

City of Tempe Adult Sports
Spring Baseball League Rules and General Information
Last Updated 3/26/2019



2019 League Dates:

- 7 regular season games followed by a single-elimination postseason tournament
- Sundays, March 31 – June 30, 2019
- Off-Dates: April 21, May 12, May 26

Game Times and Forfeits:

Sundays: **8:00am, 10:30am, 5:30pm, and 8:00pm game times.** Times/days subject to change based on field availability. A fifteen-minute grace period will be given to all game times (the field supervisor's watch is official). The fifteen minutes will come out of the 2-hour 15 minute game time. **Team that must use the grace period, waiting for enough players to start the game, will be penalized two (2) runs.** The team with enough players will be the home team. Teams that forfeit more than twice will be dropped from the league and will be replaced. No new inning will begin if less than five (5) minutes remains in the official game time.

Organizational Meeting:

Wednesday, February 19, 2019 – 6:30pm at the Pyle Adult Recreation Center, 655 E. Southern Ave., Tempe.

Entry Fee:

\$690.00 (Includes postseason tournament.) **No Personal Checks will be accepted.** Company check, cashier's check, or money order should be made payable to the CITY OF TEMPE. Credit Cards are accepted. Registrations should be brought to: Tempe Parks and Recreation, 3500 S. Rural Road, Tempe.

Adult Sports Website (www.tempe.gov/adultsports):

Schedules will be posted as they become available. Standings will be posted and updated once each week.

Player Eligibility:

Players must be 18 years of age to participate. A player may play on only **one** baseball team in the City of Tempe (this does not include any City of Tempe Softball teams). A player who plays for more than one baseball team will be suspended for the remainder of the season. All managers and field supervisors may challenge the eligibility of any player. Player may not be on any present collegiate, high school or professional rosters.

Rosters:

Teams may carry up to a maximum of 20 players (minimum of 12 players). Changes to the rosters will not be allowed during the registration period. Roster revisions can be made at the field over the course of the season.

Players may be added /deleted from the original roster through the sixth week of the season. Roster changes must be completed on the appropriate Roster Change form before the player participates in a game. **All roster changes must be completed at the field through the site supervisor.**

Registration Procedure:

Registration will be accepted at the Tempe Community Services Recreation Office located on the second floor of the Library Building, 3500 South Rural Road, Tempe from 8:00 a.m. until Full. **Personal checks will not be accepted as payment.** After Registration, all roster changes must be done at the field with the Field Supervisor. No faxed registration forms will be accepted.

Location:

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Games will be played at Diablo Stadium Sports Complex, 2200 W. Alameda, Tempe.

Uniforms:

It is recommended that all league teams try to wear matching jerseys and/or full uniforms if possible. Each team must provide their own catching equipment. The City of Tempe will provide batting helmets if needed.

Game Baseballs:

The Field Supervisor will issue the game balls and will determine the condition of the baseballs. (Balls will not be given to teams after the games).

Irrigation, Rain and Unforeseen Reasons for Game Cancellations:

Games canceled for these reasons will be made up at the end of the season. Games will not be rescheduled if time does not permit. Game locations may be switched to other fields if the scheduled field is unplayable. Managers for teams involved in make-up play will be notified regarding the date, time, and location of the game. Players should contact their respective managers for information regarding make up scheduling.

Inclement Weather:

Occurring before 8:00am on the day of the game, call the Sports Hotline at (480) 350-5293. In all cases, unless specifically told that games are canceled, assume that they will be played.

Awards:

First place for league play will receive t-shirts. First place for tournament will receive a trophy.

Tied League Standings:

For teams tied at the end of season the following format will be used:

Tie Breaker #1 - Head to head competition

Tie Breaker #2 - Runs allowed among the tied teams against common opponents

Tie Breaker #3 - Runs allowed during the whole season

Tournament:

All teams will advance into a single elimination tournament.

Insurance:

The City of Tempe does not carry any insurance to cover individuals injured during the league. Players play at their own risk.

General Rules and Regulations

- 1. The current AIA High School Baseball Rules** will apply to all league and tournament situations not covered in the League Rules.
- 2. Game Length:** Games are seven innings or time limit. **No new inning will begin after 2 hours 10 minutes.**
- 3. Tie Games:** **If a game is tied after playing seven innings with time remaining (see "Game Length" rule above) teams may play one additional inning.** Each team will begin their half inning with a runner on second base; **the manager**

can designate the runner on second and the batter will be whomever follows that runner in the batting order. If, at the end of the completed extra inning, the game is still tied, the game will be recorded as a tie.

4. **Alcoholic Beverages:** Players or spectators WILL NOT be allowed to drink in the following areas – premises of the ball field, streets, sidewalks and parking lots. THIS IS A VIOLATION OF THE CITY ORDINANCE. Players or teams will be dropped from the league for violation of this rule.
5. **Physical Assault:** Physical assault may result in prosecution. See Code of Conduct.
6. **Umpires and Sportsmanship:** Constant harassing of the umpire may bring about forfeiture of the game. Sportsmanship shall be observed at all times. Unsportsmanlike acts are grounds for player ejection, suspension, and/or game forfeiture. See Code of Conduct.
7. **Run Rule:** Any team ahead by 10 runs after five complete innings or 8 after six complete innings automatically wins. Any team ahead by 20 runs any time, the game is over. (This rule will take effect after the 1st inning).
8. **Dugouts:** Only players, coaches and scorekeepers are allowed in the dugout – NO ONE ELSE. Children are **not** permitted in dugouts or on the field.
9. **A team must field seven (7) players at all times for a game to continue.** The 8th and 9th position of the batting order will NOT be an automatic out.
10. A position in the batting order vacated by an injury, ejection, player leaving, etc. will become a designated “out” for the player next at bat, then after that turn at bat the position will be passed over. If an eligible substitute is available he may enter the game.
11. **Ejected Player:** Any player ejected from the game will be suspended for at least the team's next game, depending on the violation of the Code of Conduct. The Field Supervisor and Sports Coordinator will determine the suspension time. Any ejected player who plays in the next game or games shall cause his team to forfeit those games. Any player who is ejected for the second time in a season will be ineligible to participate for the remainder of the season. Suspensions may carry over from season to season.
12. **Option:** Teams will have the option of playing their games according to 1) AIA High School Rules regarding batting order, re-entry, and substitution; or 2) using the following rule:
 - A. Unlimited batting will be allowed. All men present will be placed in a batting order.
 - B. There will be free substitution in all fielding positions. (Exception: a pitcher removed due to manager’s visits to the mound may not return to the pitching position for the remainder of the game.)
 - C. One Courtesy runner per inning, the last out or a non-player.
 1. Exception to the one courtesy runner per inning limit will be made for Pitcher and Catcher.
 2. In the event there are no outs made in the first inning, the courtesy runner will be the last person in the batting order.

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3. The scorekeeper will inform the teams of who the courtesy runner is. If the scorekeeper makes an error, the correct person will then be placed in the game at that time.
 - D. Each team will inform the field supervisor which option they will play by prior to the start of the game. That decision is final with the 1st pitch of the game.
 - 13.** Runners must always slide to avoid contact with the defensive player. (Automatic Ejection). The take-out or roll block slide will not be tolerated.
 - 14.** In the event of any rule questions the Sports Coordinator shall have the authority to institute new rules or to modify current rules, to maintain a continuity of the overall sports program. This interpretation of the rules shall be final.
 - 15. Protest:** Protests will be taken care of at the time that they happen. The umpires and field supervisor will attempt to solve the situation. Only rule interpretation will be justifiable for protest and not that of an umpire's decision on a call. If a team protests, it must be made by the team captain or manager before the next pitch to a batter.