



2011

The Winning Inning Baseball Academy Men's Adult, 35+ & 48+ & 50+ Baseball League Rules as of 9-22-11

Welcome to The Winning Inning Baseball Academy and Clearwater Parks & Recreation Department's Baseball program. Our purpose is to offer you an opportunity to participate in a baseball league, at whatever level you may desire.

We realize that individuals and teams have various levels of competitive desires and hope that our program offers an outlet in which these desires can be fulfilled in a positive manner. We ask your assistance in helping us all to keep the program in proper perspective for the benefit of the players, umpires and spectators. Persons who do not feel they can participate within this framework should re-examine their motives for wanting to participate in this program.

We strive to conduct a program that is well organized, one that offers quality playing facilities and officials, one that offers the most people the opportunity to play at the least possible cost and one that is fair to all individuals and teams that are involved.

Your suggestions and recommendations are always welcome so that we may continually work to improve this league.

Have an enjoyable season.

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I. Rosters and Participation

- A. **35+ Baseball League** - MUST be 35 years old by December 31 this year. No players may be under 35 years of age unless agreed upon by league managers. (Amended 1-15-10)
- 48+ Baseball League** - MUST be 48 years old by December 31 this year. No player may be under 48 years of age unless agreed upon by league managers. (Amended 1-15-10)
- Any player that was under age last year that is on the same team roster will be grandfathered on that same team and can pitch or catch and must be 45 for the 48+ division. You are allowed 5 of these players. (*45 in 2010, 46 in 2011, 47 in 2012, and 48 in 2013*)
 - Age restrictions may be waived if all managers agree on that player.
- 50+ Baseball League** – Must be 50 years old by December 31 this year. (Amended 1-15-10)
- B. Team rosters must be completed and handed in before we start the second game. No player may step onto the field without completing a release form, code of conduct form, and have a copy of his driver's license. Limit of 25 players per team. This info must be hand delivered to the TWI office at Jack Russell Stadium or faxed into this office at 813-749-8992. (Amended 12-15-08)
- C. Players may be added to a roster the day of the game. Any player that is added to the roster the day of the game **must** do the following: 1) Complete a release form; 2) complete a Player's Code of Conduct Form, and obtain a copy of their driver's license. Both of these forms **must** be hand delivered or faxed to the TWI office (see Rule B above) within 48 hours of the game. In addition, the manager **must** notify the opposing manager of the player being added to the roster prior to the game. Managers must make sure this is done, if we find you have played a player without adding him to your roster you will forfeit the game. Umpires do not need to be notified of a new player being added to a roster. (Amended 12-15-08)
- D. Players may change teams if released by that player's current team manager. This must be handed into this office or faxed into the office and written on a Change in roster form. That player will not be required to sit out one game prior to playing for his new team.
- E. Any manager that wants to protest an opposing team player's age is to do so at the game. No protests of ages can be conducted once the game is over. The appealing manager is to speak with the other team's manager as soon as an appeal arises. The manager is to approach his player(s) and ask for a photo I.D. (passport, driver's license). The manager is to bring it to the other manager for verification. This is to be conducted in a timely manner and game play should not stop. If the player cannot produce a photo I.D. he has two business days to produce a photo I.D. to this office. Failure to do so will result in a forfeit. Umpires do not need to be notified of this protest or involved in this appeal process. (Amended 12-15-08)
- F. The last day to add a player to you roster is **May 17, 2011**. This has been implemented to avoid teams stacking their teams for the playoffs. This rule may be waived by a vote of the managers.

II. Uniforms and Equipment

- A. Teams are to supply their own equipment.
- B. All teams should try and have matching shirts with no duplicated numbers.
Amended 3-15-10
- C. All batters MUST wear helmets with ear flap on side facing pitcher.
- D. Each team must provide 3 new Wilson A1010 baseballs for each game.
- E. Shoes must be worn by all players. Rubber or turf shoes are recommend for all leagues. Metal spikes are allowed.
- F. All base coaches must wear double flap batting helmets while coaching the bases. Amended 2-15-08.
- G. **50+** 2008 Summer season only. Teams may wear similar color tops-one hat color/design is preferred. (Amended 5-20-08)

III. Starting Times/Drop Dead Times and Run Rules

- A. Sundays at 9:00 am, 12:15pm, and 4:00pm at Jack Russell and Tack Field, 1:00pm and 4:15pm at Ross Norton. Amended 5-14-09.
- B. Infield practice before any game is available only if time allows prior to game. **There is no infield practice allowed at Jack Russell. Be aware of the new fields at Tack as well and avoid hitting ground balls on the grass. Protect our fields please!**
- C. A regular game is 9 innings or no new inning after 2:45 minutes. In the event your team does not have enough players to start a game we will give a 15 minute grace period to start a game. This 15 minute grace period does NOT extend your game time. **All games have a DROP DEAD time of 3 hours.** If this DROP DEAD time limit has been reached, we roll back to the last completed inning played and that score will be the final score unless the home team accomplishes the rules below in Section D. (Amended 8-1-09-09).
- D. It shall be a regulation game if called by the umpire at any time after five innings have been completed, and the score shall be that of the last equal inning played, **except that in the following circumstances the score of the game shall be the total number of runs that each team has scored:**
 - (1) If the team second at bat has scored more runs at the end of its fourth inning than the team first at bat has scored in five completed innings;
 - (2) If the team second at bat has scored in an unequal number of innings more runs than the team first at bat; or
 - (3) **If the team second at bat is at bat when the game is called and has scored in the incomplete inning the same number of runs or more runs than the team first at bat.**

A regulation tie game shall be declared by the umpire-in chief:

(1) If the score is tied when play is terminated after five or more equal innings; or

(2) **If the team that went to bat second is at bat when play is terminated and has scored in the uncompleted inning the same number of runs as the other team.**

- E. All tie games after nine innings will play additional innings until the drop dead time is up. (Amended 3-9-09)
- F. 10-run rule is in effect after 7 innings – AMENDED 1-17-08. The 10-run rule is waived for the 50+ division. (Amended 5/20/08)
- G. There is no time limit for Championship Games. All other games including semi-final games in the playoffs will have a drop dead time limit of 3 hours. If game is tied for an advancement game in the playoffs, a winner must be determined so extra innings must be played until a winner is determined. (Amended 8/15/09)
- H. The game is not to start until both teams have turned in a completed lineup card to the home plate umpire. Both teams should hand in a carbon copy of the lineup to the home plate umpire as well as the opposing manager. Failure to turn in the lineup card to the home plate umpire will result in a delay of the start of the game and will go against the time limit of the game. The umpire will start the game clock if the lineup cards are not in their hands at game time. (Added 3/29/10)
- I. One pitch in a game constitutes a game played and no refund of that game will be given. The game will be entered as a game played and will not count in the league standings if the game did not go the minimum number of innings. (Added 3/29/10)
- J. There are no suspended games in the league. All games not completed including playoff games will start over. Games can end in a tie. (Added 3/29/10)

IV. **Forfeits**

- A. It is the responsibility of each team to be on time. A forfeit will be called if a team does not have 8 players 15 minutes after game time. A team may borrow players from other teams to play the game. The manager loaning the other team players must determine **before the game and advise the umpire and the opposing manager** if this game is now a forfeit. It is his decision.
- B. Once a game is declared a forfeit, the umpires have been instructed to umpire the entire game. Umpires are not to leave the field until the time limit or nine innings has been completed. Umpires may leave the field under the 10-run rule after 5-innings. Teams that wish to continue playing once the 10-run rule has went into effect may continue playing without umpires if both teams agree. (Amended 5-14-09)
- C. The Umpires watch is official unless he designates an alternate timekeeper.
- D. Teams with more than 2 games forfeited will be dropped from league and no refund of league fees will be given. (Amended 8-15-09)

- E. Teams that forfeit any game during the season once the schedule has been made will be invoiced for two complete games. This includes playoff games. If games are forfeited at the conclusion of the season then games will be deducted and invoiced accordingly for the next season. Teams only play one time per week and this is unfair to opposing teams to miss out on their chance to play. (Amended 8-15-09)
- F. Once the schedule is finalized all games will be played. Teams are expected to play regardless of the number of players that team has. Teams should borrow players if they know they are short on players. Players can be borrowed from the opposing team or other league players. The team with enough players has the right to declare the game a forfeit but the game must still be played! (Amended 12-15-08)

V. Rules of conduct

- A. ONLY MANAGERS or TEAM CAPTAIN shall converse with the umpire over any rule or decision made concerning a particular play. This rule will be ENFORCED!
- B. Home team will use the third base dugout and anyone not associated with a team will not be permitted on the player's bench or dugout during the game. **Only players, managers, coaches, team scorekeeper, bat person or sponsor will be allowed on player's bench or dugout.**
- C. Ejection of players: Players can & will be ejected for **arguing balls & strikes, throwing bats or equipment or arguing with umpires, fighting with other players or using foul language.** The ejection requires the player to leave the dugout and exit the premises in a timely manner. Play will not resume until the player has left the dugout. Failure for a player to leave in a timely manner may result in the player's team forfeiting the game. The umpire is to first warn the manager that the player needs to hurry up leaving the field and if he refuses to leave then the umpire can call the game a forfeit at that time. (Amended 3-28-11)
- D. An ejection of a player or a manager will result in a league suspension. It will be up to the manager to contact The Winning Inning Baseball Academy the next business day in order to determine the length of suspension. Remember it is the MANAGERS responsibility to make sure the player does not participate until his/her suspension period is completed. (Amended 3-9-09) A second ejection of a player will result in the player suspended for the remainder of the season. (Amended 3-28-11)
- E. No **SMOKING** is permitted on the playing field, in the dugouts, or in the coach's box.
- F. Drinking of Alcoholic beverages is **FORBIDDEN** in the City parks and parking lots before, during or after all games. If there is any confirmed instance of alcohol consumption on the playing field, on the bench in the park itself including the parking lot, the players or entire team will be suspended for a minimum of two games. If it continues the team may be dropped from the league with no refund of fees.
- G. No player shall use insulting language, or threaten an umpire or player during or after a game. The player will be immediately ejected from the game.
- H. No player shall shove, push, lay hand upon or physically attack an umpire or player during or after a game. The player shall immediately be ejected from the game and a suspension will be given.

- I. No player shall refuse to abide by the umpires decision or use tactics or show demonstrations which show disapproval. Any player doing so may be ejected.
- J. Any player who initiates a swing or physically attacks another player will be suspended indefinitely.
- K. Any player who has been ejected from the game must not heckle the umpires. If, after a warning to the team manager/captain, the offender continues, then the game will be stopped and a win awarded to the opposing team. The player will receive a minimum 3 game suspension.
- L. **No player may approach or speak to an umpire after a game. This will result in an extended suspension.** (Amended 12-15-08)

VI. League game rules

- A. Teams MUST have 8 players for an official game. Teams can play game with 8 players or may borrow a player from opposing team with the opposing manager's consent. If a team plays with 8 players there is no automatic out each time the 9th spot would have batted (added 9.22.11). If the team's 9th player arrives after start, the borrowed player reverts back to his original team and bats in the ninth position (added 9.22.11). Team must borrow from opposing team first, if no player available or refused player than may borrow player from other teams on the field. As long as player is right age for your league or on opposing managers approval.
- B. 8 warm up pitches are allowed.
- C. You must pitch to batter for intentional walks.
- D. Both teams are responsible for returning foul balls & home runs to the game.
- E. Re-entry rule will be used. Starter can re-enter 1 time and has to be entered in same batting order.
- F. Ex-pro players cannot play their position for 2 years after pro playing time.
- G. There is no maximum number of batters, you can bat as many as you want. You can expand your batting lineup at any time by adding to the bottom of your lineup. Once you have expanded you CAN NOT shrink your lineup. The only exception to this is if there is an injury to a player in the lineup and you don't have a player to substitute. That slot then is skipped over and no out is recorded.
- H. Slotting: A/B Slotting for all age divisions is allowed. This must be completed prior to the game.(Amended 5/20/08)
- I. If an infielder decoys a throw, all runners will be entitled to advance one base. If the same fielder decoys twice in a game, he will be expelled from the game. The decoying referred to is where a player on base slides unnecessarily due to a decoy, except in a steal or overthrow situation.
- J. All players must avoid an intentional collision with a fielder. In this case the runner will be automatically out and if ruled deliberate, by the umpire, may result in player's expulsion and possible suspension.

- K. Each team may designate a runner for 2 players on the team. They must tell who these players are before game starts. The last recorded out will be the runner. A catcher and pitcher can have a runner at anytime in the game. Must be last recorded out as the runner. Game will not be delayed to track runner down if he is not ready no designated runner will be used.
- L. If a pitcher hits three (3) batters in any one game the pitcher must be removed on the third hit batter. If the umpires determine that the pitcher hits a batter intentionally the umpire shall immediately eject the pitcher from the game.
- M. **50+** League no pitcher may pitch more than 4 innings in any one game.
- N. Teams that pick up additional games during the season that are not listed on the schedule or are not make up games will not have those games added to the standings. These games will count as games played and be invoiced accordingly. (Amended 8-15-09)
- O. Inner League games between age divisions shall not count in the standings. (Amended 8-15-09)
- P. Home run rule at Ross Norton Fields will be the following: the ball must go over the net to be declared a home run. Any ball that hits the net and comes back into fair play is a playable ball. Any ball that hits the net and drops behind the chain link fence and is out of play will be declared a ground rule double. (Amended 10-15-09)
- Q. All other Major League rules are in affect if not covered above.

VII. **Umpires**

- A. Umpires have the final decision during the game. The umpire has full authority to take any action or remove any player or spectators from the playing area when, in his/her judgment, such action is necessary to maintain proper conditions.

VIII. **Protests**

- A. Notification of intent to protest must be made by the coach or captain to the umpire immediately before the next pitch (Not applied to underage players). All details concerning the protest must be written on the back of the scorecard at that time and the game continues under protest. If the manager wants to further the protest he must file a written protest the next business day in the athletic office along with **\$100** protest fee, which is refundable if protest is upheld. (Amended 1-20-09)

IX. **Insurance**

- A. All players are responsible for their own personal insurance. Players also understand that there are inherent risks in baseball and they must assume those risks. The City does not provide accident insurance for participants.

X. Weather and Field Information

- A. All teams and players need to call the rain out line at 562 – 4810 ext. 2 for weather updates. It could be raining in one part of Clearwater but not at the fields. This will be updated by 7:45am for the 9:00am games. Check throughout the day for 12:15pm and 4:00pm games.
- B. Keep in mind that it may have to be a game time decision.
- C. Morning games may be rained out but afternoon games may be played. Check the rain out line for afternoon games.
- D. No one is to get on the fields to try and make them playable. That is our grounds keeper's job. You may be making more work for them the next day. Please make sure all your players know this if you get on the fields to work the wetness off we will suspend your team from further play. The site director will make the final decision if the field is playable or not.
- E. Umpires are to wait 30 minutes once the game is delayed due to rain. At that time they are to return to the field and let each manager know that the game is cancelled. This does not hold true if both managers meet with the umpire during the delay and both managers and the umpires must agree to call the game at that time without waiting the 30 minutes. (Added on 3/29/10)

XI. Playoffs and Championship (Added on 10-22-09)

- A. Teams will be seeded for the playoffs in this order. If there are no playoffs then the championship team will be determined in this order.
 - A. Wins and Losses
 - B. Head to Head against teams with identical records
 - C. Runs allowed against the teams that are tied
 - D. Runs scored against the teams that are tied
 - E. Total runs allowed in the league against all teams
 - F. Total runs scored in the league against all teams
 - G. Coin Flip
- B. Advancement playoff games cannot end in a tie. The game must be played until a winner is determined regardless of time limits. Consolation games have time limits and can end in a tie.
- C. There is no time limit for Championship Games. All other games including semi-final games in the playoffs will have a drop dead time limit of 3 hours. If game is tied for an advancement game in the playoffs, a winner must be determined so extra innings must be played until a winner is determined. (Amended 8/15/09)
- D. Teams that forfeit any game during the season once the schedule has been made will be invoiced for two complete games. This includes playoff games. If games are forfeited at the conclusion of the season then games will be deducted and invoiced accordingly for the next season. Teams only play one time per week and this is unfair to opposing teams to miss out on their chance to play. (Amended 8-15-09)
- F. Advancement Playoff Games that do not go 5 innings will not be suspended games. The game will start from the beginning. Any game that does go 5 innings will be a completed game in the playoffs.

Manager & Players conduct

We are trying to build the best Adult baseball league in the area. We need your help as a player and or a manager.

The use of foul language and gestures will not be tolerated on City property. We may have women & children attending the game and this is not the way we want to present our league to the public. We would also ask that you respect City property and the staff that work at the fields, our athletic staff, monitors, and umpires. We have had some problems in the past when our athletic staff has been yelled at and disrespected while trying to determine if the fields were playable after a hard rain. We will not tolerate these antics we will suspend players if they cannot conduct themselves in a proper fashion.

Alcohol & drugs in the park, parking lot or on the fields will not be tolerated. We have repeatedly asked the teams not to drink at the fields or in the parking lot. This activity has continued. We will have monitors and staff that will be checking for these activities. If a team or players can't restrain themselves from this they will be suspended. If we have to have a monitor at the fields all the time because we can't stop this activity the fees for baseball will go up to pay for these monitors.

At the North field at Tack or at any field for that matter. We will not tolerate urinating on the trees or bushes; there are bathrooms available at these sights. Any player that is caught doing this will be suspended indefinitely.

We do want this to be a positive experience for your team and players; please follow the preceding rules and conduct and we will have a great year.