

PARADE GROUND BASEBALL LEAGUE 2011 LEAGUE RULES AND REGULATIONS

April 30, 2011

1. **Rosters** – All teams must have a minimum of 12 players on their rosters. The maximum number of players for league play will be 20 in the PeeWee, Cub, Bantam and Grasshopper Divisions, 25 in the Freshman, Junior and Senior Divisions and 30 in the Open Division. Official Rosters submitted to Federation must have a maximum of 20 players. Metro and NABF rosters can have up to 25 players but only 18 and 21 respectively can be eligible for Tournament play. League Rosters along with proof of age (birth certificates, passports, green cards) must be submitted to the league for approval before the team's first league game. Penalty for not doing so is a fine of \$25 and could be forfeiture of the game. Final rosters for league play and tournament eligibility must be submitted by **June 15th**. In order to make changes to your league roster once it has been submitted, an addition/deletion form along with proof of age must be submitted to a league official prior to the player appearing in a league game. A protest of an ineligible player may be made at any time over the course of the season but must be accompanied by a \$25 protest fee. The burden of proof in the case of an ineligible player is on the protesting team.
2. **Insurance** – All teams must carry medical and liability insurance. Proof of insurance must be submitted to the league along with your application. For AABC Tournament play you must have either AABC insurance or a waiver from AABC. Waiver requests need to be submitted to AABC by June 1st accompanied by a check for \$8.
3. **Protests** – Other than the case of an ineligible player mentioned in Rule 1, only protests of the umpire's interpretation of the playing rules will be permitted. You cannot protest an umpire's judgement. In order to lodge a protest you must notify the umpire of the protest and have him sign the scorebook before the next play or attempted play. Your on the field protest must be followed by a written protest and a \$25 protest fee within 48 hours of your on the field protest in order to be considered. The league will have a standing protest committee that will consider all written protests and rule on them within 2 weeks of the submittal of the protest. If your protest is approved as valid your protest fee will be refunded.
4. **League Standings** – The winning team is responsible for reporting the results of each game to the league via telephone or email. In the case of a doubleheader, if it is a split then the home team in the first game should report the results. There will be a Director of Scheduling who will be the person to notify of the results. The Director of Scheduling will be responsible for maintaining accurate standings on a weekly basis. A team will be awarded 2 points for a win and 1 point for a tie and the teams will choose their tournament slots at the tournament cutoff date in the order of the number of points they have. **If a team drops out or is removed from the Parade Ground League or a crossover involving the Parade Ground League after having played at least one game, then all games completed involving that team will count in the standings but every team in the Parade Ground League will be credited with wins (2 points) for every scheduled, rained out or suspended game involving that team that has not yet been completed.** The cutoff date in each Division will be announced before the start of that Division's season. Every effort will be made to play every game that impacts the standings by the cutoff date. The League Champion will be determined after the cutoff date when all remaining games have been played.
5. **Rainouts, and Cancellations** - Any games cancelled due to rain or other valid reasons, will be rescheduled by the league as soon as possible. The Director of Scheduling will propose and the President or Vice President of the league will approve the date and location of the make-up game

based on the availability of both teams. In general, cancellations other than rainouts will not be permitted except under extremely extenuating circumstances. The President or Vice President will determine whether a cancellation request will be accepted or not. If a cancellation request is made less than 12 hours before the scheduled game time but at least 2 hours before gametime then the umpires must be paid a half fee for a single game and 2 half fees for a doubleheader by the team requesting the cancellation even if the cancellation request is accepted. If the cancellation request is made within 2 hours of gametime then the cancelling team must pay a full fee for a single game and 2 full fees for a doubleheader and the games will be forfeited. The money will be taken out of the team's forfeit escrow account and must be replaced before the next scheduled game except where the next scheduled game is the 2nd game of a doubleheader. If a team cancels a game that has been scheduled for the last week of play before the Tournament Slot deadline then the umpires will be cancelled without fee (provided the game is cancelled more than 12 hours before gametime) but the team will get a forfeit for the game and will be subject to fines of up to \$100 per cancellation.

6. **Game Length and Time Limit** – In the PeeWee and Cub Divisions the game length will be 6 innings and the time limit will be 2 hours. In the Bantam Division the game length will be 7 innings and the time limit will be 2 hours. In the Grasshopper, Freshman and Junior Divisions the game length will be 7 innings and the time limit will be 2 hours and 10 minutes. In the Senior Division the game length will be 7 innings and there will be no time limit for games started before 5 p.m. For games started after 5 p.m. with no lights present, the time limit will be 2 hours and 15 minutes. For games played at a lighted facility, the time limit will be 20 minutes before the curfew time.

The Time Limit means that no inning can start after the time limit has been exceeded. However once the inning has started the inning will be completed even if the time limit is exceeded in the middle of the inning. If the inning is not completed for any reason then the game will become a suspended game. The only exception to this rule is if the visiting team goes ahead by 10 runs in the top of the inning and the time limit is exceeded after the inning starts. In this case the game will be stopped immediately. The Time clock is started from the time that the pre-game meeting of the managers and umpires has been completed or when the home team takes the field in the second game of a doubleheader. It is the umpire's prerogative to start the clock if the home team is tardy in taking the field.

7. **Official Game** - A game is officially over when the mandated number of innings have been played, the time limit has run out or the mercy rule has been invoked. Under any other circumstances the game is considered to be a suspended game. If a game is tied after the mandated number of innings have been played or the time limit has run out then one additional inning will be played. If the game is still tied after the one additional inning then the game will be officially considered to be a tie game if the time limit had run out before the additional inning was started. In this situation each team will be awarded one point. If the time limit had not run out by the time the additional inning was started then an additional one inning can be played and if the game is still tied after that additional inning then the game will be considered a tie and each team will be awarded one point.

8. **Suspended Game** – Any game that is stopped for any reason (rain, darkness, injury, etc.) before the time limit has been exhausted or the mandated number of innings have been completed will be considered to be a suspended game. It will be continued at a later point in the season if it is necessary to accurately determine the league standings. The League is responsible for determining which suspended games must be completed and for getting them scheduled. When the suspended game is continued, if an inning or less remains to be played and the umpires have not come down only to do the suspended game then each team will pay the umpire \$10. However, if more than one inning remains to be played or the umpire came down specifically to do the suspended game then each team will pay the umpire a half fee.

9. **Mercy Rule** - When a team is ahead by 10 runs after 5 innings or 4 innings in PeeWee and Cub with equal at bats the game will be stopped at the time the 10th run is scored. If a team goes ahead by 10 runs after 5 innings or 4 in PeeWee and Cub then both teams still must have equal at bats for the game to be stopped.

10. **Ejections** - A manager, player or coach ejected from a game will be subject to fine and/or suspension. The ejected individual must remove himself at least 200 yards from the nearest player. If there is deliberate physical contact with an umpire, then the person involved will be immediately suspended from the league pending a hearing. If the incident occurs in the first game of a doubleheader then the suspension will be immediate and the offending person will not be permitted to participate in the second game.

11. **Rainouts/Lightning** - Up until the pre-game managers/umpire meeting the decision on a rainout is in the hands of the league officials. Once the pre-game meeting has started, the decision is in the hands of the umpires. If no league official is in a position to make a decision then the home team (if game is scheduled at a team's designated home field) has the right to do so up until 2 hours before game time. Within 2 hours of game time it is in the hands of the umpires. Teams are required to show up at the field unless a league official or the home team has officially called off the game at least two hours before game time. In the case where the game has been called off in advance it is the responsibility of the league official or home team to notify the teams, the head of the umpires and the league. If the game is called within 2 hours of game time and the umpires show up at the field, they are entitled to a travel fee, which is ½ of the single game fee. Once a game has started and the umpire temporarily halts the game due to rain, then the umpires must wait at least a ½ hour before calling the game unless they deem the field to already be unplayable. In case of lightning, the umpires must immediately halt the game and must wait at least 20 minutes before resuming it. If lightning occurs again within that 20 minute period then the umpire must cancel the game. If it does not then the umpire can resume the game and if lightning occurs again must follow the same procedure.

12. **Forfeit Time** – On all weekend and holiday games, the forfeit time is game time. On weekday games the forfeit time is 15 minutes after game time and if the game is started after game time the time limit starts from the time at which the game is started with the proviso that no inning shall start after 8 p.m. unless the start of the game is due to the umpires' inability to begin at the appointed time. In the case of a doubleheader if a team forfeits the first game then the forfeit time for the second game will be one hour after the first game has been forfeited. A team must have at least 9 players in order to start a game and not be in a forfeit situation. It is totally the umpire's responsibility to call a forfeit. The team with enough players cannot determine whether a forfeit is called or not. Even if a forfeit is called both teams are encouraged to try to play a game by the lending of players. **If a game is played then the forfeiting team will still get a loss but the two teams will split the umpire fees. In the case of a forfeit where no game of any kind is played the forfeiting team is responsible for paying all money due to the umpires from both teams.** If they do not do so at the time of the game then the money will be taken out of their forfeit escrow money. The escrow money must be replenished before the next scheduled game except where the next scheduled game is the 2nd game of a doubleheader.

13. **Responsible Adult in Attendance** - There must be at least one responsible adult in attendance for each team at all times in order for a game to be started or continued to completion. Normally that responsible adult is expected to be the manager or a coach that has been listed on the team's roster that was submitted to the league. Under extenuating circumstances where the manager and/or coach cannot attend then another responsible adult can take their place. However, under no circumstances will a game be started without a responsible adult in attendance for each team. If this situation occurs, the game will be cancelled and the team without a responsible adult will be responsible for paying the umpires. The league will decide based on the circumstances presented whether the game will be a forfeit or whether it will be replayed at a later date.

In the case where the only responsible adult in attendance for a team is thrown out of the game by the umpire, then the adult will be permitted to stay on the field but will be confined to the dugout and will not be permitted to communicate in any way with the players or umpires. Failure by the responsible adult to comply will result in the game being forfeited. In the case where a player is seriously injured and the only responsible adult in attendance needs to take that player home or to the hospital for medical attention, the game will be suspended and completed at a later date if it has a bearing on the standings.

14. **Re-entry Rule** - Re-entry is permitted in the PeeWee, Cub, Bantam, and Grasshopper Divisions. A starting player can re-enter once and must do so in the same spot in the batting order. A substitute player cannot re-enter under any circumstances except to prevent a forfeit due to an injury or ejection. A pitcher can only re-enter as a pitcher if taken out of the game on the first trip to the mound or between innings and no previous trips in the inning occurred.

15. **Extra Hitter** - An extra hitter is permitted in the PeeWee, Cub, Bantam, Grasshopper and Open Divisions. In the Open Division the extra hitter cannot play the field under any conditions except to prevent a forfeit due to injury or ejection. If the extra hitter has to play the field under those circumstances then the extra hitter continues to bat in the same place in the batting order and if the removed player's batting position comes up it is considered an automatic out. In the PeeWee, Cub, Bantam and Grasshopper Divisions, the Extra Hitter can play the field. If the extra hitter goes into the field, the hitter continues to bat in the same spot in the batting order. The player that the extra hitter replaces in the field also hits in the same spot in the batting order if that player stays in the game. If that player is removed from the game then the replacement player bats in the spot in the batting order of the removed player.

16. **Designated Hitter** - The American League Designated Hitter Rule will be used in the Freshman, Junior, Senior and Open Divisions.

17. **Non Violent Contact Rule** – Violent contact will not be permitted in plays at any base. It is the umpire's discretion to call the runner out in case of violent contact and to eject the runner from the game. Violent contact includes but is not limited to lowering the shoulder, raising the elbow or intentionally trying to hurt the fielder in any way when making contact.

18. **Trips to the Mound** – The major league rule for trips to the mound will be used in all divisions including PeeWee, Cub and Bantam.

19. **Field distances will be as follows:**

Division	Bases	Pitching
PeeWee	50	40
Cub	65	46
Bantam	70	50'6"
Grasshopper	90	60'6"
Freshman	90	60'6"
Junior	90	60'6"
Senior	90	60'6"

20. **Bats** – In all Divisions (including PeeWee, Cub and Bantam) only wood bats that meet major league specifications and wood or metal composites such as the Baum and DeMarini Bats will be permitted. Bamboo bats will not be permitted under any circumstances.

21. **Helmets** – Double Flap helmets that are in good condition (no cracks) must be worn at all times at the plate and on the bases and in the coaches' box if a player is coaching. Catcher's helmet and mask must be worn at all times when the catcher is catching the pitcher. Failure to comply will result in ejection. In the Freshman, Junior, Senior and Open Divisions all coaches over the age of 18 are strongly urged to wear at least single flap helmets in order to coach on the lines but it is strictly optional.

22. **Speed-up Rules** - Runner for the catcher is mandatory in Grasshopper, Freshman, Junior, Senior and Open with 2 outs and optional with less than 2 outs. **In the PeeWee, Cub and Bantam Divisions a runner for the catcher is optional at all times.** Runner must be a player that is not currently in the game and must be on base within a minute. If no player is available then it should be the last player who made out. Umpire's decision whether to permit runner based on timeliness in replacing runner.

23. **Bases** - The home team is responsible for providing the bases, home plate and a pitching rubber if it is not provided by the playing facility. If for some reason the home team does not have the necessary items then the visiting team should provide them. If the home team or the visiting team when called upon do not have the necessary items then they will be subject to be fined by the league. Under no circumstances will a game be forfeited due to the lack of bases, a home plate or a pitching rubber

24. **Field Dress and Behavior** – All Players must be in full uniform in order to play in the game. Failure to do so could result in a fine but it will not be grounds for a forfeit. **Managers and coaches must be dressed in a baseball fashion with a team hat, team identifying T-Shirt or uniform and coaches' shorts or pants.** Managers and Coaches will not be permitted to coach the lines or go on the field in fair grounds if not properly dressed. Failure to comply will result in an immediate ejection and a fine. There is to be no smoking, drinking of alcoholic beverages, unsanitary behavior or cursing on the field under any circumstances. The penalty is immediate ejection and a fine. Managers, Coaches and Players need to stay in the dugout at all times if not on the coaching lines, in the on-deck circle or on the field for some valid reason.

24a. **Spectator Behavior** - Unruly and unsportsmanlike conduct by Spectators, Parents and Friends of the teams will not be tolerated. Each team is responsible for controlling their fans. If such behavior occurs, the umpires will give the manager of the team in question one warning. If such behavior continues, the umpires can ask the manager to have the offending parties leave the playing area. Failure to do so within 5 minutes will result in the game being forfeited.

25. **Metal Spikes** - In the PeeWee, Cub and Bantam Divisions metal spikes are not permitted at any time. In the Grasshopper, Freshman, Junior, Senior and Open Divisions, metal spikes are permitted **unless restricted due to the playing rules for the field.**

26. **Official Baseballs** - Following baseballs should be used

PeeWee, Cub and Bantam – Little League Baseball or Better (Wilson 1074 or equivalent)
Grasshopper - Babe Ruth Baseball or Better (Wilson 1082 or equivalent)
Freshman, Junior, Senior and Open - College Baseball or Better (Wilson 1010 or equivalent)

In PeeWee, Cub and Bantam the home teams gives 2 baseballs and the visiting team 1 to start the game. In Grasshopper and Freshman each team gives two baseballs to start game. In Junior, Senior and Open the home team supplies the baseballs. In all cases the umpire gets additional baseballs as needed.

27. **Other League Rules**

27a) Cell phones and/or electronic devices of any kind are not permitted on the coaching lines, on the pitcher's mound or in and around home plate at any time. If you receive a call on your cell phone in those areas, you must vacate those areas to continue the call or terminate the call immediately. Failure to comply can result in an immediate ejection and a fine.

27b) Umpire fees are payable BEFORE the game begins. Penalty is \$50 for the first offense and \$100 for subsequent offenses. Fines must be paid prior to the next scheduled game. **NOTE CAREFULLY: PGL RULES FORBID UMPIRES FROM STARTING A GAME UNLESS THEY HAVE BEEN COMPENSATED PRIOR TO THE GAME OR SATISFACTORY PAYMENT**

ARRANGEMENTS HAVE BEEN MADE PREVIOUSLY. THIS RULE WILL BE STRICTLY ENFORCED BY THE LEAGUE.

27c) No pepper or soft toss is to be allowed at any time on any PGL permitted field by order of the NYC Department of Parks.

27d) Dugouts - Only authorized team personnel are allowed in the dugouts. Spectators are only permitted in the dugouts in the event of inclement weather.

28. **Ground Rules** - The Manager is required to attend the pre-game meeting with the opposing manager and the umpires prior to the start of the game. If the manager fails to do so, then any ground rules including the official game starting time covered at that meeting can only be discussed with the umpires during the game by the person that the manager designated to take the ground rules.

29. **PeeWee Rules** - All PGL rules will apply in the PeeWee Division except where superseded by the AABC Handbook. In addition, a team will only be permitted to score a maximum of 5 runs in any inning except the last inning. Once the 5th run has been scored, the bases will be cleared and teams will change sides as if 3 outs had been made. In the last inning of the game (6th inning or based on the time limit), a team will stay up at bat until 3 outs have been recorded or the time limit has expired.

30. **Other Rules** - Major League Rules will apply in all cases not specifically mentioned in these rules.

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