

NCAA Senior (11/12) League In-House Rules

General Rules:

1. All games will be six (6) innings or a maximum of 2 hours in duration.
2. A new inning may not be started within 15 minutes of the game time limit.
3. In the event an inning has been started prior to the 15 minute cut-off, and has not been concluded upon reaching the game time limit the game shall be concluded, the incomplete inning disregarded and the score shall revert back to the last completed inning.
4. If a game is delayed due to weather and started late, the total remaining available playing time for the day shall be evenly distributed among all games to be played.

a. Example:-Games scheduled for the day on a particular field are at 6:00 p.m. and 8:00 p.m. Due to playing field conditions, the start of the 6:00 p.m. game is delayed thirty (30) minutes.

Remaining game time = 4 hours - .5 hour = 3.50 hours

Game time limit for each game = 3.5 hours/2 = 1 hour 45 minutes

6. Each team manager shall be responsible for communicating changes in game durations to the teams following them
7. If a game is delayed due to umpires, managers or players being late, the loss of playing time shall be deducted from your time slot only. The games following yours shall not be penalized or shortened due to this issue.
8. Suspended Play - In the event a game is suspended due to weather or other reason, and needs to be resumed at a later time/date, the game will be resumed from the point of stoppage. At the time of the stoppage, each manager should verify the count on the batter, score, outs, inning, etc. Each manager shall verify that both scorebooks are in agreement prior to leaving the playing field.
9. Late players - In the event a player(s) comes late to a game that is already in progress, that player(s) will be permitted to be added to the end of a teams batting order provided that team has not batted thru it s entire line up. Once the teams lead off hitter has had his second official time at bat, no additional player(s) will be permitted to be added into the batting order or game

10. Injury/Illness - In the event a player must be taken out of a game due to injury or illness and is unable to bat in his/her spot in the batting order, that team WILL NOT be penalized with an out for each time it is his/her time to bat. That player's position in the lineup will be skipped for the remainder of the game. Once a player is removed for injury/illness and skips a turn at bat, that player is ineligible to return to bat or play for the remainder of the game. Additionally, in the event a player is out due to injury/illness in a game and is ineligible to return, in the event that that particular game is suspended and resumed at a later date, that player is still ineligible for that game once it is resumed.

11. Regulation Games –

1. A game is considered to be regulation, if stopped due to weather or unsafe playing conditions, when 3 1/2 innings are completed the home team is leading.
2. A game that is tied after four (4) innings, and stopped due to weather or unsafe playing conditions, may be resumed at a later date in accordance with Rule 9 of this General Rules section and continued until one team has scored more runs than the other in an equal number of innings.
3. Games tied after six (6) innings of play that cannot be extended in accordance with Rule 4 of this General Rules section shall be concluded and a tie awarded to each team in the league standings

12. Protests and Interpretations

1. Only a team manager may question an umpire call

2. Any protest or request for interpretation must be made immediately prior to the next pitch to the umpire and opposing manager
3. The Baseball Board will make the final decision on all rule(s) interpretation and protests.
4. THERE WILL BE NO PROTESTS CONSIDERED ON JUDGEMENT CALLS BY THE UMPIRE.

13. Score Books - The home team score book is the official score book for each game. The visitors team scorekeeper is expected to check w/ the home team to verify the accuracy of the official score book. In the event of a discrepancy, play shall be halted until the discrepancy is resolved by the team managers/scorekeeper.

14. **Game Rules**

- Bronco rules (leading/pitching from stretch) unless otherwise stated below
- 5 runs per inning max, no continuation unless over the fence, 3 in the first inning
- Home is frozen in the first inning
- Dropped third strike
- Infield Fly rule
- Balks should be called but unlimited warnings issued and runners go back unless pitcher is deliberately trying to make an illegal pick off move after being warned (umpire discretion)
- 6 inning games
- Courtesy runners are allowed for catcher/pitcher to warm up and encouraged to keep game moving
- Max two innings pitched by a player per game, 1st inning should be developmental
- 50 ft pitching mound, 70 ft bases
- 10 run rule after 5 (this is for time constraints) – but if time allows may continue to play
- 2 hour max games, no new inning after 1:45 – Please have catchers ready to go and keep time between innings to 1 or 2 minutes max
- No slash bunting