

Southshore Adult Baseball League (SSABL) 38+ Steve Carpenter Division (SCD)

Rules Addendum

Adopted: 9/12/2024

Revised: 11/4/2025

Adopted in accordance with Article V of the SSABL Charter and Bylaws

1. Governing Rules

All play not covered by the SSABL BI-LAWS shall be governed by the NABA National rules and then by the MLB League rules, except where modified herein.

2. Manager Responsibilities

2.1 Financial Requirements

- All league fees need to be paid according to schedule set forth by League President during Winter Meeting

2.2 Roster Requirements

- All rosters will be finalized by the second Friday of April, with 25 players max and a 15-player min.
- All Players on a roster must fall in line with Player eligibility rules established by the league

2.3 Website/Stats Updates

- Each manager is required to keep their team's web page up to date.
- Keeping the active roster up to date and current
- Stats must be in put in to the site no later than start of next week's game

- Fines for not meeting this requirement will be assessed in the amount of \$25 per week missed.
- Fines will be monitored and upheld by the President of the SSABL 38+ division
- Fines need to be paid by the start of the current season's playoffs. If not paid the team will be forced to forfeit the playoffs.

2.4 Fields

- Both teams (Home and Away) are required to assist in the maintenance of the fields in which games are played.
 - As designated by field location rules the teams are to clean their dugouts after each game, placing all trash in proper receptacle
 - As designated by field location rules, fill in holes on the mound, at home plate and around the bases and base paths.
 - The field must be ready for a new game to start upon completion.
 - Teams must assist in pre-game prep if needed to get the field game ready
 - Managers are responsible for delegating and assisting in pre-game prep to prevent the unnecessary cancellations of games.
 - If the league loses a field due to misconduct (alcohol abuse, fighting, not maintaining) a fine for the team will be issued and could result in the team's forfeit of the season. This will be determined by the league President
 - Fines for not adhering to the field maintenance rules will be enforced by the 38+ Co-vice Presidents.
 - Fine for fields not properly maintained will be \$25 per team involved. Fines need to be paid prior to the start of the playoffs.
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3. Equipment

3.1 Wood Bats Only

- Wood bats must be smooth, not more than 2 $\frac{3}{4}$ " in diameter at the thickest part and not to exceed 42" in length

- All bats that do not meet the listed requirements and are deemed illegal by an umpire will be removed from the field of play and confiscated by the head umpire. Said umpire will secure the bat in a personal vehicle and provide the bat to the President.
- If the bat deemed illegal is used during the game the player using/attempting to use will be ejected from the game.
- Failure to relinquish the illegal bat will include a mandatory league sanction that will be imposed by the President of the SSABL 38+.
- If an umpire discovers that the bat is used illegally on a batted ball (fair or foul), the batter is out and all runners will be forced back to their previously occupied base and the batter will be ejected. This will need to be done as a protest and called by the opposing team before the next pitch is taken.

3.2 Baseballs

- Are to be supplied by the home team. (3 balls per game)
- SSABL will supply each team with 3 cases of baseballs to accommodate every home game.
- Balls for playoffs will be provided on an as needed basis. These balls will not be included in regular season order
- The manager can purchase additional baseballs as needed. The ball that can be used is Wilson A1030 or the league ball ordered off of the national website.

3.3 Line-Up Cards

- Teams will be provided NABA Official lineup cards prior to the start of the season.

3.4 Scorebook

- Score Book: Teams will be asked to keep a physical score book or use the Gamechanger app to keep the score for the game.
- During the game the home Team score book will be the official book.

3.5 Cleats/Spikes

- Both Molded and Metal cleats are permitted to play.

4. Rosters and Player Eligibility

- All players must be 38 years old by calendar year to qualify as a player in the SSABL SCD.
- Teams are allowed to carry a total of 3 players who do not meet the above mentioned age requirement.
 - Must be 35 years of age by the end of the calendar year.
- Any player found to not meet the age requirements for the league will be removed from the league. Any game played will be forfeited. The manager of the team will also be removed from the league.
- No player will be allowed to play unless all his league fees are paid and the Player Registration Agreement (PRA) is signed and turned in.
- Any player to be considered eligible for the post season must have participated and noted on the lineup card in 50% of his team games played for the regular season.
- For an injured player to get credit for a game he must be approved by the Co-Vice Presidents "via EMAIL". The player's name must be added to the bottom of the line-up card noting injury. Both the opposing team's manager and game time umpires must be notified of injured players.
- When email is submitted for injured player credit both managers must be on the email.
- Each player is allowed 3 injury credits per season.
- Teams are allowed up to 5 (add/drop) replacement players. Roster changes are to be submitted to allow for the replacement players to reach player eligibility rules.
- The only criteria that allows a player to be replaced is the following:
 - Season ending injury and verification by league Co-Vice Presidents.
 - Mutual separation agreement and verification by league Co-Vice Presidents.
- Replacement players must have a complete uniform as defined in the league rules to play in game. There will be no exceptions to the rule unless the League President approves.
- Replaced players will not be allowed in league play for the remainder of the current season and playoffs. A player who is replaced can be considered a bench/base coach so long as he is able to perform specific duties without being considered an

obstacle.

5. Game Day and Format

5.1 Game Day

- All lineups must be provided to the home plate umpire and manager of the opposing team.
 - Doing so allows for players to be accounted for in the post-season qualification for participation.
 - Line-up cards must consist of players legal name and jersey number
- The HOME team will be responsible for keeping the scorebook and properly scoring the game. The HOME team's scorebook is the official scorebook of the game.
- Must field at least **eight (8) players** to begin a game.
 - A grace period agreed by both managers will be set if needed to field at least 8 players. The game must start as soon as there are at least 8 players.
 - Note: Game clock starts at the stated start time on the schedule.
 - If a team plays with less than 9 players an automatic out must be taken.
 - If a team is unable to produce 8 players the game will be forfeited (**Rule 11.2**)
- All teams MUST use a continuous batting order.
 - If a manager does not have a player in the official line-up at the start of the game, he has till the batting order has completed its cycle to add a player into the line-up.
- If a player vacates the line-up for any reason except injury during that played game, his spot in the line-up will be counted as an automatic out.
 - Manager must provide a reason via email to league president as to why the player vacated their spot in the lineup
 - If a game starts later than 45 minutes of its ordinary start time, and a player has to leave due to the late start time, he may vacate his spot in the line-up without being penalized an automatic out.

- **EXAMPLE:** if a game that is supposed to start at 10:00 starts at 10:50, that player has till at least 12:45 to qualify as an officially played game.
- If a batter is injured during their at-bat and cannot continue, the most recent batter who was put out will take their place and assume the injured batter's current count.
- In the event a team only has 8 players or is forced by ejection to take an automatic out the game cannot end on that automatic out. The next out must be completed by a player who is established in the lineup.
- If at any point a team's roster decreases to less than 8 players the game will be ruled a forfeit and the win awarded to the team with the complete lineup.
- Outside of all dugouts must be cleared of all helmets, bats, and balls during the play of the game. If any equipment hinders any play of the game, the umpire may assess an out according to the umpire's judgment
- No player can block a plate if they do not have the ball in their possession
- A runner may not leave their direct path to home plate to initiate contact with the catcher or any player covering the plate, or cause an avoidable collision. If, in the umpire's judgment, the runner does so, the runner is out, the ball is dead, and all other runners return to the last base touched at the time of the collision. A properly executed slide into home plate is not a violation of this rule.
- All players must avoid any malicious contact. An umpire may eject any player for unsportsmanlike conduct (**Rule 8.1**) .
- Only Adults are allowed in the dugouts

5.2 Format

- **Game Length:** 7 innings
- **Official Game:** A game becomes official after 5 innings (4½ if the home team is leading).
- **Mercy Rule:**
 - 10-run rule after 5 innings or 4 ½ innings if the home team is ahead.
 - 15 run rule after 4 complete innings, or 3 ½ innings if the home team is ahead.

- **Time Limits:** No new inning shall begin after 2 hours and 45 minutes.
 - **Extra Innings:** Regular-season games tied after regulation shall end in a tie unless time permits completion. Playoff games must be played to completion.
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6. Pitching and Substitution Rules

6.1 Pitching

- Pitchers may only pitch 4 innings
- If a pitcher is pulled out of a game, he cannot return as a pitcher in that game.
- If an ineligible pitcher pitches a game, the game is ruled a forfeit.
- One pitch or play constitutes 1 inning.
- If a coach or a manager makes a second trip to the same pitcher in the same inning to the mound from the dugout, that will cause that pitcher an automatic removal as a pitcher only.
- Pitchers are not allowed to wear any white sleeved undershirts while pitching.

6.2 Courtesy/Pinch Runners

- Each team is allotted 4 courtesy runners. The runner shall be the last eligible out.
- Managers must designate their courtesy runners prior to the start of the game. The courtesy runner must be labeled on the lineup card when exchanged during the home plate meeting. Failure to designate means that your team is forfeiting the use of the courtesy runner during the game.
 - Once a pitch or a play has been made, the courtesy runner will be forfeited until his next at bat.
 - If a player that requires a courtesy runner during the game and had his runner forfeited as described above gets injured during that run and receives a pinch runner, he will not be able to play due to injury and will NOT be accessed with an out in the line-up.

- If a player requests a pinch runner during the game due to injury, he will not be able to play the rest of the game.
 - The pinch/courtesy runner is the last official out made...ON THE BASES OR AT BAT.
 - If the last out has been used the next courtesy runner will be the batter furthest removed
 - Once a pinch/courtesy runner has been used, that runner cannot be used until he has batted again.
 - Meaning a runner can only be used once per inning
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7. Uniforms and Appearance

- All teams must use a team that is a featured "MLB" team or an official MLB minor league team.
 - All players must be in their own team issued full uniform. Uniforms consist of hat, jersey (vest jersey requires short sleeved matching team colored undershirt), pants, and socks. Belts are optional.
 - If a player shows up without his own current uniform, he cannot play. His jersey uniform must match the line-up card handed to umpire and opponent.
 - Hats every player must have the correct hat matching the team logo
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8. Sportsmanship and Conduct

- Smoking and drinking in the dugout is prohibited. If caught can lead to player suspension up to expulsion from the league
- If any empty alcohol cans/bottles are found in dugout teams will be fined \$50 paid directly to the field director. Keep our fields clean.
- Unsportsmanlike conduct will not be tolerated. Unsportsmanlike conduct will be defined as follows:
 - Throwing of equipment
 - Excessive arguing with or threatening of umpires
 - Badgering of players on or off the field
 - Excessive use of words considered to be vulgar

- Any violation of these rules can and will result in ejection from the game, suspension and or up to expulsion from the league.
- Physical violence or threats of a player, fan or umpire will result in an expulsion from the league.

8.1 Player Ejections

- If any player is ejected during a game, he will be suspended the following scheduled game or subject to pay a \$50 fine.
- When the players spot comes up to bat this spot will be considered an automatic out
- Player will be asked to leave park in which the game is being played
- If a player does not leave accordingly the manager will be held responsible and can be ejected from the game
- After the ejection a plate meeting must occur between the umpire and managers.
- These rules pertain to the regular season, playoffs and championship series games.
- All managers must announce to the league via email that they have a player ejected immediately. If not, the team faces a \$25 fine.
- If a player plays the next game that he should have been under suspension, he shall be suspended along with his manager and that game played shall be a forfeit.
 - 1ST TIME EJECTED - \$50 or 1 game suspension
 - 2ND TIME EJECTED - \$50 and 1 game suspension
 - 3RD BANNED FROM THE REST OF THE SEASON
 - All fines must be paid prior to the start of the next game.

9. League Standings, All-Stars and Playoffs

- **Standings:** Determined by win-loss record.
- **Tiebreakers:**
 1. Head-to-head record
 2. Run differential in head-to-head games
 3. Overall run differential
 4. Coin toss
- **All-Star Games**

1. All-Star weekend will be held on the first weekend of August
 - **Playoff Eligibility:** Players must participate in a minimum of eight (8) regular-season games to qualify for the playoffs, or a number of games adjusted at the discretion of the League President based on the total number of games completed.
 - **Playoff Format:** Rules for playoff games will be provided during the weeks leading up to the start of playoffs.
 1. A meeting to review playoff rules should take place prior to the start of the games.
 - **Ties:** Playoffs games cannot end in a tie.
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10. Umpires and Protests

10.1 Umpires

- All games shall be officiated by **two umpires** whenever possible.

10.2 Protests

- No protest shall ever be permitted on judgment decisions by the umpire
- In all protested games, the decision of the league's managing members to include Managers, Co-VP's and the president are reviewed and final.
- A protested game must be announced to the umpires before the next pitch or play so that protocol can take place.
- In accepting the protest, the umpires shall:
 - Make sure the manager's exact reason or grounds for protest.
 - Confer as a crew, making certain their ruling is correct.
 - Have the protest announced out loud.
 - Make notation on the line-up cards and score books as to the exact situation at moment of protest (inning, score, out, runners on base, count on batter, and defensive player due to bat first the next inning.
- Managers shall have a detailed written report turned into the league board via email within 24 hours of the protest.
- Managers need to make sure that all umpires of the crew sign the report or scorebook of the protest

11. Rainouts and Forfeits

11.1 Rainouts

- A game is considered official once 4 innings have been completed (or 3 1/2 innings if the home team is leading) and the score is not tied.
- If more than 4 (3½) innings have been played and the score is tied, the game becomes a suspended game. It will resume from the exact point of suspension the next time those teams meet. If there is no opportunity to resume the game, it will be recorded as a tie.
- If fewer than 4 (3½) innings have been completed, the game is declared a rainout, and **Rule 10.3** will apply.

11.2 Forfeits Teams

- Must field at least **eight (8) players** to begin a game.
- All games forfeited that transpire on game day by the team that causes forfeit will be fined \$100.
- The team that owes the fine will pay that fine to Co-Vice Presidents for record keeping.
- The Co-Vice President will then forward that fine over to the winning team
- IF ANY TEAM OWES ANY FORFEITED FEES, THAT TEAM IS TERMINATED FROM POST-SEASON TOURNAMENT AND THAT MANAGER WILL NOT BE ALLOWED TO MANAGE ANOTHER TEAM IN THE SSABL.
- DURING PLAYOFFS, A TEAM THAT FORFEITS A GAME IS COMPLETELY ELIMINATED OUT OF THE PLAYOFFS, AND NO FEE WILL BE REQUIRED AND THE TEAM MAY NOT BE ASKED TO RETURN FOR NEXT COMING SEASON.

11.3 Makeup Games

- All make-up games will be made up within the interest of the leagues benefit.
- The league will make all efforts to make every game possible.
- Forfeited games cannot be made up.

12. Insurance and Liability

- All teams and players must be covered under the league's insurance policy or provide proof of equivalent coverage prior to the first game.
 - Players participate at their own risk and must sign a league waiver acknowledging such risk.
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13. New Team

13.1 Intent to Join

- Any prospective new team must formally notify the 38+ League President of its intention to join the 38+ Men's League. Notification must be submitted in writing via email.

13.2 Team Name Requirements

- The proposed team must select a unique team name that is not currently in use by any existing league team. The League President retains final approval authority for all team names.

13.3 Approval Process

- Upon review, the President will confirm acceptance of the new team in writing (email). No team is considered official until this written confirmation is issued.

13.4 Initial Deposit

- Once approved, the new team must submit a non-refundable initial deposit of \$500 to the league account. This deposit must be received no later than January 1st of the year in which the team intends to participate.

13.5 Fee Application

- Following receipt of the initial deposit, the standard league fee structure will apply. The \$500 deposit will be credited and subtracted from the team's total fee schedule for that season.

13.6 Failure to Comply

- Failure to meet the deposit deadline or communicate required information may result in denial of team entry for the upcoming season.
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13. Amendments to Rules Addendum

- This Rules Addendum may be modified by the Board of Officers with majority approval of team managers at any scheduled league meeting.