

Austin Metro Baseball League Rules - 2015

(NOTE: The FULL set of AML rules and Division rules are included in each team's scorebook)

PRE-GAME CONFERENCE

There will be a short conference held at home plate between opposing managers and the umpires prior to the start of every game.

Line-up cards, which will consist of at least the **LAST** names and player's numbers (if opposing manager requests the numbers) will be exchanged at this time.

The umpires will sign the home team's scorebook.

HELMETS/SKULL CAPS

All batters and base runners are required to wear a protective helmet at all times, with at least one ear flap facing the pitcher when in batter's box. Double flaps are strongly encouraged, however, at all times.

Catchers will wear skull caps or hockey-style masks while behind the plate during all games.

All base coaches are required to wear a protective helmet at all times and skull caps are an acceptable substitution.

BATS

Bats may be wood, wood composite or metalwood (wood barrel metal handle). Bats may not exceed 36" in length and/or exceed 2 5/8" in diameter. No exceptions.

The penalty for use of illegal bats shall be immediate ejection of the offending player from the game and a one game suspension and an automatic out. If the ball is put in play, it is a 'dead ball' and all runners must return to their previous bases.

COLLISIONS/FAKE TAGS

Base runners shall not collide with any defensive players. In the case of a base runner colliding with a fielder, the base runner will be called out and may, at the umpire's discretion, be ejected from the game. All base runners may either slide or give up their right to a base (avoid a collision by stopping or leaving a base path) and/or, if the defensive player (e.g. catcher) has possession of the ball, is in the act of receiving the ball, or is about to immediately receive the ball and will be able to make an apparent play on the base runner. Fake tags are not allowed.

PITCHERS

No player while pitching may wear white or gray sleeves, nor may a pitcher wear a batting glove or wristband while pitching.

One intentional walk per game will be allowed. The four pitches must be thrown.

If a pitcher hits 3 batters in any one game (including the playoffs), the pitcher must be removed on the third hit batsman and may not re-enter as a pitcher in that game.

There is no limit as to how many innings a pitcher may pitch in a game or a week.

Pitchers who have been removed may re-enter the game as a pitcher one time only but not until 3 consecutive outs have been made.

Pitchers are allowed up to 5 warm-up pitches to start the game, in between innings and when replacing an uninjured pitcher.

If a pitcher is removed due to injury, the replacement pitcher may receive up to 8 warm-up pitches.

COURTESY RUNNERS

Each team may have two designated players who may have courtesy runners. The courtesy runner will be the last **batted** out.

Designated players must be noted on the line-up card before the game starts at the home plate conference. You may not save designated players or add them later in the game.

If a designated player is removed from the game, becomes injured or is ejected from the game, that team loses that courtesy runner.

You may run for the catcher only with 2 outs in any inning. Runner for the catcher is also the last batted out.

If a designated player refuses the courtesy runner, the designated player loses the courtesy runner for the rest of the game.

If an incorrect courtesy runner is used, opposing team has only one pitch to protest to the umpire and runner will be ruled out. If courtesy runner is protested, then the pitch will be ruled a dead ball. However, if the courtesy runner is ruled as the correct runner, then the pitch thrown will count as ruled.

PLAYERS / SUBSTITUTION

Players may play any and all defensive positions.

Defensive substitutions do not affect the batting line-up.

In the offensive line-up, if a player is pinch-hit or pinch-run for he may not return in the game offensively for any reason (including the event of another player's injury or ejection).

If a player is removed from the offensive or defensive line-up due to injury, that player may not play either offense or defense for the rest of the game.

LINE-UPS

You must have at least 8 players to start the game.

A team must bat a minimum of 10 players unless only 9 are present.

If, due to injury and/or ejection, a team has only 8 players in the batting line-up, then only the 9th spot will be an automatic out.

If a team has 9 players and bats 9 players then the opposing team may bat 9 players also. If a team has a 10th player show up to the game then they must be inserted into the batting lineup or be ineligible to play in the game. You can add to the bottom of the order at any time and the National A&B system is legal.

If at any time a team has only 7 players the game becomes a forfeit.

If a player voluntarily or involuntarily (ejection) leaves the game, he must leave the facility, and if no pinch hitter is available, the team may compress their line-up without penalty.

RUN RULE

There will be a 10 run rule in effect after 5 innings. Team behind must have at least 5 full at bats. Run rule will be in effect in all playoff games also.

If a game becomes lopsided or out of hand, a team behind may stop playing at any time if it chooses (mercy rule).

LENGTH OF GAME

All games will be 9 innings or 2 hours and 30 minutes whichever comes first. No new inning will start after the game has reached 2 hours and 30 minutes, but finish the inning.

Games may end in a tie.

PROTESTS

Umpires must be notified that the game is under protest at the time of the incident by the protesting manager.

Games may not be protested on judgment calls by umpires.

DIVISION RULES

Each division may have their own rules that may slightly differ from the league rules. Each division must submit their division rules to the League President prior to the start of each season for approval. Certain league rules (e.g. rule #1, etc.) will not be compromised, altered, or changed.