



St. Lucie Adult Baseball

Playing Rules and Guidelines

As of 8/15/2025

St Lucie Adult Baseball League (PSL MSBL/MABL) uses the Official Rules of Baseball as its base, with the following adaptations.

1) Uniforms, Helmets, Baseballs, Bats and Other Equipment

- a. ALL teams MUST have full baseball attire consisting of caps, numbered baseball jerseys, and baseball pants.
- b. All players on the team must have matching pants and jerseys.
- c. Non-playing coaches/managers are only required to have matching jersey
- d. Not having a matching uniform cannot cause a forfeit or an 8 player start.
- e. If a team has 9 players in uniform and the remaining not in matching uniform, then only the 9 in uniform can play.
- f. ALL batters and runners MUST wear helmets with at least one ear guard facing the pitcher.
- g. Catchers MUST wear a helmet underneath their mask.
- h. ALL teams MUST use official league balls. ANY other baseballs entered into the game will be discarded immediately. Each team must provide 3 game balls to the home plate umpire prior to game time.
- i. All Divisions are Wood Bat. Wood composite bats will be allowed. No hybrid metal bats allowed.
- j. Metal cleats are permitted except for fields or batting cages where they are not permitted.

2) Umpire fees

- a. Each team pays one umpire. \$100 for 9 or 7 inning games.
- b. \$40 for a rainout if not notified 30 minutes before game start.
- c. Game cancelled due to weather after one hour of play or waiting is a full game fee (under an hour is \$40).

3) Game Start, Time, Length, Run Rule, and Rainouts

- a. The umpires will conduct the plate meeting 5 minutes prior to game time.
- b. There will be a 2-minute warning if lineups have not been received.
- c. There will be a 1 run penalty if the umpire does not have the lineup at game time.

- d. Once the umpire says the teams are on the clock the teams are now under Time Between Innings rules to start the game.
- e. Regular Season Games:
 - i. 9 innings games are 3 hours
 - ii. 7 innings games are 2 ½ hours
 - iii. If there is a tied score after regular innings and time remains, teams may continue to play.
 - iv. No new inning after the time limit has expired.
- f. Playoff Games:
 - i. 3 and ½ hour time limit for championship game only.
 - ii. Mercy rules remain in effect.
- g. Extra Innings:
 - i. If the score remains tied after regulation play AND the time limit has not been reached, the top of the next inning and each half inning thereafter will start with a runner on second base (“ghost runner”) until there is a winner or the time limit is reached.
 - ii. The batter who leads off an inning shall continue to be the batter who would lead off the inning in the absence of this extra-innings rule.
 - iii. The runner on second base shall be the player (or substitute for such a player) in the batting order immediately preceding the batter who leads off the inning.
 - iv. This rule only goes into effect if the game is tied AND the time limit has NOT been reached. If the time limit is reached, and the score is tied, the game will end in a tie.
- h. Run penalties for not having enough players:
 - i. 1 run at game time.
 - ii. 1 run every 15 minutes.
 - iii. A forfeit will result after an hour.
- i. 8 Player Start
 - i. A team may start with 8 players but no less.
 - ii. When ninth player shows up, he will be inserted into the ninth spot in the batting order without penalty.
 - iii. The vacant spot in the lineup will be an automatic out each time in the order until it is filled.
 - iv. If a team starts with 8 and a player is ejected or no longer able to play than that team gets a forfeit loss.
- j. Rain
 - i. Managers have control of decision on playing prior to game start, unless determined otherwise by parks or league administration.
 - ii. Umpires control playing due to weather conditions after game begins
 - iii. Game clock stops for any weather delay
 - iv. There is a one-hour max delay time for weather (not required if umpires deem conditions unplayable)

k. Mercy Rule

- i. 12 runs after 5 innings
- ii. 10 runs after 7 innings

l. Time Between Innings

- i. Between innings, teams have 120 seconds to be ready for the first pitch (pitcher holding the ball and touching the rubber) and a batter standing in the batter's box ready to hit. The 120-second clock shall start when all defensive players have started to leave their positions after the last out has been made and stops when the umpire calls "Play" for the first pitch of the first batter of the next half-inning.
- ii. If there are unusual circumstances that prevent either team from getting on or off the field, other common-sense delays such as ceremonies or field maintenance not the fault of the teams, or an injury, the time clock is delayed until players have had an opportunity to begin to move to their positions. Continuing pitchers shall have the 120-second time limit to complete their warm-up pitches.
- iii. PENALTY: If the offensive team is not ready within the 120-second time limit, the umpire shall call a strike. If the defense is not ready, a ball shall be awarded to the first batter.

m. Forfeit

- i. A forfeit is a \$200 fine that must be paid prior to playing another game
- ii. Three forfeits will be cause for suspension of the team for rest of the season.
- iii. A team forfeiting the final game of the season will lose its eligibility for the playoffs and be replaced by the next eligible team.
- iv. No team can arbitrarily decide to forfeit a game because they will "benefit" by not playing.
- v. Any team that purposely forfeits a game will be ineligible for playoffs. Any team unable to participate in all rounds of playoffs will be replaced by the next eligible team.
- vi. Players from teams suspended for remainder of the season are not eligible to join other teams for the current season.

n. Official Game - Regular Season

- i. If the game starts and is cancelled due to weather, the game is official after 5 innings have been completed or 4 ½ innings if the home team is leading.
- ii. Any game not deemed an official game may be rescheduled in its entirety if the scheduling permits.
- iii. If a regulation game is terminated early due to weather and the game is either tied or in the midst of an inning in which the visiting team has taken the lead, the final score will revert to the last completed inning.

o. Official Game - Playoffs

- i. If a playoff game is terminated before it is an official game due to weather it becomes a suspended game that will be completed at a later date from the point of termination.

- ii. If a playoff game is terminated early due to weather and the game is either tied or in the midst of an inning in which the visiting team has taken the lead, it becomes a suspended game that will be completed at a later date from the point of termination
 - iii. 12 games must be played in fall and 16 in summer. Once a team reaches the official game mark for a season the standings are official and no play in game will be awarded. If the minimum games are not played than any teams within one game of playoffs will be awarded a play in game.
- p. Game Scoring
 - i. At least one of the two participating teams in a game must keep score in Gamechanger application, preferably both teams should keep score for their respective team. In the event, both teams do not keep score in the Gamechanger application, the teams maybe charged a double forfeit, at the league's discretion.
 - ii. Other score entry requests may be required. It is expected that teams enter the score as requested in a timely fashion.

4) Rosters, Players, and Lineups

- a. ALL players must be at the age of 18+ to participate. If a player is under the age of 18, the manager and league must keep a copy of parental consent letter.
- b. Pool Players: The league shall control the assignment to teams of all new players who have contacted the league in response to advertising or who have been referred to the league by any means. A player who has not played in any league game in either the current or previous year shall be regarded as a new player. A new player acquired by a team through that team's own recruiting efforts shall be subject to the control of the team and not the league.
- c. Teams are not allowed to lend players to another team who have less than 8 players unless the player is then added to that team's roster for the remainder of the season and may not return to their original team.
- d. No one is allowed in the dugouts other than players, coaches, score keepers, and league officials.
- e. Teams may add to their lineup card at any point in a game. For playoffs, the player must be on the official team roster.
- f. Once a player starts a season on a team he may not play for another team unless his manager has released him. The league president must be notified of the manager's release, and the league president must approve the team the player intends on joining. Any players changing teams must change before 6 weeks of the start playoffs or the changing player will be ineligible for playoff play.
- g. Penalty of playing ineligible players
 - i. If the manager plays a player and knows he has played on another team.
 1. Game is scored 8-0 forfeit
 2. Player suspended 3 games
 3. Manager gets warning (two time offending managers will receive a fine)
 4. Player cannot leave original team

- ii. If the manager unknowingly plays a player who played on another team and the player lied or didn't speak up
 - 1. Game is scored result of game
 - 2. Player suspended 3 games and ineligible for playoffs
 - 3. Manager gets warning (two time offending managers will receive a fine)
 - 4. Player cannot leave original team
- h. Lineups
 - i. Lineup cards: Both managers, prior to or at the home plate meeting at the start of the game, will give the home plate umpire, the official scorekeeper (if applicable), and the opposing manager a copy of their lineup, which MUST include:
 - 1. First Initial or first name and last name.
 - 2. All players (including all substitutes and relief pitchers) MUST be listed on the lineup card, even if they are not starting offensively or defensively, to be eligible to play in the game. (If a player is delayed, make sure player is listed on the lineup card)
 - 3. Correct corresponding uniform number. (Incorrect numbers will incur the same penalty as batting out of order, and to challenge, follow the same rules that apply to batting out of order.
 - ii. Batting order rules: The number of hitters in the batting order is team option; basic batting order is 9 hitters; there is no maximum. Batting order may not be reduced after the umpire receives the lineup (see exception below in section 5.h.iii). Additional hitters may be added to the end of the batting order provided that players are listed on lineup card; players have not appeared anywhere else in the offensive lineup in a shared position or otherwise.
 - iii. If a team begins play with 9-or-more players and all are in the offensive order (therefore, no substitutes available), and a player is forced to leave the game (offensive & defensive lineup) for an injury, no "out" will be declared when that player's position comes to the plate. However, if the offensive player leaves the lineup for any other reason (i.e., ejection or leaving the playing site), an "out" will be declared for that vacant spot in the batting lineup each time it comes to the plate. Notes: If a player is injured and out of the game, he is removed both offensively and defensively. If an injured player wants to hit in a 9-man scenario, he must also run the bases should he reach safely. Exception to the automatic out: A game may not end on the automatic out.
 - iv. If the batting or fielding contingent is fewer than 8 at any time, the game is ended with deficient team forfeiting.
 - v. Offensive substitution: League uses the Shared Lineup position to enter more than one player in any offensive batting order position.
 - vi. Offensive substitution with lineup share must be declared prior to the substitute players at bat and last until the lineup slot is back to its next at bat. Substitute player must complete the total at bat and base running for the declared at bat (i.e. a shared lineup position is the equivalent of substituting a player out then back in. It

does NOT allow the substitute play to act as a courtesy runner for the declared player in the at bat). In the event of an injury during the declared at bat and a player cannot run the bases the shared lineup player running the bases will be treated as a straight substitution and the injured player will no longer be able to enter the offensive line-up). A manager may use an unlimited number of players in any lineup slot, but those players cannot be used elsewhere offensively.

vii. Managers must notify umpires, scorekeeper, and opposing manager when players in shared-lineup positions are being switched the first time in the game. (Penalty for failure to report: Handle same as batting out of order, and to challenge, follow the same rules that apply to batting out of order.

viii. Courtesy Runners

1. Two slots in the lineup per team may be designated as non-runners
2. Teams may use courtesy runners (last recorded out) for the catcher, but it is not mandatory and counts as one of their designated runners.
3. Players that will need courtesy runners must have their manager notify the opposing manager and home plate umpire prior to the next pitch when they successfully reach base.
4. Each team will be allowed a maximum of two lineup slots per game that can be classified as needing a courtesy runner. Each time a designated player reaches base, he will call time out and at that point he will be replaced by the lineup slot that delivered the last recorded out. If the last recorded out lineup slot also is listed as needing a courtesy runner, the second to last recorded out will run. In the case that no outs have been recorded when the designated player reaches base, the last batter in the lineup will act as the last recorded out.
5. The courtesy runner is the last recorded out
6. The courtesy runner must enter the game immediately upon the nonrunner reaching base and before the 1st pitch or next play. After the first pitch is thrown a courtesy runner is not allowed to enter until that player's next at bat.
7. If the wrong designated runner is put in the game it is not an out, the team must then put the correct runner on.
8. In the event that a player becomes injured during a game and the maximum number of courtesy runners (2) have NOT already been designated, the manager is allowed to utilize his unallocated courtesy runner.
9. In the event that a player becomes injured during a game, and the maximum number of courtesy runners (2) have been designated, a pinch runner must be used and no courtesy runner will be allowed.
10. The courtesy runner does not have to be applied each time the runner reaches base.

ix. Defensive Lineup

1. A team may freely substitute defensively in all positions including pitcher.

2. Any pitcher can return to the mound after being removed from pitching.

5) In Game Play

a. No Collision Rule

- i. A runner must either slide at the base or attempt to go around a fielder in possession of the ball or in the umpire's judgement is about to receive the ball.
- ii. In the umpire's judgement, if the player collides with the fielder to jar the ball loose, the player will be called out and may be ejected from the game.

b. Official Protest Procedure:

- i. With a reasonable effort, all disputes or protests should be handled right away. Try and make a reasonable decision between the umpire and managers. If this cannot be done, then a decision needs to be made final by the league president.
- ii. Manager asks for time. Informs the home plate umpire he would like to lodge a protest. The umpire and both managers need to make note of inning, outs, baserunners, and lineups.
- iii. To officially log a protest a \$100 protest fee must be paid online prior to the protest.
- iv. The league president will be informed after the game and rulings will be made by league president or the competition committee.
- v. In the event a team is protesting an eligibility issue during playoffs, simply inform the umpires and the other manager immediately and before the game is over. Umpires can handle and resolve roster eligibility on the spot (example being a player is not listed on the official roster). Other issues will be resolved by the league president after the game.
- vi. Once the game is over, both managers need to verify the final score.

c. Force Play Slide Rule

- i. The intent of the force-play-slide rule is to ensure the safety of the defensive player. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force play situation at any base, regardless of the number of outs.
- ii. On any force play, the runner must slide on the ground and in a direct line between the two bases.
- iii. Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.
 1. "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground.
 2. "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.
 3. If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.
- iv. Contact with a fielder is legal and interference shall not be called if the runner:
 1. Makes a legal slide directly to the base, or

2. Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play.
 3. Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.
 4. When the base runner slides beyond the base, but does not (a) make contact with, or (b) alter the play of the defensive player, interference shall not be called.
- v. Actions by a runner are illegal and interference shall be called if:
1. The runner slides or runs out of the base line in the direction of the fielder;
 2. The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;
 3. The runner's raised leg makes contact higher than the fielder's knee when in a standing position;
 4. The runner goes beyond the base and either makes contact with or alters the play of the fielder;
 5. Beyond the base" means any part of the offensive player's body makes contact with or alters the play of the fielder beyond the base.
 6. The runner slashes or kicks the fielder with either leg;
 7. The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.
- vi. Penalty:
1. With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.
 2. With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.
 3. If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.
 4. If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.
- d. Intentional Walks
- i. Only one Intentional walk allowed per game.
 - ii. Pitches do not have to be thrown
- e. Game Speed Up
- i. MLB rule for pitcher visits
 - ii. Mound visits will be limited to 6 per team per 9 innings.
 - iii. One mound visit per pitcher per inning is allowed without needing to remove the pitcher from the game
 - iv. Teams will receive 1 additional visit for every extra inning played.
 - v. Any manager, coach or player visit to the mound will count as a mound visit.
 - vi. Visits to the mound to clean cleats in rainy weather, to check on an injury or potential injury, or after the announcement of an offensive substitution are excluded and will not count as a mound visit.

- vii. Regular communication between the position players and pitcher that do not require either of them to vacate their position on the field do not count as a visit.
- viii. The umpire has discretion to grant an un-official visit (at the catcher's request) if he believes there has been a cross-up between the pitcher and catcher.
- f. **Hit-By-Pitch Limitations**
 - i. If a pitcher hits four (4) batters in any one game, or hits three (3) batters in any one inning, the pitcher can be removed from the mound. The removed pitcher can remain eligible to play the field and bat but may not re-enter the game to pitch. This rule must be tracked and raised by the opposing team prior to the first pitch of the batter following the fourth (or third) hit batsman. If the opposing team fails to notify the offending team AND the home plate umpire of the violation prior to the first pitch of the next batter, that team must wait until the NEXT hit-by-pitch to raise the issue. This rule shall extend to resumed games, provided the opposing team raises the issue and can produce proof. Failure or refusal to replace a pitcher who has reached the limitation before the next batter shall result in a FORFEIT for the offending team.

6) Standings Tie breaker

- a. Winning Percentage
- b. Head-To-Head
- c. Head-To-Head Differential
- d. Total Runs Against
- e. Total Runs For
- f. Total Runs Differential
- g. Lowest Number of Forfeits
- h. Coin Toss

7) Code of Conduct:

- a. Prohibitions. Managers and players shall conduct themselves in a sportsmanlike manner always. NO manager or player shall commit the following:
 - i. Physical or verbal attack or threat of an official. Players or managers guilty of such conduct shall be immediately suspended indefinitely from further participation in the league (pending review).
 - ii. Sustained arguing of an umpire's decision after a warning has been issued
 - iii. Refuse to abide by an official's decision or disruptive to game flow.
 - iv. Throwing a bat, glove, helmet, or other equipment
 - v. Using abusive, profane, threatening, or obscene language or gestures.
 - vi. Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player.
 - vii. Be guilty of physical or verbal attack as an aggressor upon any player, manager, official, or spectator, before, during, or after a game. Players guilty of such conduct shall be immediately suspended indefinitely from further participation in the league (pending review).
 - viii. Consume alcoholic beverages or illegal drugs during the game or be upon the field of play at any time in an intoxicated condition.

- ix. Smoke on the field of play or in the dugout.
- x. Be found charged or guilty of committing a crime which has been deemed to cause potential risks physically or to the integrity and reputation of the league.
- b. Penalties
 - i. On review, league may suspend any player or manager for such a period and upon such terms as it may propose, for the conduct within its opinion is prejudicial to the welfare, interest, reputation, or charter of the league.
 - ii. Except as otherwise provided, the commissioners shall determine the appropriate action required for violations of the codes of conduct, and shall report their decision to the player, manager, and the Board of Directors.
 - iii. Ejections
 - 1. Umpires have the legal authority to remove anyone from the premises including players, coaches, and spectators.
 - 2. Ejected players must sit out that game of ejection and the next game scheduled.
 - 3. Ejected players must leave the premises entirely immediately. Umpires will not resume play until the player has left.
 - 4. The ejected player must pay a \$75 fine prior to resuming play in the league.
 - 5. A Second ejection for the same person in the same season is a \$150 fine and mandatory two game suspension.
- c. Grievances, protests, and appeals
 - i. Grievances may be filed by an individual player or by the manager of a team provided that a grievance is formally submitted to the league.
 - ii. An appeal of any action or ruling may be filed with the league by an individual player or by the manager of a team provided that the appeal is formally submitted. However, all decisions by the league are final and not subject to appeal

8) Field, park and dugout etiquettes and cleanliness.

- a. Please leave all fields, dugouts and areas of the parks we use as clean or cleaner than we find them.
- b. Please clean all trash and waste from the dugout/field after each game.
- c. If cages at the field are available please follow all cage rules. If the cage has a turf ground and require no metal spikes do not wear metal spikes. If the cages require a helmet to be worn wear a helmet. No exception. Not following these rules will result in player suspension.

9) **Tournament Only Rules**

- a. Maximum of 25-man roster
- b. No fines for player ejections, but if the player does not leave the field immediately and causes disruption he will sit out at a minimum the next game and possibly more. This will be determined by the tournament director.
- c. Should teams representing the same local league both qualify for a playoff position and be slotted to play each other, the tournament director will have the authority to switch the

format, so that teams representing the same league will not have to play each other until the Championship Game.

d. Adverse Weather

- i. St. Lucie Baseball and its league president reserves the right to change the format of the tournament to lesser time limits, fewer innings, or reduce the playoff format in whatever means possible to complete games. All participating coaches, managers and players accept these conditions when entering the league or tournament.