

S.I. Interleague Baseball

"In-House" Playing Rules

***NOTE:** All official rulings come from the Babe Ruth Rulebook. The S.I. Interleague "In-House" Rules are amendments to the official rules applicable in all divisions to promote safety, respect, and fair-play. If a coach does not comply with these rules, he shall forfeit the game. These rules are used to settle disputes on the field. Any situation not covered here will be resolved the Interleague Rules Committee.

a) General Rules:

1. Every player must wear a batting helmet when hitting, when on base, when in the on-deck circle, and if coaching a base.

2. Speed-Up Rule (Voluntary in All Divisions):

If the catcher from the previous inning is on base with ANY amount of outs, the player who made the previous out can serve as the substitute runner for the catcher. The only exception is if the pitcher from the previous inning is the previous out of the inning. Then the designated runner would be the out before that. If this player is on base or is one of the next four batters, then the opposing manager will choose a player who is not one of the next four batters in the lineup. If running for the catcher with 0 outs, go back to the last out of the previous inning and apply conditions above.

3. Teams will have 2 options for their lineups. Managers do not have to use the same type of lineup but they must declare which lineup option they will be using prior to the game:

a) A team may bat all of their players in a "rotary lineup". On defense, all players may be rotated in and out of the field. Pitchers will follow the same rules of a normal lineup.

b) A team's starting lineup can consist of up to 11 players, 2 of them being Offensive Players (OP, EH, etc.). At the start of any game, if your roster consists of:

- 9 players- You will start and bat 9 players with no EH. The next two arrivals will enter the game immediately as the EH's in the 10th and 11th positions in the batting order. Additional arrivals may enter as substitutes after the completion of the 3rd inning.

- 10 players- You will start and bat 10 players with one EH. The first arrival will enter the game immediately as the second EH in the 11th position in the batting order.

- 11 players- You will start and bat 11 players with two EH's. All additional arrivals will be able to enter as a substitute after the completion of the 3rd inning.

- 8 players- You must start a game if you have 8 players. The first late arrival will enter the game immediately as the 9th batter in the lineup and the 9th fielding position. After the 9th player arrives, the previous rules involving the number of players and lateness apply. **THE 9TH SPOT IN THE ORDER IS NOT AN OUT.**

4. If an injury to any player in the lineup occurs and he can't continue to play in the game, the player shall be removed from the game and:
 - a) Enter any unused substitute. If none are available, you will:
 - b) Re-enter any previously removed starter in the injured player's batting position. If none are available, you will:
 - c) Vacate the injured player's position in the batting order with no penalty to the team. A courtesy runner of your opponent's choice will be provided if the injured player was on base. If the player was in the field, one of the EH's will enter the field position to continue. If none are available, you may finish with 8 players or forfeit at the discretion of the injured player's manager.
 - d) If playing at that time with 8 players and the player can't finish his at bat, that player shall be declared out and the next batter takes his turn at bat. If that player can not go back into the field the next inning, his team will forfeit the game.

5. Should a player be ejected from the game, the following rules apply for continuation of the game:

- A. If the ejected player was an EH:
 1. He is declared out whether he is on base or at the plate.
 2. If applicable, he will be replaced by a substitute player (before the top of the 4th) or replaced by a removed starter (after the 4th inning). If no one is available, the spot shall remain vacated and an out will be declared every time around the order. Coaches must be aware of this. Umpires are not responsible to remember where the ejected player's spot in the order is.
- B. If the ejected player was one of the nine fielders:
 1. Enter any unused substitute. If none are available, you will:
 2. Place one of your EH's, at the opposing manager's choice, onto the field. Apply rules 5.A.1 and 5.A.2 to the ejected player
 3. If you have no EH's, but have players who have been previously removed from the game, the opposing manager will choose a player to re-enter. This player will occupy the ejected player's spot in the batting order.
 4. If you have no player at all on the bench (or EH), the spot shall remain vacated and the spot in the order will be declared an out every time up.
 5. If a team only has 8 and a player(s) is ejected, the game will be declared a forfeit.

6. No one except players, managers, two adult coaches, and a scorekeeper shall occupy the dugout during the game.

7. The home team will occupy the 1st base dugout at all times.

8. No re-entry under Babe Ruth Baseball rules will be permitted until the 8th inning, except under provisions previously described.

9. All game suspensions require that the player be in full uniform and in attendance for the entire game(s) to fulfill the suspension unless otherwise directed by the Division Head and/or Disciplinary Committee. A suspension can be postponed to avoid forfeits.

10. Time limit for all games is 2 hours in any scenario. If a team does not have enough players at gametime, they will be given a 15 minute grace period. The time limit will begin at this time. If the players show before the grace period expires, the game will begin with the remaining time. If after 15 minutes the player(s) do not show up, the game shall then be ruled a forfeit.
11. An official game is 4 ½ or 5 innings or when a game reaches its' time limit.
12. There is a 12-run mercy rule after 4 ½ or 5 innings. The teams must have an equal number of at-bats.
13. Head-first slides are not permitted into home plate in any division.
14. All bats are to be wood bats in all divisions. Bamboo and composite bats are permitted.

b) Pitching Rules and Limitations:

1. Trips to the pitching mound can only be made by a designated manager or coach. Two trips to the same pitcher in the same inning will result in the player being removed from the game as a pitcher. The player may continue to play at another position.
2. All high-school players are limited to pitch 3 innings per week.
3. Pitching week is Monday to Sunday
4. Balks in the 13 year old Interleague division will not be called until June 1st. Pitchers will be given a warning. Umpires should take the time to explain to the pitcher why he balked. All other divisions will have balks all season.
5. All pitchers playing the in the 13 year old or 14-15 year old divisions will be limited to 11 innings per week. On a further note, no pitcher may pitch more than 7 innings in two consecutive days, regardless of whether or not it is the beginning of a new pitching week (i.e. games on Sunday & Monday). There are no pitching restrictions for players in the 16U and Senior divisions.

c) Safety and Discipline:

Any violation of any these rules will result in the player being declared out (when batting or running), ejected from the game, benched for the next game they attend, and subject to disciplinary action by the S.I. Interleague Committee. There is strict **ZERO TOLERANCE** with these rules.

1. Players are required to avoid flagrant contact with any member of the fielding team for safety reasons. This will be determined by the umpire's judgment.
2. The phantom tag play in order to deceive a baserunner is prohibited for safety reasons. This will be determined by the umpire's judgment.
3. Players shall not use profane language.

4. Throwing of equipment in a flagrant manner which would endanger either people and/or property is not permitted. This will be determined by umpire's judgment and violators will be financially responsible for any damages they may cause.
5. No player is permitted to approach and/or enter the opposing dugout during a game without prior consent from the opposing manager and umpires.
6. No player or coach may run out onto the field at an umpire for any reason at all.

d) Playing Requirements:

1. Each player must play 10 full games, 7 of which must be in the field in all divisions. Absence is considered a FULL game on the field. Players arriving after the beginning of the game will be considered having played a full game on the field. Players arriving after the beginning of the 4th inning may be entered at the manager's discretion and will be considered to have played a full game on the field. This is subject to the conditions of rule 3 in section A.
2. The EH must play the full game as the EH if not using a rotary lineup. A player will not have more than 3 of his 10 full game playing requirement be as an EH. No player is allowed to EH in 2 consecutive scheduled games except under the terms or rule 3 in section A. Exceptions must be approved by the Player Agent or Division Head.
3. Each player must play 3 full, consecutive innings in every game and must bat at least once if not using the rotary lineup. Any player not batting in a game, caused only by a reduced inning game by time limitation or weather, must start and bat in the next scheduled game if they attend timely.
4. All substitutes must be entered at the completion of the third inning if not using the rotary lineup. This rule applies to all divisions. A starting player who has not batted after the completion of the third inning will play the full game. Players arriving after the third inning may be entered at the manager's discretion.

**NOTE: Members of the Board of Directors who participate in their League's activities as a manager, coach, or umpire temporarily suspend their authority as a Director when directly involved in that activity.

**NOTE: All leagues have different policies in regards to playing time for non-rotary lineups.