



# LAS VEGAS ADULT BASEBALL'S 2012 GAME RULES

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## 1. LVAB Basic Game Rules *\*\*Major League Baseball rules shall apply unless stated otherwise\*\**

### A. Game Length –

- All LVAB games shall be nine (9) innings.
- Time limits shall be no new innings after three (3) hours.
- Drop dead at three (3) hours with the final score reverting back to the last complete inning.
- If at the end of regulation (time limit or 9 complete innings) a game ends in a tie, the teams shall play an additional thirty (30) minutes to determine a clear-cut winner. If there is no winner at the end of the additional thirty (30) minutes the game will be declared a tie.
- With regard to playoff and championship games, there are **NO** time limits, **NO** mercy rules, and **NO** ties.

### B. Forfeits –

- Teams **MUST** have eight (8) players to start a game.
- There is a fifteen (15) minute grace period to start the game if a team does **NOT** have the required eight (8) players.
- If a team does **NOT** have the required eight (8) players to start a game after the fifteen (15) minute grace period, that team shall forfeit the game. ***The score of the game shall be recorded as 7-0 and the forfeiting team shall be responsible for paying a \$120 forfeit fee to the umpires. The forfeiting team has until the Friday following its forfeit to compensate the umpires. If the forfeiting team does not or refuses to pay the forfeit fee, they shall be barred from all future games until such time as they pay the original forfeit fee. NO EXCEPTIONS!***
- If a team knows in advance that it will not have the minimum number of players, the **TEAM MANAGER MUST** contact the League no less than forty-eight (48) hours prior to the start of their game that week (Friday nights by 5PM), so that the game can be rescheduled and the team is **NOT** charged a forfeit fee.
- Rescheduled games may or may not be played on high school fields.
- If a team reschedules a game, that team is responsible for **ALL** costs associated with the rescheduled game. Those costs must be paid to the League in advance in order to reschedule any game.
- At no time will the League bare any additional costs due to a team rescheduling any game.
- In the event of a rescheduled game, teams may be required to play a double-header to get the rescheduled game on the books.
- There shall be **NO** rescheduling of playoff and/or championship games due to a team not being able to field enough players, nor will any playoff eligible team be allowed to recruit other players from the League to fill in for their lack of players. If a team cannot field enough players for a playoff and/or championship game that game shall be immediately forfeit and the opposing team shall advance.
- All other forfeit rules apply.



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## C. Mercy Rule –

- Mercy rules for a nine (9) inning game are:

### NATIONAL & AMERICAN DIVISION -

1. There are **NO** mercy rules in the National & American Divisions. All games shall be played to regulation 9 innings or 3-hour time limits, whichever occurs first. In the event of a tie, please refer to Section "A" above.

### ROOKIE DIVISION -

1. 15 runs after 5 innings.
  2. 12 runs after 6 innings.
  3. 10 runs after 7 innings.
- Mercy rules do not apply to All-Star, playoff and/or championship games.

## 2. Rosters & Lineups

### A. Rosters –

- There is **NO** maximum roster size.
- Players may be added to the roster at any point during the season.
- Notification of roster additions **MUST** be provided to the League, in writing on approved League forms, at least forty-eight (48) hours prior to the start of the team's next regularly scheduled game along with the player(s) prorated league fees.
- In order to be playoff eligible, any and all players must have played in at least 50% of that teams games per season (30 game season = 15 games).
- Player participation contracts are valid for one season. If a player drops from his current team during the season for any reason, that player will **NOT** be eligible to sign with another team until the following season. However, players may be traded to another team during any season as long as the trading team is compensated with another player or draft pick in the following season.
- The League will be implementing a trade deadline for the 2012 season. The deadline for player trades shall be July 31, 2012. No trades may occur after this date.
- All trades must be processed on official League documents and must be approved by the League.
- The League will be implementing an ID card system for the 2012 season. Each player **MUST** submit two (2) color passport size photos to the League. One photo will remain in the players file and the other will be affixed to the players League ID card.



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- All players **MUST** have their League ID card in their possession at all times while participating in League games and **MUST** be able to present their ID card on demand.
- If, during game play, a player is suspected of not being a legitimate player, **ONLY** the manager may approach the umpire and ask that a player produce his League ID card for inspection.
- If the suspected player cannot or will not produce his League ID card, the umpire shall immediately eject that player from the game and all other rules regarding ejections shall apply. **NO EXCEPTIONS!**

## B. Lineups –

- Offensive lineups are unlimited.
- Defensive substitutions are allowed and **MUST** be reported to the umpires and/or the official scorekeepers during the game.
- Late-arriving players or non-starters may be added to the bottom of the lineup.
- Except for injury, if a player leaves a game, and there is no replacement, creating a hole in that team's batting order, the empty spot in the lineup shall be counted as an out each and every time that spot in the order comes up to bat.
- Each team is allowed to designate two (2) players per game as non-runners.
- Catchers are **NOT** designated as non-runners, but may be run for if he is on base with two (2) outs in order to speed up the game.
- All non-runners shall be run for by the player who was the last batted out.
- If a pitcher is taken out of the game, he may reenter the game as a pitcher only one (1) time.
- Both teams are **REQUIRED** to submit a completed lineup card to the opposing team, the umpire, and the official scorekeeper before the start of each game. **NO EXCEPTIONS!** Only players in attendance at the start of the game may be listed on the line-up card.
- Non-starters **MUST** be listed as reserves.
- If a player is not in attendance at the start of a game he may be added to the line-up card after his arrival and designated as such.

## C. Scorekeeping & Stats –

### A. The League has adopted the following policies regarding scorekeeping and statistics:

- The League shall make every effort to hire official scorekeepers for the 2012 season.
- The cost for each official scorekeeper shall be \$30 per game and is payable to the scorekeeper at game-time.
- The scorekeeper's fee shall be split between the two (2) teams, \$15 each.
- It shall be the responsibility of the scorekeeper to provide a detailed and complete copy of the game scored to the League no later than the Monday



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following the games scored so that the stats for that week can be compiled and updated on the League's website.

- Scorekeeper(s) **MUST** score games using either a traditional scorebook or the Game Changer/iScore scoring application.
- Scorekeepers are not required to score a game "live" and may use a traditional handwritten scorebook and later transfer the game to the Game Changer or iScore application using an iPhone, iPad or Android enabled phone.
- Scorekeepers **MUST** forward their completed scored games to the League by e-mail at [kelly.nunes@vegasnaba.com](mailto:kelly.nunes@vegasnaba.com).
- If a scorekeeper chooses to use the traditional scoring method and then transfer the game over to Game Changer, the game scored **MUST** be transferred and uploaded to Game Changer/iScore no later than 5PM on the Monday following the scored game.
- In the event that there is no official scorekeeper assigned to a game, it shall be the responsibility of each team to keep an accurate and detailed scorebook for **BOTH** teams.
- When scoring a game, both teams shall record the full name, jersey number and positions played of each and every player in the scorebook and on the lineup cards for accurate stats.
- During game-play, the Home team's scorebook shall be considered the "Official Scorebook". In any event where the home team is unable to keep a scorebook, the "Official Scorebook" shall be kept by the visiting team.
- Teams are required to follow the same rules for scorekeeping as the official scorekeepers.
- Teams are not required to score a game "live" and may use a traditional handwritten scorebook and later transfer the game to the Game Changer or iScore Application using an iPhone, iPad or Android enabled phone.
- If teams choose to use the traditional scoring method and then transfer the game over to Game Changer or iScore, the game scored **MUST** be transferred and uploaded to Game Changer or iScore no later than 5PM on the Monday following the scored game.
- In the event any team fails to upload their scored game to Game Changer or iScore within the allotted time, that team will forfeit one win for each game not scored and/or uploaded to the website – **NO EXCEPTIONS!**

### 3. Sportsmanship

#### A. Fighting, Taunting, Foul Language, and Ejections –

- The league shall not tolerate fighting, taunting, and the use of excessive foul language by any player, manager, umpire and/or spectator.
- No person shall physically assault or threaten another player, manager, umpire, and/or spectator. All persons that violate these rules shall be subject to ejection from the game, a monetary fine, suspension from games, and/or expulsion from the League.
- Players must slide, run around the catcher, or give themselves up when involved in plays at the plate. Catchers may block the plate. Players who do not follow these rules shall be ruled out and possibly ejected from the game.



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- Players may **NOT** run through plays at second or third base. Players that run through the bases or in the direction of a fielder shall be ruled out and possibly ejected from the game. In the event umpires rule that there was interference, a double play may be called.
- Umpires may eject any player(s), manager(s), and/or spectator(s) at their sole discretion. Any player/manager ejected from a game must serve an automatic one (1) game suspension. Players & managers have the right to appeal their suspension to the League in writing within twenty-four (24) hours of being ejected from a game. If a player/manager appeals a suspension, the LVAB Rules Committee shall render final decision no later than three (3) days after the League receives the player/manager's written appeal. In the event the player(s)/manager(s) suspension is upheld the player(s)/manager(s) must serve the suspension immediately.
- Teams are responsible for the conduct of their fans and/or spectators. Fans that excessively taunt, threaten, or physically assault members of the League and/or umpires shall be asked to leave the field. If the offending fans do not leave the field, the umpires may call the game, declare a forfeit against the offending team and if necessary, contact the police to remove the offending fan(s) from the facility.
- Teams are responsible for tracking down foul balls and homeruns. Umpires may declare automatic outs and forfeits if, in the umpires opinion, a team is not meeting these obligations.

## 4. Uniforms

### A. Jerseys –

- All teams are required to have matching jerseys.
- At minimum, all players must have a uniform number affixed to the back of their jersey in plain view.
- Teams shall be allowed a two-week grace period to obtain uniforms. All teams and/or players **MUST** have uniforms by week three (3).
- In the event of roster additions after the start of the season, players shall be given two (2) weeks to obtain a uniform. Those players **MUST** have a uniform by their third (3<sup>rd</sup>) week of play.
- Non-uniformed team(s) and/or player(s) shall be ineligible to play in the League after the grace periods have expired.
- Teams and players **MUST** have uniforms to play.

## 5. College Slide Rule

### A. Safety –

- The intent of the slide rule is to ensure the safety of all players.



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- The slide rule is a safety and interference rule.
- Whether or not 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.

## B. Sliding –

- On any force play, the runner must slide on the ground in front of the base and within a straight line (base path) between the bases. It is permissible for a base runner's momentum to carry him through the base.
- Exception – Base runner's need not slide directly into any base as long as the runner slides or runs in a direction away from any fielder to avoid making contact or interfering with any fielder. In such instances interference shall not be called.
- "On the ground" is defined as either a headfirst slide or a slide with one leg fully extended and the runner's buttock on the ground before the base.
- Contact with any fielder is permissible and interference shall **NOT** be called if the runner makes a legal slide within the base path directly into the base.

## C. Interference –

- Actions by a base runner are illegal and interference shall be called if:
  1. The runner slides or runs out of the base lines in the direction of any fielder and alters the play of that fielder, with or without making contact.
  2. The runner uses a rolling or cross-body slide making contact with and altering the play of any fielder.
  3. The runner raises either of his legs in an attempt to "spike" the fielder and makes contact higher than the fielder's knee while the fielder is in a standing position.
  4. The runner slashes or kicks at a fielder.
  5. The runner illegally slides to make contact with any fielder even if the fielder makes no attempt to throw to complete a play.
  6. All plays at the plate shall be made under the "Slide to Avoid Contact Rule". If a runner does not slide and makes contact with the catcher or any other player covering the plate, that runner shall be called out. If any runner maliciously runs through any player covering home plate, that runner shall be ejected from the game, face a suspension, and/or expulsion from the League.

## D. Penalties for Interference –

- Penalties for interference shall be as follows:
  1. Penalties for Section C, 1-5, above are:
    - 1) With less than 2 outs, the batter and the interfering runner shall be called out and no other runner(s) shall advance.



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- 2) with 2 outs, the interfering runner shall be called out and no runner(s) shall advance.
- 3) if a runner's slide is flagrant he shall be immediately ejected from the game.
- 4) Additionally, 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.

**As the manager of my team, I have read and understand the rules contained herein. Furthermore, on behalf of my team, we agree to adhere to the rules as set forth by the League Officials, the Las Vegas Umpires Association, the NABA National Office, and/or the Board Members of the Las Vegas Adult Baseball League.**

**Team Name:** \_\_\_\_\_

**Manager:** \_\_\_\_\_

**Signature & Date:** \_\_\_\_\_