

NORTH EAST QUEENS ALLIANCE BASEBALL 2011 -GENERAL LEAGUE RULES ALL DIVISIONS

GENERAL RULES FOR ALL LEAGUES

Field ,Scheduling, Team Protocol

1. Managers, coaches, and players are required to be on the field thirty (30) minutes before the start time of a game. The time should be used to warm up the players and for the managers and coaches to set their line-ups.
2. The home team for each game shall furnish the bases, pitching rubber, and home plate. However, every team shall bring to every game a full set of bases and a home plate, which are to be used as required. Home team is required to set up field but as a form of courtesy if field needs to be cleaned up prior to a game both teams should participate in order to make field playable .
3. Managers, coaches, players, and parents are not allowed to postpone, re-schedule, cancel or halt games for any reason. President shall determine the status of games in case of inclement weather. Once games are started, the Umpire shall have responsibility for the game. It is the responsibility of both teams to make the field playable and safe.
4. All players must come to the game in full uniform, e.g., cap, jersey, baseball pants, etc. If a player does not come appropriately dressed, he/she will not be permitted to play.
5. Only managers, coaches, score keeper and players are allowed in the dugout. Parents and coaches on the outside of the dug outs will not be permitted due to safety reasons.
6. For a schedule conflict, both managers must agree to a change with the Commissioner making the final decision. Game change must be decided at least 5 days prior to the scheduled game in order to provide adequate notice to umpires and scheduler. .

Umpire Authority

- 1 The umpire shall have full authority to enforce all the rules.
2. The umpire shall reserve the right to eject a spectator, parent, player, manager, or coach who the umpire deems is exhibiting profane, vulgar, or unsportsmanlike behavior. The ejected person shall leave the field area. If the ejected person refuses to leave the area, the umpire will call the game forfeited against the ejected person's team. In addition, the ejected player must server a one (1) game suspension. The suspended player must come to the next game in full uniform and sit on the bench. If a player is ejected a second time during the season, that player will be brought before the board and discussions about suspension or ejection from the league will be held.

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Official Game Rules

1. Once a game has become a regulation game (defined for each division hereafter), the following mercy rule will be in effect. If one team has a lead of twelve (12) runs or more after four (4) innings (3 ½ innings if the home team is ahead) the game is ended for the 7/8-year old, Minor and Major divisions. For the Junior division, the rule will be five (5) innings (4 ½ innings if the home team is ahead).
2. Time limit for a regulation game is one of at least four (4) innings.
Minors , Majors each game will last six (6) innings or two (2) hours, whichever comes first.
Juniors (7 Innings, 2 hrs 20 mins) No new inning shall start if fewer than fifteen (15) minutes remain
If an inning begins but cannot be completed because the 2-hour limit has been reached or because of darkness or weather conditions, the team that was ahead at the end of the last completed inning shall be declared the winner, provided that the game is a regulation game
3. When there are two (2) outs and the offensive team's catcher is a base runner, this catcher can be replaced with a substitute runner. The substitute runner must be the last player who batted out.
4. All runners must legally slide, legally avoid the tag, or give up their right to a base (avoid a collision by stopping or leaving the base path) if the defensive player has possession of the ball. The player will be called out if he/she does not slide. **Remember: Safety is the league's first priority.**
5. When advancing to a base or the plate, the runner must avoid intentional forceful contact in an attempt to jar the ball loose from the fielder, injure the fielder, or employ an "illegal slide" in the judgment of the umpire. An "illegal slide" is defined as, but not limited to, "roll blocks", "two-leg takedowns", "high-spikes" slides (generally at or above fielder's knee), or making deliberate contact beyond the baseline of the intended base/plate. Runners attempting to "break up" a double play can do so with a legal slide, but the runner must perform a legal slide within reach of the intended base/plate if contact with the fielder is made. It is up to the umpire's discretion if the amount of deliberate and intentional contact warrants an automatic out, interference (if applicable), an ejection, or if it is deemed a "clean" baseball play. If the defensive player is blocking the base or plate WITHOUT POSSESSION of the ball and prohibits a direct slide into any part of the base/plate, obstruction SHALL be called and the runner will be awarded that base. Obstruction does not relieve the runner of the responsibility to avoid the collision or slide legally.
6. PENALTY FOR RUNNER INTERFERENCE: The ball is dead and the runner shall be declared out. All other runners must return to their last base legally touched at the time of the interference. In addition, any flagrant or malicious contact initiated by the runner shall result in his/her immediate ejection from the game.

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7. Sliding head first into the base is prohibited. One warning will be given that will apply to both teams. Thereafter, any base runner that slides head first will be called out. Diving back into a base is permitted.

8. If there is a play at home plate, the base runner must slide or be called out. It is the responsibility of the third base coach to tell the player whether it is necessary to slide into home plate.

9. When the catcher blocks home plate without the ball, it shall be called interference. The runner shall automatically score. Umpires discretion shall prevail.

10. Defensive players in the infield are not allowed to "fake a tag" or "decoy" a catch that is intended to induce a slide by the runner. A "fake tag" or "decoy" is referred to as an action conveyed by a defensive player imitating a false catch or tagging motion in an attempt to get the player to slide unnecessarily. Decoyed throws or motions by fielders "decoying a double play" are permitted. As defined above, the umpire will treat "fake tags" or "decoyed catches" as "obstruction" and will rule in accordance with the obstruction rule. An umpire may issue one (1) ejection warning to a player who violates this rule and must eject a player if a second violation is observed. If a player's original "obstruction" action causes injury to another player, the umpire may eject the offending player without giving a warning.

11. In order to make a proper appeal play, the pitcher must take the ball back to the mound. The pitcher must advise the umpire that he is appealing the play and he/she will throw the ball to the base where the play is being appealed.

12. Before the game begins, each team is warned by the umpire that any batter who throws the bat while at bat is an automatic out. Only one warning will be given to a team.

APPROVED