

FIFTY PLUS LEAGUE RULES

- 1) Any player that arrives after the 6th inning will not be able to play in the game
- 2) Each player must play 3 defensive innings in the field, exceptions are DH and EH.
 - a) A team may use one player exclusively as a DH. If the DH gets hurt and can't continue, the player being hit for doesn't have to bat. That spot in the batting order will be skipped.
- 3) If a player hasn't played in the game and wants to pitch in relief of the starting pitcher they aren't required to pitch for 3 innings.
- 4) The pitcher doesn't have to bat even if you only have 9 or 10 players, this has to be announced to the opposing team at ground rules and can't change. If the pitcher hits the team can't change it later in the game.
- 5) If any player gets hurt and can't continue to play, his spot in the batting order is skipped.
 - a) **NOTE:** if a player gets ejected, their spot in the order will be an out.
 - b) Fake injuries to get players out of the game to shorten your lineup late in the game will not be tolerated any team caught doing this will forfeit the game and the manager will be suspended.
 - c) The second time it happens the team will not participate in the playoffs and the manager will be removed.
- 6) Players (runner as well as fielder) have **to try to avoid** contact on plays at any base. Some contact may occur on close plays, but blocking bases and taking out fielders is not permitted. Contact is considered illegal and a player will be immediately called out. The offending player will also be given a warning or subject to immediate ejection from the game, at the umpire's discretion. The league will decide if further discipline is necessary after the game.
- 7) Fights between players involving physical contact or any physical contact with an umpire will result in those player(s) being expelled from the league.
- 8) Any player ejected from a game will be suspended. Any player ejected for arguing with the umpire will be suspended 1 game. A 2nd ejection will result in a 2 game suspension. A 3rd ejection will result in the player being expelled from the league. Any manager or player who receives 3 letters from the league regarding rule violations or unsportsmanlike behavior will be expelled from the league.
- 9) All players must be 47 years of age by the end of the current calendar year. No exceptions.
- 10) **Pitching** - There will be no fast pitching of any kind. All pitches must have a tail or small arc (less than 6 feet high). The pitcher will get 2 warnings for fast pitching, on the 3rd infraction will result in ejection and prohibited from pitching for 2 games.
- 11) All players must play 5 regular season games to be eligible for the Playoffs.
- 12) Any player added after the 8th week will not be eligible for the playoffs.
- 13) Any change to a team's roster must be submitted to the league for approval. Any player added will have to pay a fee based on the number of games left in the season.
- 14) All bats must have an ASA sticker. Any player using an illegal bat will be ejected from the game and suspended for 2 games. A 2nd infraction will result in that player being expelled from the league.
- 15) Runners may leave the base once the pitcher releases the ball. There is no stealing.
- 16) The League approved ball is the Clincher Gold (F12G). >>> A new ball starts top first only. Home team supplies two new balls per game.
- 17) **LEAGUE MERCY RULE:** Any team leading by at least 15 runs after the team behind has completed 7 innings at bat will be declared the winner/game over per the mercy rule.