



CITY OF BEVERLY HILLS  
COMMUNITY SERVICES DEPARTMENT  
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[www.beverlyhillsadultsports.org](http://www.beverlyhillsadultsports.org)

### **ADULT WOOD BAT BASEBALL LEAGUE RULES**

#### **OBJECTIVE:**

This is a recreational, yet competitive wood bat baseball league. The objective of the league is to promote, develop and conduct recreational baseball within the City of Beverly Hills and to promote physical activity and good sportsmanship. Respect each other. Play hard. Play fair. Compete. Have fun.

#### **LEAGUE INFORMATION:**

- 1) All games will be played at La Cienega Park, 8400 Gregory Way, Beverly Hills CA 90211.
- 2) Schedules will consist of a 10 week regular season followed by playoffs for the top (6) four teams.
- 3) Game times are Saturdays and or Sundays at 4:30pm and 7:30pm.
- 4) Games will be 7 innings with no new inning starting after 2 hours and 15 minutes.
- 5) Game times will be determined by the league coordinator.
- 6) All league matters will be primarily communicated via e-mail and [www.beverlyhillsadultsports.org](http://www.beverlyhillsadultsports.org). Text messages may also be incorporated.
- 7) League schedules, standings, and registration information will be posted and updated weekly on [www.beverlyhillsadultsports.org](http://www.beverlyhillsadultsports.org).
- 8) It is the manager's responsibility to ensure that his team receives the schedule and schedule revisions.
- 9) Teams are responsible for their own dugout, including the removal of all trash and personal belongings. Teams should vacate their bench quickly after their game.
- 10) We strongly recommend that each player possess health insurance.

## REGISTRATION & LEAGUE FEES:

- 1.) How to register:
  - a. Go to [www.beverlyhills.org/bhrec](http://www.beverlyhills.org/bhrec)
  - b. Create a user profile
  - c. Find the adult sports > Wood Bat Baseball icon > Check out
  
- 2.) Registration Priority:
  - a. **1<sup>st</sup> Priority:** Any returning or new resident team with a minimum of (5) ten players on the roster residing in Beverly Hills. (Players who use address of parents of a P.O. Box in the city do not qualify as resident players). Business status is applicable to a business sponsored team if the business is licensed by the City of Beverly Hills and has a minimum of (5) ten players on the roster are employees of that business.
  - b. **2<sup>nd</sup> Priority:** Any non-resident returning team from the season immediately preceding.
  - c. **3<sup>rd</sup> Priority:** Any NEW non-resident team.
  - d. Registrations is on a first come, first serve, based on priority dates set by the league coordinator.
  
- 3.) League Fees:
  - a. Beverly Hills Resident Team - \$919
  - b. Beverly Hills Business Team - \$971
  - c. Returning and New Non-Resident Team - \$1,150
    - i. Official Fees - \$70 per team, per game.

## LEAGUE RULES:

All City of Beverly Hills adult baseball games will be played in accordance with the Men's Adult Baseball League (MABL). The rules listed below overwrite the MABL rule book where contradiction occurs. All league decisions on protests, illegal players, and softball rule interpretation are final – NO appeals will be allowed.

- 1.) The minimum age requirement to participate in the league is 18 years old.
- 2.) All players must abide by Beverly Hills Park's rules. <sup>TM</sup>
- 3.) Batting practice or soft toss against the fence before games is NOT allowed.
- 4.) Dugouts: Visitors = 1<sup>st</sup> base side. Home = 3<sup>rd</sup> base side.
- 5.) The City will provide official umpires. In the event an umpire does not show up, the City staff will NOT act as the official umpire.
  - a. Officials have jurisdiction before, during, and after the game.
- 6.) Warm-ups may be taken if time permits and they are the responsibility of each team. The time allowed will be determined by the umpire in charge.
  
- 7.) All regular season games shall be (7) seven innings or 2 hours and 15 minutes long.
  - a. No new inning shall commence after 2 hours and 15 minutes, unless the game is tied after the completion of (7) seven innings.
  - b. If a game is tied after (7) seven innings or 2 hours and 15, (1) one additional inning will be allotted.

- c. The “game clock” begins running at game time unless circumstances prevent the game from starting on time (i.e. previous game in progress, late arrival of umpires, etc.)
- 8.) Flip Flop Rule:
- a. If at game time, the home team does not have (8) eight legally registered players to begin the game, that team will relinquish its home team right and begin the game as the visiting team.
  - b. At game time, the team will send their first batter to the plate and continue batting until the third out has been recorded. At that time, the site manager will ask the team to identify its eighth player.
  - c. If the eighth player is not identified, the game will be declared a forfeit.
  - d. If an 8<sup>th</sup> and 9<sup>th</sup> player arrives, those players will bat in order following the seventh position in the batting order.
- 9.) Courtesy Runners:
- a. Each team will be allowed (2) two courtesy runners per game. Umpires and the site manager MUST be notified BEFORE the start of the game as to which players need courtesy runners.
  - b. Courtesy runners may only be used by the players identified at the start of the game and MUST be used for the ENTIRE game.
  - c. The courtesy runner will be the player with the last recorded out, or if in the 1<sup>st</sup> inning and no outs have occurred, the last player in the official lineup.
  - d. A courtesy runner will also be allowed for the catcher when there are 2 outs.
- 10.) Collision Avoidance:
- a. If a base runner intentionally collides with a fielder, the runner will be called out and may be ejected from the game, at the umpire’s discretion.
  - b. Base runners must either slide or give up their right to a base if the defensive player has possession of the ball, or is about to immediately receive the ball.
  - c. If a defensive player is not in possession of the ball or in the act of receiving the ball, it is the defensive player’s responsibility to avoid a collision and give the base runner the right to the base. If a collision does occur, the runner will be called safe.
- 11.) Fake tags or catches are not allowed. Offenders will be given a warning or may be ejected at the umpire’s discretion. A fake tag is considered ANY action that induces a runner to slide unnecessarily.
- 12.) Any player who throws his bat may be ejected from the game on the first occurrence at the umpire’s discretion.
- 13.) Pitchers may not wear white or gray pitching sleeves, wristbands, or any color-batting glove or mirrored sunglasses while pitching.
- 14.) A pitcher shall be removed from pitching after the third batter is hit by that pitcher in one game. A pitcher may be ejected any time for intentionally and or flagrantly throwing at a batter.
- 15.) If a game is tied at the end of regulation, teams will play one extra inning regardless of the “game clock”. A tie will be awarded to each team if a winner is not determined during the extra inning.
- 16.) The mercy rule will be in effect after 5 innings has been completed and a team is behind by 12 runs or more.

- 17.) The maximum time allotted between innings shall be (2) two minutes and shall be enforced by the umpire.

### **LINEUPS & SUBSTITUTIONS:**

- 1.) A player who is out of the game, having been substituted for, may re-enter the game to replace an injured player if the team is not able to field (8) eight players without the replacement.
- 2.) A player who must leave a game due to injury or a scheduled commitment must be batted for in the player's position. If all players are being batted and no substitute is available, then the deleted player shall be removed from the offensive lineup and all other batters move up in the lineup without penalty to the affected team.
- 3.) Each team may bat as many players as desired in the initial lineup but no less than (8) eight. The team may add players to the bottom of the lineup as desired. If a batter is pinch hitting for a player, the player may not re-enter the game as a hitter but may remain in the game as a fielder or pitcher.
- 4.) Each team has a hitting and defensive lineup that is independent of each other. Players may play in either lineup or both. All players may be substituted defensively at any time, without affecting the player's offensive status in the lineup.
- 5.) If a pitcher is removed but remains in the batting line-up, he may return to pitch only one time during the course of the game but not in the same inning.
- 6.) All batting changes must be reported to the site manager and to the opposing manager in the presence of the umpire.

### **ROSTER & ELIGIBILITY:**

- 1.) Team rosters must be turned into the scorekeeper prior to the start of the first league game.
  - a. Rosters must be complete with player names, contact information, and signatures, in order for player to be eligible to participate.
  - b. Only players who are listed on the roster and have all the required information completed are eligible to participate.
  - c. Any player who is not listed on the roster, or who is listed but has not signed the roster, will be considered an illegal player.
  - d. Teams will receive a forfeit for their first league game and any additional games until their roster is turned into the site manager.
  - e. Players may only play for one team in each league.
    - i. Once a player has signed the roster, he may not switch to another team in that league during that season.
- 2.) Each team will be allowed a maximum of (24) twenty four players on its roster, including playing managers.
- 3.) All players must have a valid picture ID with them at all league games in order to play. Random monitoring may occur.
- 4.) A player must play in (3) three league games during a (10) ten game season in order to be eligible to participate in the playoffs.

- 5.) Roster changes may be done at the field with the site scorekeeper through the (4th) fourth week of play in a 10 game season.
  - a. Roster changes will not be considered after the (4th) third week of play in a 10 game season, with the exception of injured players.
  - b. Once a player has been dropped from a roster for any reason other than a legitimate injury, he is no longer eligible to play and cannot be added again until next season.
- 6.) Any team found to be using an illegal player (a player that has not signed the team's official roster) will be penalized in the following manner:
  - a. First Offense:
    - i. Forfeiture of the game.
    - ii. A (2) two game suspension for the manager of the offending team, REGARDLESS if he was at the game or not.
  - b. Second Offense:
    - i. Forfeiture of the game.
    - ii. Manager of the offending team will be suspended for the remainder of the season.
  - c. Third Offense:
    - i. Forfeiture of the game and removal from the league.
    - ii. Offending team will not be eligible to register or participate in the following season.

#### **PLAYER CONDUCT:**

The Code of Conduct applies to all players, coaches, managers, and spectators. The Code of Conduct applies to players as individuals or as a team and penalties can be applied to an individual or an entire team. The Code of Conduct becomes effective as soon as the participant arrives at the facility of play and it remains until the participant leaves the facility (parking lots, streets, and general vicinity included).

- 1.) No participant shall:
  - a. At any time push, shove, strike, or threaten any player, official, spectator, or City employee.
  - b. Endanger the safety of any player, official, spectator, or City employee.
  - c. Verbally abuse a player, official, spectator, or City employee.
  - d. Taunt another player, official, spectator, or City employee.
  - e. Use profanity at any time while on the facility premises.
  - f. Chew or smoke tobacco products on or around the playing field.
  - g. At any time have in possession of any alcohol or drugs. Players under the influence of alcohol and/or drugs are strictly prohibited from participation.
- 2.) Any player and/or team involved in fighting or unsportsmanlike conduct shown towards a player, official, spectator, or City employee will automatically:
  - a. Be suspended for the remainder of the current game.
  - b. Be suspended for the next scheduled game at minimum.
  - c. Have the incident reviewed by the league coordinator for possible further disciplinary action.
    - i. Discipline action after review could range from no further suspension to the permanent suspension of the player(s) and/or team(s) involved from the City of Beverly Hills Adult Leagues.
  - d. A player ejected from (2) two games in one season due to unsportsmanlike conduct will be suspended for the duration of the season and may be suspended indefinitely from future Beverly Hills Sports Leagues.

- 3.) Any player ejected from a game for any reason shall not participate in the game in any way following his ejection.
  - a. Any player ejected shall not comment to the umpire in any way and must leave the ball field grounds.
  - b. If the player chooses not to leave the ball field grounds, the umpire shall warn the team that a forfeit will occur if the player does not comply.
- 4.) Umpires have jurisdiction before, during, and after the game.
- 5.) Team managers may address the umpires during dead ball situations for rule clarification only.
- 6.) Team managers will be held responsible for the conduct of their players and fans. It is the manager's responsibility to notify his team of the league conduct policies.

### **UNIFORM & EQUIPMENT:**

- 1.) All teams are required to have matching, full uniforms. New teams and players have a three week grace period to acquire uniforms. Failure to be in uniform will result in a declared out the first time the player's spot in the batting order comes up. Player will still take his at bat, unless it is the third out of the inning. In that case, the batter will lead off the next inning
- 2.) League provided equipment:
  - a. The league will provide (6) six game balls per game.
- 3.) This is a wood bat league only. Aluminum bats are not permitted at any time. Teams must provide their own wood bats.
- 4.) Batters and base runners must wear approved batting helmets. Single flapped batting helmets worn properly are acceptable.
- 5.) Catchers must wear a protective helmet.
- 6.) All support braces must be fully covered, with no metal, hard points, or sharp edges exposed. If not covered, player will not be allowed to participate.
- 7.) Absolutely no jewelry (ear rings, nose rings, etc.) may be worn during the game.
- 8.) Throwing equipment or intentionally damaging any City property may result in ejection from that game and possible further disciplinary action.

### **FORFEITS:**

- 1.) A game shall be determined a forfeit, if in the judgment of the umpire and/or scorekeeper:
  - a. The (10) ten minute grace period has elapsed.
  - b. A team continues to delay a game after the umpire has indicated that it's time to play ball.
  - c. A team has less than (8) eight players.
  - d. A manager does not have control of his team.
  - e. A player, who has been disqualified and asked to leave due to unsportsmanlike conduct, refuses to leave the field.
  - f. A team and/or their spectator(s) are guilty of harassment of players, umpires, spectators, score keepers, or city employees.
  - g. A team uses illegal player(s).



- 2.) Forfeits will be counted as a loss and a half in the league standings.
- 3.) Teams who forfeit (3) three games in one season will be dropped from the league and will not be able to participate in the next season. Refunds will not be granted.
- 4.) If a team forfeits prior to the start of a game, umpire fees are not to be paid at the field.

#### **CALLED GAMES & RAIN OUTS:**

- 1.) Rain out hotline: 310-285-1100
- 2.) If an umpire deems it necessary, a game may be called due to any unsafe condition arising with the field, participants, and/or equipment.
- 3.) Called games may be rescheduled at the end of the season if time permits and if playoff standings are affected.
- 4.) Once a game is called due to bad weather or any other unplayable circumstances, the following rules will be in effect:
  - a. If the teams have played less than (4) four complete innings and the score was not tied (at the end of the last completed inning), the game will be rescheduled and play will resume from the point where the game was cancelled. If the teams have played less than (4) four innings and the score was tied, the game will be rescheduled and replayed as a full new game.
  - b. If the teams have completed at least (4) four full innings, and the score was not tied, the game will be considered final. If the teams have played at least (4) four innings and the score was tied, the game will be rescheduled and play will resume from the point where the game was called.
- 5.) Managers will be notified by the league coordinator of cancelled games via email or [www.beverlyhillsadultsports.org](http://www.beverlyhillsadultsports.org), if the decision can be made in advance.

#### **PROTESTS:**

- 1.) A protest cannot be made on a judgment call. A protest will only be received and considered based on misinterpretation of playing rules ONLY.
- 2.) A team manager suspecting the use of an illegal player(s) by the opposing team must inform the scorekeeper(s) and the umpire before the conclusion of the game. The umpire will notify the opposing manager that the game is under protest. At the time, the player in question will be required to provide a valid photo ID. See Roster & Eligibility for penalties.

#### **PLAYOFF DETERMINATION:**

Playoffs will be held the week following the last week of regular season play. Playoffs will consist of the (3<sup>rd</sup>) third place team playing the (4<sup>th</sup>) fourth place team and the (5<sup>th</sup>) fifth place team playing the (6<sup>th</sup>) sixth place team. Winners of these two games will play the (1<sup>st</sup>) first and (2<sup>nd</sup>) second place team in the second round playoffs. The winners from the second round playoffs will play in a championship game. The playoffs will be single elimination.

- 1.) Tie breaking procedure:
  - a. In the event of a two-team tie, playoff position will be determined in the following order:
    - i. Least number of forfeits
    - ii. The best head-to-head record of tied teams.
    - iii. Point differential between tied teams (head-to-head).
    - iv. Point differential over the course of the season (total points scored minus total points allowed.)
    - v. Coin flip.
  - b. In the event of a three or more team tie, playoff position will be determined in the following order:
    - i. Least number of forfeits
    - ii. The best record involving games between the tied teams.
    - iii. Point differential between remaining tied teams (head-to-head).
    - iv. Point differential over the course of the season among the remaining tied teams (total points scored minus total points allowed.)
    - v. Coin flip.
- 2.) There will be no time limit or mercy rule in the championship game only. All other playoff games will adhere to regular season game length rules.
- 3.) League champions will receive championship t-shirts.

#### **MANAGER'S RESPONSIBILITIES:**

- 1.) Team managers assume the responsibility of all the following:
  - a. Attendance at mandatory manager meeting's (if scheduled) or sending a well informed representative in their absence.
  - b. Payment of league fees.
  - c. Submittal and maintenance of official league roster.
  - d. Knowledge of all league rules contained herein and in the MABL rule book.
  - e. Convey all league rules and information to teammates.
  - f. Presentation of a starting line-up and the \$70.00 umpire fee to the league scorekeeper before the start of the scheduled game.
  - g. Notifying the league coordinator of any roster changes and/or manager contact information changes.
  - h. Monitoring and regulating player and fan behavior.
  - i. Insure that no alcohol or drugs are being consumed or used on the premises by any players or spectators of their respective teams. This is a City ordinance. If a team or their supporters are in possession of or are consuming alcohol, the game will be forfeited by that team and further disciplinary action may be incurred.
  - j. Verification of each player's eligibility and of each player's signature on the official roster.
  - k. Insure that the team's dugout is left clean at the end of each game.

