



# Petaluma Eastside Baseball League

SUNDAY GAMES  
START @  
9AM & 12PM

**VS**

**FEBRUARY 9 - MARCH 23**

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**MEN'S WOODBAT BASEBALL**

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**PRINCE AND PCSF BASEBALL FIELDS**

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| **SIGN UP TODAY** |

**First Game: February 29, 2025**

**Locations: Prince Park & East Washington Turf Field**

**Times: 9am & 12pm**

1. Uniforms, Helmets, & Baseballs:
2. Game Length, Run Rule, Rain Outs:
3. Teams, Players, & Lineups:
4. Player Behavior & Team Responsibility:
5. Courtesy Runners:
6. Pitchers:
7. Fielders:
8. General League Rules:
9. Code of Conduct:

**The City of Petaluma will supply each team with**

- Scorebook
- Lineup card
- 2-Dozen baseballs

## 1. Uniforms, Helmets & Baseballs

- We recommend all matching jerseys and uniforms but is not required. You must be wearing baseball pants and cleats and a shirt color that matches the team.
- All batters and runners must wear helmets for both batting and running the bases. The helmets must be approved safety helmets for baseball and must have at least one (1) ear cover flap that faces toward the pitcher. If an umpire rules that a player removes his helmet “intentionally” when running the bases, the umpire shall issue a “warning” to the team and advise that the next violation of this rule will result in the offending player being automatically called “out”.
- Each team will be given two dozen baseballs
- All teams will provide three (3) new approved baseballs for each game. Each manager is encouraged to bring extra game balls to each game in the event baseballs are lost or deemed not useable by the umpires.
- **only wood and composite wood bats are allowed during the regular season and playoffs.**
- Metal cleats can be worn
- Neither batters nor pitchers may wear “mirrored/reflective” sunglasses if they are at all distracting to the pitcher/hitters as determined by the Home Plate umpire. Exceptions: **prescription** mirrored/reflective sunglasses may be allowed for pitchers. Rule does not apply to other fielders, hitters, and base runners.

## 2. Game Length, Run Rule, Rain Outs

- **All “regular season” single games are scheduled for nine (9) innings or three (2.5) hours, whichever occurs first.**
- **Any inning that is started prior to the time limit shall be finished, even if it goes beyond the time limit. By rule, a new inning is deemed to start upon the completion of the final out by the home team in the prior inning.**
- Scheduled Game Time shall be the Start Time of the time limit if field conditions are acceptable
- Regular Season games suspended by the umpire(s) due to darkness or weather are considered complete if five (5) innings have been completed, (4 ½ innings if the home team is ahead).
- 2 If there is a 15-run discrepancy at any time after the end of seven (5) innings, in a scheduled nine (9) inning game, the game will be ruled final at this point.

**Exception 1: if BOTH managers agree during the pre-game umpire meeting to waive the 15-run mercy run rule.**

- Any “regular season” games that are rained out may not be rescheduled by the league unless they have playoff ramifications. The teams may, with the concurrence of the division commissioner and league president, try to reschedule the games on “off” days.
- Any “regular season” games resulting in a tie at the end of the prescribed number of innings, with time left on the clock to start a new inning, will be continued. A game that ends in a tie due to the time limit or field conditions (Ex. darkness, rain, etc.) will go into the books as a tie.
- **Forfeit time shall be 15 minutes past the scheduled start time as long as at least one official league umpire is present**
- Game clock shall continue to run once the game officially starts with the exception of a major injury/health condition where the player cannot leave the field of play under his own power. Clock will run 10 minutes for all injury stoppages, but then stop if the injured person requires advanced care or cannot leave the field of play without professional assistance.
- Dugouts are determined as first come basis

### 3. Teams, Players, & Line Ups

- A player is eligible if they are over the age of 18 years of age by February 8, 2025
- Rosters max at 20 people. You must submit a roster before your first game.
- A team manager may bat as many players as he desires, with a minimum of nine (9). Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game. If a team has only eight (8) players and therefore bats only eight (8), the opposing team will have the option of batting eight (8) as well.
- A manager may add batters to the bottom of the lineup at any time, but if a batter is pitch hit or run for (except by injury or as courtesy runners as outlined in section 5), the player may not re-enter the batting order. (There is no batting order re-entry rule in the.) The replaced player may remain in the game as a fielder/pitcher only. The original number of batters that start the game (and all additional batter spots added later) must be maintained throughout the game with the exception of a player who becomes injured during the game. Due to injury the lineup may be reduced by one and only one with no automatic out penalty
- If a player is forced to leave a game due to injury, another commitment, or is ejected, a reserve player (not previously entered into the game as a hitter), must hit in the batter’s place. For injury, if no reserve is present, that spot is skipped, and all batters move up accordingly, with no automatic out penalty to the affected team. For ejection or another commitment, if no reserve is present, the spot in the batting order will remain and will constitute one (1) out every time it comes up in the batting order throughout the remainder of the game if no substitutes arrive later

- Any players may be substituted for defensively at any time without affecting the player's offensive status in the hitting line-up. If any pitcher is removed from the mound, he may re-enter to pitch only one time during the game, but may not return to pitch in the same inning. The removed pitcher may play any other position after being removed or no position at all
- A team may declare at the time that lineups are exchanged prior to the start of play that any batting order position will be occupied by two (2) players in that specified batting position. That is 3A/3B, 9A/9B, 10A/10B, etc. The first time that lineup position gets an at bat, "batter A" would hit and the next time this slot hits, "batter B" would hit, and so on, alternating between these two players throughout the game. Once a team declares the use of this A/B system, it must continue using it for the remainder of the game.
- The home team is responsible for keeping the official scorebook.
- All teams must announce offensive additions, substitutions, and/or changes to ANY of the umpires, opposing team manager/bench, or official opposing team scorekeeper prior to the new batter receiving a pitch. If the team fails to announce the new hitter, the opposing team may protest that hitter before the next batter in either lineup has received a pitch. If protested correctly as stated above, the illegal batter will be called out, but will remain in the official lineup going forward. If the batter is not protested correctly, play will continue with that batter considered legal and officially in the lineup.

#### **4. Player Behavior & Team Responsibility**

- There will be absolutely no alcoholic beverages permitted at any field or any part of the facility property before, during, or after the game. The "field" refers to the general playing area, ancillary areas, AND the parking lots. Ejections/suspensions shall result if violated.
- No sunflower seeds or gum are allowed at "artificial turf" fields
- Any player who is suspended, or expelled from the league for misconduct, or any other behavior deemed inappropriate by the League Director, is NOT entitled to any refund or reimbursement of his league fees.
- This rule is not a "must slide" rule, but a "no collision" rule. All runners must either legally slide, legally avoid the tag, or give up their right to a base (avoid a collision by stopping/leaving the base path) if the defensive player has clear possession of the ball. When advancing to a base or the plate, the runner must avoid intentional forceful contact in an attempt to jar the ball loose from the fielder, injure the fielder, or employ an "illegal slide" in the judgment of the umpire. An "illegal slide" is defined as, but not limited to, "roll blocks", "high-spikes" slides (generally at or above fielder's knee), or making deliberate contact beyond the baseline of the intended base/plate. Runners attempting to "break up" a double play can do so with a legal slide, but the runner must perform a legal slide within reach of the intended base/plate if contact with the fielder

is made. It is up to the umpire's discretion if the amount of deliberate and intentional contact warrants an automatic out, interference, an ejection, or if it is deemed a "clean" baseball play based solely on the umpires discretion

- **If the defensive player is blocking any part of the base/plate WITHOUT CLEAR POSSESSION of the ball and prohibits a direct slide into any part of the base/plate, obstruction SHALL be called, and the runner will be awarded that base. Obstruction does not relieve the runner of the responsibility to avoid the collision and/or slide legally.**
- No TVMSBL player will throw or otherwise abuse, any bat, batting helmet, or any other object during a TVMSBL event in a manner that is likely to cause, or causes injury to another player, umpire, and/or spectator. If a player is in violation of this rule, an umpire may issue a warning to the player to refrain from this behavior or eject the player without a warning if behavior is excessive or repeated as it applies to this rule. A prior warning by the umpire is not mandatory for ejection if so warranted
- All managers are responsible for the conduct and behavior of their respective team's spectators. If a team's spectator becomes unruly; uncontrollable; verbally or physically threatening; or if the umpire feels that the safety of umpires, players and/or other spectators may be in jeopardy, the umpire may rule the game forfeited by the team associated with the disruptive spectator

## 5. Courtesy Runners

- a Each team is allowed two (2) courtesy runners per game.
- **the last BATTED out must be the courtesy runner** (exceptions: 'courtesy runner' is a designated non-runner, is current/on-deck batter, is a current base runner, is the catcher w/ 2 outs)
- If a designated non-runner, opts to run, or forgets to get a courtesy runner and subsequently runs, he will lose his non-runner status for the remainder of the game. This will count as one of the courtesy runners that the team can utilize.
- **A "catcher replacement runner" must be used for each team's catcher when the current catcher is on base and there is, (or becomes) two (2) outs. The catcher's replacement runner will be the player who made the last batted out. THIS RULE IS NOT OPTIONAL**

## 6. Pitchers

- No pitcher while pitching may wear white sleeves, nor may a pitcher wear a batting glove, wristband, or "mirrored/reflective" non-prescription sunglasses.
- There will only be one (1) intentional walk allowed per team, per game. All 4 pitches must be legally thrown to the catcher. This is a protest-able violation if the rule is not followed by the umpire/s.

- If a pitcher hits four (4) batters in any one game, or three (3) batters in a row, the pitcher must be removed from the pitching position, and he may not return to pitch in that game.
- No pitcher shall intentionally throw at a batter. If, in the judgment of the umpires, the pitcher intentionally throws at a batter, the pitcher will be immediately ejected from the game and may be subject to further league action.

## 7. Fielders

- Defensive players in the infield are not allowed to "fake a tag" that is intended to induce a slide by the runner. A "fake tag" is referred to as an action conveyed by a defensive player imitating a tagging motion in an attempt to get the player to slide unnecessarily. Decoyed throws or motions by fielders "decoying a double play" are permitted as long as none of the actions are "fake tags". As defined above, the umpire will treat "fake tags" as "obstruction" and will rule in accordance with the obstruction rule. An umpire may issue one (1) ejection warning to a team whose player violates this rule and must eject a player if a second violation is observed. If a player's original "obstruction" action causes injury to another player, the umpire may eject the offending player without giving a warning.

## 8. General League Rules

- If a team forfeits two (2) or more games on different scheduled dates, it shall be subject to fines, suspensions, or possible expulsion from the league without refunds.
- You can only play for one team
- Sub players (players not on your roster) can only play if you do not have enough to field a 9 man team.
- Sub players can only play LF, RF or 1B

## 9. Code Of Conduct

- **ALL PARTICIPANTS ARE REQUIRED TO ABIDE BY THESE RULES OF CONDUCT:**
  - No player shall refuse to abide by an official's decision, threaten an official, use profanity, or at any time lay a hand upon, push, shove or strike an Official. Penalty: The official shall eject the player from the game and report the incident to the league office. The player shall be automatically suspended until a final disposition by the league office. 7

- No player shall demonstrate objection to an official's decision by throwing any object that an official judges to be dangerous. Penalty: Same as Rule #1.
- No player shall use unnecessary rough tactics against the body and person of another player with the intention of causing injury; nor shall any player threaten, strike or push any other player, spectator or scorer. Penalty: Same as Rule #1.
- No player or team member may be intoxicated immediately prior to or during a game. No intoxicating substances shall be allowed on the playing field or court. Penalty: All intoxicated players must be ejected and are subject to the conditions of Rule #1 if the offense is flagrant. Intoxicating substances must be removed from the site upon official warning and failure to obey this warning will result in an immediate forfeit.
- Smoking is prohibited at all times by players and spectators. Penalty: Officials are required to warn players guilty of infractions of this rule; failure of such players to comply will result in immediate ejection.
- The league office shall have the power and full discretion of imposing penalties on all violations of the players' code of conduct. For any violations not included in the said code, the penalty shall be at the discretion of the league office.
- If a player is ejected from a game, he or she is required to vacate the game site immediately.