginning of the game.
 - Identify courtesy runners
 - Know the time limit rule. The official start time is the scheduled start time unless otherwise instructed.
 - The home team scorekeeper is recognized as the official scorekeeper. However, in the event of a discrepancy, both books must match up. If they don't match then the umpires will resolve the issue. The umpires will be checking with both teams periodically during the game regarding the score.
- Official Protest Procedure:
 - With a reasonable effort, all disputes or protests should be handled right away. Try and make a reasonable decision between the umpire and managers. If this cannot be done, then a decision needs to be made final by the league president.
 - Manager asks for time. Informs the home plate umpire he would like to lodge a protest. The umpire and both managers need to make note of inning, outs, baserunners, and lineups.
 - To officially log a protest a \$100 protest fee must be paid online prior to the protest.
 - The league president will be informed after the game and rulings will be made by league president or the competition committee.
 - In the event a team is protesting an eligibility issue during playoffs, simply inform the umpires and the other manager immediately and before the game is over. Umpires can handle and resolve roster eligibility on the spot (example being a player is not listed on the official roster). Other issues will be resolved by the league president after the game.
 - Once the game is over, both managers need to verify the final score.

- Standings Tie breaker
 - Winning Percentage
 - 2 Head-To-Head
 - 3 Head-To-Head Differential
 - 4 Total Runs Against
 - 5 Total Runs For
 - 6 Total Runs Differential
 - 7 Lowest Number of Forfeits
 - 8 Coin Toss
- Bat Requirements
 - All Divisions are Wood Bat. Wood composite bats will be allowed in Wood Bat divisions. No hybrid metal bats allowed.
- Force Play Slide Rule
 - The intent of the force-play-slide rule is to ensure the safety of the defensive player. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.
 - On any force play, the runner must slide on the ground and in a direct line between the two bases.
 - Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.
 - “On the ground” means either a head-first slide or a slide with one leg and buttock on the ground.
 - “Directly into a base” means the runner’s entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.
 - If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.
 - Contact with a fielder is legal and interference shall not be called if the runner:
 - Makes a legal slide directly to the base, or
 - Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play.
 - Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.
 - When the base runner slides beyond the base, but does not (a) make contact with, or (b) alter the play of the defensive player, interference shall not be called.
 - c. Actions by a runner are illegal and interference shall be called if:

- The runner slides or runs out of the base line in the direction of the fielder;
- The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;
- The runner's raised leg makes contact higher than the fielder's knee when in a standing position;
- The runner goes beyond the base and either makes contact with or alters the play of the fielder;
 - Beyond the base" means any part of the offensive player's body makes contact with or alters the play of the fielder beyond the base.
- The runner slashes or kicks the fielder with either leg;
- The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.
- Penalty:
 - With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.
 - With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.
 - If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.
 - If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.
- Adverse Weather
 - Palm Beach Baseball and its league president reserves the right to change the format of the tournament to lesser time limits, fewer innings, or reduce the playoff format in whatever means possible to complete games. All participating coaches, managers and players accept these conditions when entering the league or tournament.

- ****Tournament Only Rules****
 - Maximum of 25-man roster
 - Teams must bat a 10 man line up
 - No fines for player ejections, but if the player does not leave the field immediately and causes disruption he will sit out at a minimum the next game and possibly more. This will be determined by the tournament director.
 - Should teams representing the same local league both qualify for a playoff position and be slotted to play each other, the tournament director will have the authority to switch the format, so that teams representing the same league will not have to play each other until the Championship Game.
 - Intentional Walks
 - Only one Intentional walk allowed per game.
 - Pitches do not have to be thrown.
- **Ex-Professional Ballplayers Requirements**
 - For all MSBL Divisions - If a player has played pro ball (with the exception of Major Leagues) and has been out of pro ball for 20 years, this player is eligible to play in the MSBL Division. In reference to players who played Rookie or Independent League baseball only, these players are ineligible for MSBL unless they have been out for 10 years or more.
 - Ex-Pro Guidelines
 - A Level – Any Player who appeared on a AAA or Major League Roster
 - B Level – Any Player who appeared on a A or AA Roster
 - Division
 - MABL – No limit on number of Ex-Pros
 - MSBL – One A level and two B level ex-pros.
 - The fact that a player has played professional baseball at any level for any length of time must be disclosed on the roster submitted. Failure to disclose a player’s ex-professional status may result in disqualification of the player and forfeiture of any games in which the player participated.