

**CITY OF LOS ANGELES  
DEPARTMENT OF RECREATION AND PARKS**

# **MUNICIPAL SPORTS BASEBALL**

## **SUPPLEMENTAL RULES**



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## I. RESPONSIBILITIES OF ALL TEAM MANAGERS

1. The manager is personally responsible for all of the players on his roster. The managers must set a good example for his players and fans. The manager must be able to control all players on his roster, (an uncontrollable player(s) on a team may cause an entire team to lose its forfeit bond or be suspended from the league). It is the responsibility of the manager and the players, to the best of their ability, to show respect for the umpires and for the umpires' judgment. Under no circumstances will verbal or physical abuse of the umpires be tolerated. The manager must make a concerted effort to gain cooperation from the fans. If a manager fails to control his fans, he faces the possibility of losing a game by forfeit.  
**ALCOHOL:** Any team or participant reported with alcoholic beverages before, during or after a game on Los Angeles City, Department of Recreation & Parks facilities (including the parking lots), or any game site, will be subject to automatic forfeiture of their bond. The second time this occurs the team will be suspended from further participation.
2. The manager must attend all required meetings or send a representative. An up-to-date address and telephone number of the manager and the assistant manager must be on file in the Municipal Sports Office. If a manager or assistant manager cannot be reached regarding a scheduling change or similar circumstance, his team is subject to a forfeit. Mandatory meetings may be called by the Senior Director, League Coordinator, and/or his/her superiors. If a mandatory meeting is called, each manager will be notified by mail or phone prior to the meeting date. It will be each manager's responsibility to attend or have someone represent him/her at the mandatory meeting.  
**PENALTY:** \$25.00 will be taken from your team's bond and must be replaced before the team's next scheduled game.
3. The manager must submit applications, fees, and rosters for League play.  
**PENALTY:** Failure to do so will result in the team being dropped from the League.
4. Teams not having the proper bond at any given time are subject to a forfeit. If a bond is not replaced before the Wednesday prior to the team's next scheduled game, team will receive a forfeit. If a balance of fees is not paid by the scheduled due date, games may be forfeited.
5. No one under 18 years of age may participate in the Baseball program.  
**PENALTY:** Forfeiture of all games participated in by the ineligible player and loss of team bond.
6. The manager must submit a roster signed by each player before the third game. Starting in the third league game teams may protest the eligibility players on the opposing team. The roster has a 18 player limit and one manager; a playing manager must also be included as one of the 18 players. Roster will not be accepted after the 9<sup>th</sup> League Game.  
**PENALTY:** Failure to comply will result in forfeiture of all games protested while no roster is on file and will result in team being ineligible for any league playoffs/post season tournaments. In addition, teams without a roster on file can't protest the eligibility of an opposing player.
7. It is the responsibility of the manager to have each of his players sign the team roster and waiver. If a dispute about eligibility arises, and a team has failed to comply with this

directive, the player will be considered an ineligible player. A player's eligibility must be protested in writing according to paragraph III, number 4, page 8.

8. A team may add and drop players (no later than the League's 10<sup>th</sup> League game) by submitting the player's name on an Add and Drop form. Add and Drop forms must be submitted to the Municipal Sports Office. Managers must use the official forms.
9. The manager must be aware of the official rules of play, which are those of Major League Baseball, the Supplemental Rules (supercedes MLB rules), and the Municipal Sports Section Participant's Code of Conduct.
10. The manager must make sure that all team members are informed of any amendments to existing rules, regulations, policies, and special events programs.
11. The manager must not permit anyone who is not a playing member of the team in uniform to remain in the dugout or on the player's bench during the game.
12. The manager must meet with the umpires and the opposing manager in a pre-game meeting to be informed of the ground rules and the official starting time. The manager must submit a line-up card to the umpire in the pre-game meeting.
13. The manager must report to the umpire and opposing manager any player being taken out or placed in the field before the action takes place.
14. The manager must maintain a regulation scorebook and keep an accurate account of each game. The manager should have the umpire sign the scorebook after each game. The score recorded by the umpire on the Umpire's Score Card will be the official score.
15. Each team must supply two new balls for each game.  
**PENALTY:** \$10.00 fee. (Game must be played with best balls available.)  
Starting pitchers may warm up with one of their team's new game balls prior to its use in the game. The home team must supply a fifth ball if needed, the visitors supply the sixth ball, etc.  
NOTE: At times, teams may be required to supply three new balls.  
Balls will be accepted at the discretion of the umpire. The Official Ball is:
  - Diamond D1 PRO
16. If no umpires appear for a game, each manager may choose to provide umpires agreeable to both sides and play the game, or the game will be rescheduled at the discretion of the Sports Office (has a bearing on playoff seeding).

## **II. GENERAL RULES**

1. Major League Baseball Official Rules and these Los Angeles Municipal Sports Baseball Supplemental Rules and the Municipal Sports Participant's Code of Conduct will govern all League games.

2. The Municipal Sports Office has the right to place teams in any division, and their decision will be final.
  
3. **TIME LIMIT:** No inning will start after 2 hours and 45 minutes from scheduled starting time. Once an inning starts, it must be completed (unless the home team is ahead when it is their turn at bat). An inning starts after the third out is recorded. Teams have up to a 20 minute grace period to field at least 8 players. The grace period counts toward the time limit.
  
4. **TIE GAME:** In case of a tie at the end of 9 innings, all available time left in the time period shall be permitted and used to break a tie. No extension of the time period is permitted.
  
5. The League standings will be based on the following point system:
 

WIN =	2 POINTS	TIE =	1 POINT
LOSS =	0 POINTS	FORFIET =	-1 POINT

In case of a tie, head-to-head record will determine seeding into playoffs. The second tie-breaker will go to the team with the most Wins. If still tied for first, a coin flip will determine seeding into playoffs. (A shortened, one-game playoff may be played if tie-breaker means making or not making the playoffs). Sixteen Championship Awards and one team trophy awarded for first place. One team trophy awarded for second place. Standings are online at : [www.laparks.org/dos/sports/baseball.htm](http://www.laparks.org/dos/sports/baseball.htm)
  
6. Wins and losses of teams dropping from the League will count in the standings.
  
7. Players are required to sign their names legibly, using first and last names, on the Umpire's Score Card by the end of the 2<sup>nd</sup> inning. Late arriving players must sign at the time they arrive at the game.
  
8. Each player who participates in the Baseball Program must have an acceptable picture ID at each game. Examples of acceptable ID's include – Govt., School, Credit Card with Photo. Managers may appeal the eligibility of up to 2 players. Those players must present a pictured I.D. to the umpire prior to the end of the game.
  
9. Protest of starting players (in the original batting order) regarding their eligibility is to be made from the time of the umpire's assumption of control of the game to no later than the end of the 2<sup>nd</sup> inning (limit of two). Any players entering the game after it has begun can be protested at any time before the game ends and does not count against the maximum of two starting players.
  
10. Players dropped from a roster may join another team if there is no unsportsmanlike action against them. Any change from one team to another must comply with the Add and Drop regulations. The player or players need not lose any Sunday game in transferring. If a player wishes to leave at team and the manager refuses to drop him, a letter to the Municipal Sports Office is necessary before he can be released to another team.

11. An ejected team member is automatically suspended for a minimum of one game. The Municipal Sports Directors may require a meeting with the ejected team member and manager. The Municipal Sports Directors reserve the right to put said player on probation or suspend said player with or without a meeting.
- A. **PROBATION:** This means that a player may continue to play with the understanding that the next time he is ejected from a game, he will automatically be suspended.
  - B. **SUSPENSION:** This means that a player cannot attend any game in which his team is scheduled to play until his suspension has ended.
- PENALTY:** Any manager using a suspended player will forfeit each game in which the suspended player participated. Also his team's bond may be forfeited.
12. Cooperation with the umpires and good sportsmanship are mandatory at all times. Flagrant disregard of these principals are cause for life-time expulsion from Municipal Sports programs. No participant shall be guilty of abusive verbal attack upon any player, umpire, or spectator. A participant shall not be guilty of objectionable demonstrations of dissent at an umpire's decision by throwing balls, bats, gloves, personal equipment, or any other forceful action. All individuals in the Municipal Sports program are expected to conduct themselves in accordance with the Municipal Sports PARTICIPANTS CODE OF CONDUCT section. See "L.A. CITY MUNICIPAL SPORTS OFFICIAL RULE BOOK." It is the responsibility of the manager to inform team members of the CODE OF CONDUCT and insure that the players abide by it. Managers are responsible for controlling their teams, coaches, and team fans. Friendly competition is expected, however profanity and/or talking trash will not be tolerated.
- TRASH TALK RULE:**  
Definition: TRASHING "to criticize harshly", i.e., (TRASH TALK).  
It is not the intent of this rule to stop all normal baseball language that takes place during the normal flow of a game. The intent of this rule is to stop any game participant from heaping personal abuse upon any other game participant, spectator, or umpire. The umpire, after hearing derogatory or abusive language directed toward an individual or between teams, **must** enforce the penalty.
- PENALTY:** Umpires are required to warn an individual and team manager that participants may be ejected from the game if **TRASH TALK** continues. After the original warning if the participant continue their verbal abuse, the umpire is required to suspend the participant from further play and report such participant to the Municipal Sports Office.
13. **UNIFORMS:** All teams that compete in the Municipal Sports Baseball program must be in baseball uniforms. A uniform will consist of baseball shoes (all purpose shoes are acceptable), socks (inner hose and/or stirrups socks), baseball pants, shirt(with a unique number) and cap. Uniforms of a team do not have to match. Players are not allowed to play unless they are wearing baseball pants. NO EXCEPTIONS. If two or more players are wearing a jersey with the same number each batter will be declared out the first time their spot in the batting order comes up. If a batter does not have a number on his jersey he will be declared out the first time his spot in the batting order comes up. Player will still take his at bat, unless it is the third out of the inning. In that case, the batter will lead off the next inning. Jersey numbers must be permanent. Numbers made out of tape are not allowed.

14. **RESPONSIBILITY FOR BASES:** If the umpire has no bases available, it is the home team manager's responsibility to check out bases from the Recreation Center. It is the Home Team's responsibility to return bases to lock-box or Recreation Center Office.
15. **RAINY DAY PROCEDURE:** When a game is scheduled and there is doubt about whether the game will be played because of wet grounds, it is each manager's responsibility to call the field hotline (818) 765-0743 to determine if the field is going to be playable. The decision of the Director on duty is final. Any team playing on unauthorized fields will be dealt with by the Municipal Sports Directors. **NOTE:** If all the games for the weekend in a particular division are rained out the games will not be rescheduled. If some teams play while other don't on the same weekend those games that did not take place will be classified as postponed. Postponed games will be rescheduled if they have a bearing on whether a team makes or does not make the playoffs.
16. **BASE COLLISION MANDATE:** A baserunner cannot crash into a defensive player waiting to apply a tag. Guidelines for collisions:
- A. The runner has to be going for the base, not the defensive player.
  - B. If in the judgment of the umpire the runner is trying to hurt the defensive player or separate the defensive player from the ball, the runner will be ejected.
  - C. If the runner raises one or both forearms and makes contact with the defensive player, the runner will be ejected.
  - D. The runner does not have to slide, but must try to avoid contact with the defensive player.

**CLARIFICATION OF BASE COLLISION MANDATE:** At any base, if the defensive player is crashed into by an offensive player, the **PENALTY** is offensive interference and unsportsmanlike conduct. The ball is dead, other baserunner(s) return to their previous base(s), the guilty player is called out, ejected, and is automatically suspended for one game.

17. **BATS:**

**Official Bat Standard.** Metal bats that are BESR (Bat Exit Speed Ratio) certified for high school and/or college play may be used. Non-BESR bats are not allowed. All non-wood bats are required to have a BESR certification mark. The BESR certification mark cannot be in the form of a sticker, label, or decal. It must be a permanent certification mark such as a silk screen.

**Infractions.** If the infraction is noticed after a pitch has been thrown to the following batter, no penalty is enforceable against the previous batter. Enforcement of this rule is the responsibility of the opposing team, not the umpires. If there is probable cause for suspicion, a player from the defensive team may request an interruption of play and examine an opponent's bat at any time.

**Player Penalties:**The following penalties apply if the use of an illegal bat by a player is discovered.

**First offense:** A batter who enters the batter's box with an illegal bat is declared out regardless of whether or not the ball is put into play. If the illegal bat is discovered

before a pitch has been thrown to the following batter the batter is declared out, the result of the at bat is voided, and any baserunner(s) that were on base must return to their original base(s).

**Second offense by a player on the same team (during the same game):** The batter is declared out and is ejected from the game.

18. **BATTING HELMETS:** It is mandatory that every player, at bat or on base, wear a regulation batting helmet. If a player is detected batting or on base without a helmet, the umpire will stop the game and instruct the player to put on a helmet. If the player refuses to wear a helmet, he will then be called out and ejected from the game. Plastic promotional helmets are not legal.
19. **CATCHERS HELMETS:** Catchers **MUST** wear protective helmets with throat protection. **PENALTY:** Failure of the catcher to wear a protective helmet will result in the catcher not being allowed to participate in the game.
20. **LINE-UPS:** 8 MAN (5 INNINGS); 9 MAN; 10 TO 16 MAN:  
8 MAN (5 INNINGS): A team may start a game with eight players and continue until five innings have been completed. An out will be called each time there is no player in the ninth batter's spot. If a player arrives before five complete innings, he must bat in the 9<sup>th</sup> batter's spot. After five complete innings each team must have nine players for the remainder of the game or the game will be forfeited to the opponent. **NOTE:** A team starting with eight players may not use a batting order which has more than nine batters.  
9 MAN: A team starting the game with nine players may only use regular baseball rules, and the relief runner rule. Any late arriving players must be used as substitutes **only**.  
10 TO 16 MAN: A team may bat their entire roster, or any number of 10 to 16. They may rotate the players on defense at any time, the batting order **may not** be changed. If for some reason any player fails to bat, an out will be called, **one time only**. Players who arrive after the game has started may be used as substitutes **only**.  
**A/B Batting Order:** A team may declare, at the time lineups are exchanged (prior to the start of play), that batting order positions from 10 down or lower (i.e. – 10, 11, etc.) will be occupied by two (2) players in each batting position. That is, 10a/10b, etc..The first time that the position 10 comes to bat, 10a would appear, the second time 10b, would appear, the third time 10a would appear and so on, alternating between these two players throughout the game. Once a team declared the use of the A/B system, it must continue using it for the remainder of the game. If an A/B player is unable to take his at bat an out will be declared the first time his spot in the batting order comes up. No penalty the second time it comes up. Batters in the A/B positions may be pinch hit for as any other hitter.

Team managers are to hand their lineup cards to the umpire prior to the start of the game.

**RE- ENTRY RULE: ALL STARTERS MAY WITHDRAW AND REENTER THE GAME ONCE IN THE SAME POSITION IN THE BATTING ORDER.**

ALL THE LINE-UPS MUST HAVE NINE PLAYERS MINIMUM AFTER FIVE INNINGS.

21. Players are not allowed to congregate near the backstop area. Players must remain in the dugout.
22. **PITCHING**: Pitchers are allowed five (5) warm-up pitches between innings and eight (8) warm-up pitches when a new pitcher comes into a game. PENALTY: A ball is awarded to the batter for each excessive warm-up pitch. Pitchers are allowed to leave and return during the course of a game, provided the batting order is not compromised. A pitcher returning to pitch in the same half inning will not receive warm-up pitches. A pitcher who unintentionally hits three batters in an inning must be removed and may not pitch for the next two innings. If in the judgment of the umpire a batter is hit intentionally, the pitcher and manager are subject to ejection from the game.
23. **FIRST BASE EXTENSION (ORANGE) – Where Applicable**: This is a safety device used at 1<sup>st</sup> base to prevent collisions on close plays. The orange extension base is to be used by the batter-runner only. Once the batter-runner has been judged to be safe by the umpire, the base is no longer in play. To record an out, the first baseman must touch the white (regular) base, not the orange extension base. The batter-runner has the option of touching the regular base or the orange extension base.
24. **RELIEF RUNNERS**: LAST OUT – A team may use runners for their catcher, the pitcher, and players injured during that game. When there are no outs in the 1<sup>st</sup> inning, the runner will be the last player named in the line-up, with the exception of the catcher and/or the pitcher. When there are no outs in any other inning the runner will be the last out in the previous inning. These runners are not substitutes and must bat in their proper turn.
25. **INTENTIONAL WALK** – Pitcher need not throw four balls for an intentional walk. Pitcher must notify the umpire that he wants to intentionally walk the batter and umpire will award the batter first base.
26. **MERCY RULE**: When a team is leading by twelve (12) or more runs after the fifth inning, (or 4 ½ if the home team is ahead), the game will be stopped and the team with the lead will be declared the winner.
27. **FORFEITS**: If a team notifies the office by 3pm Wednesday that they are unable to field a team that week the forfeit fee of \$130 will not be deducted from their bond. Teams that forfeit a game due to not having 8 players at the end of the grace period will have \$130 deducted from their forfeit bond. The \$130 charge covers the \$65 each umpire will receive by check. Teams must keep their forfeit bond at \$260 (2 games) the entire season. Any team that forfeits must replenish their bond by the following Wednesday.

### III. **PROTESTS**

1. A formal protest should contain the day, time, and place of the game, the names of the umpires, the rule and section of the Official Rules or League rule under which the protest is made, the decision and all essential facts involved in the matter protested. The protest must be entered on the Umpire's Score Card.

2. Whenever a matter of protest arises during a game, the captain or manager of the protesting team shall, prior to the next pitch, inform the umpire who will notify the opposing team captain or manager that the game is being continued under protest.
3. **PROTESTS REGARDING RULES OF PLAY:** A formal protest in writing must be received by 4:30 p.m. on the second working day following the day of the game involved. The protest letter must be accompanied by a \$25.00 protest fee (check or money order made out to L.A. City, Rec. & Parks). The protest fee will be returned if protest is upheld.
  - A. Protests based solely on a decision which involved accuracy of judgment on the part of an umpire will not be considered.
  - B. Protests based on the misinterpretation of a playing rule will be received and considered. Failure of an umpire to apply the proper rule to a given situation or to impose a proper penalty for a certain violation of the rules is protestable.
4. **PROTESTS REGARDING ELIGIBILITY OF PLAYERS:** A formal protest in writing must be received by 4:30 p.m. on the second working day following the day of the game involved. The protest letter must be accompanied by a \$25.00 protest fee (check or money order made out to L.A. City, Rec. & Parks). The protest fee will be returned if protest is upheld.
  - A. Starting players must be protested before the end of the 2<sup>nd</sup> inning. Limit of two.
  - B. Late arriving players or substitutes can be protested anytime before the game ends and do not count against the limit of two starting players.

**NOTE:** Use of ineligible players will constitute grounds for forfeiture of all games in which they are involved.

**NOTE:** ON ALL PROTESTED GAMES, THE ASSIGNED UMPIRES AND BOTH OF THE OPPOSING MANAGERS MUST PROMPTLY SUBMIT A WRITTEN REPORT STATING ALL FACTS TO THE MUNICIPAL SPORTS OFFICE.

5. All teams should understand the six (6) reasons why a forfeit bond may be forfeited. They are as follows:
  - Failure to meet games as scheduled.
  - Withdrawal during a League.
  - Unsportsmanlike or unbecoming conduct.
  - Failure to report unsportsmanlike conduct.
  - Failure to abide by an umpire's decision.
  - Violation of Municipal Sports Rules.