

COUNTY OF ERIE BASEBALL ASSOCIATION SCHOLASTIC & COLLEGIATE GAME RULES & GUIDELINES

The following **SPECIAL RULES** have been adopted by the Board of Directors to govern League Play:

League Ages:

Scholastic League-intended for players in high school including current seniors.
Collegiate League-intended for players 24 years old and younger (CANNOT turn 25 before June 1, 2025.)

Rosters: The maximum number of players on a team roster is 20; the minimum numbers of players on a team roster are 12. A preliminary roster should be submitted at the beginning of the season. A final roster is due by July 1.

Regular Season & Playoff: A team must start with nine (9) but can finish a game with eight (8) players due to an injury. *The injured player's spot in the batting order will be an automatic out. If a team is reduced to 8 players due to an ejection, then the game ends and the team with 8 players loses.

If a game is called due to darkness or weather, it will be considered complete if five innings are complete or if 4-1/2 innings are complete and the home team is winning. If the game is tied when the game is called, it will be recorded as a tie.

Scorebook: Each team shall maintain a scorebook for the game. The scorebook must include the last name and first initial of each player active in the game being scored.

Game Requirements: Every team must have at least nine (9) players to start a game. If a team only has 8 players at the scheduled start time, they can wait 15 minutes before the game must start. If the ninth player has not arrived after 15 minutes, the team with 8 players can take the first at bat (even if they are the home team). However, once they have completed the top of the first inning, they must have 9 players to take the field. If they do not have 9 players, they will forfeit the game.

EP: The Batting Order will consist of ten (10) players: 9 defensive players and 1 Extra Player (EP) - This means that the EP can freely substitute in the field at any time. Also, if the 10th player arrives after the game begins, he immediately enters the game as #10 in the batting order. A team also has the option of batting their entire lineup; but they must bat every player in uniform for the game.

DH: Teams may also use a designated hitter (DH) for any fielder in the line-up.

Re-Entry Rule: Any player in the starting line-up can re-enter the game at any time - he must re-enter in the same spot in the line-up, and he can only re-enter once. This

includes pitchers.

Ejections: If a player is ejected from the game by the umpire, his spot may be taken in the lineup by any player that has not played in the game or by a player that is eligible to reenter the lineup in that position. If no players are available and the number of players in the lineup drops from 10 to 9, the ejected players spot in the lineup will be an automatic out. If the number of players in the lineup drops from 9 to 8, the team with the ejected player shall forfeit the game.

For any coach or player that is ejected from a game, they shall automatically be suspended for the next scheduled game for their team. Upon severity of the objection, further penalties may follow after the game. Physical fighting is not permitted and may risk ejection from the league for the remainder of the season.

Injuries: If a player is injured during the course of the game, his spot may be taken in the lineup by any player that has not played in the game or by a player that is eligible to reenter the lineup in that position. If no players are available and the number of players in the lineup drops from 10 to 9, the injured players spot in the lineup will be an automatic out. If the number of players in the lineup drops from 9 to 8, the team with the injured player may finish the game with eight players but the injured players spot in the lineup shall be an automatic out.

Non-Collision Rule: Runners do not have to slide, but they have the responsibility to avoid all collisions with fielders. Avoidable contact should be an out, deliberate and malicious contact should be an ejection. Additionally, fielders - including catchers - cannot "block" a base without the ball - or the fielder should be called for "obstruction".

Catcher-Speed-Up Rule: This is not mandatory but can be used at any time with 2 outs. The substitute runner should be the batter who made the second out (unless the opposing coach agrees to another player).

Intentional Walk Rule: Both Scholastic and Collegiate Divisions will put the batter on 1st without having to pitch to them.

Pitcher Rule:

Collegiate and Scholastic Division: the second trip to the pitcher in one inning and that player must be removed from the mound.

*Note: The player removed can return to the mound to continue pitching in accordance with the re-entry rule.

*Note: A pitcher coming into the game does not have to pitch to three (3) batters.

Game Balls:

Regular Season: The home team shall supply the game balls (high school equivalent or better) for each game.

Playoffs: Each team shall supply two (2) new baseballs (high school equivalent or better) for each game.

Bats: The Scholastic and Collegiate League are both wood bat leagues. Acceptable wood bats include bamboo.

Playoff Eligibility: To be eligible for the playoffs, a player must play in 50% of the games played by his team. If a game is forfeited, for any reason, each player on the winning team will be credited with a game played.

Umpires: The Scholastic and Collegiate League use the WNY Umpires Association for their games (except for those games in Grand Island, Lockport, Gowanda, and Batavia). Two umpires will be assigned for each game.
The umpire fee for 2025 is \$80.00 for Collegiate.
The umpire fee for 2025 is \$80.00 for Scholastic.

The umpires are paid on the field before the game. Each team will pay for one umpire at each game. The WNY Umpires are scheduled before the season starts based on the schedule prepared. Once the umpires have been scheduled, the league will be charged a fee for any games that are canceled for any reason except for weather. If you need to cancel a game, you must contact Scott Collin so that he can contact the WNY Umpire Association.

*Note that the team that cancels the game within 24 hours of the scheduled time will be responsible for paying the \$160 cancellation fee. If you need to cancel a game on the game day, due to the weather, the home team coach must call or text Scott Collin at **716- 602-0018** at least 2 hours before game time.

Once the first pitch is thrown, the umpires keep the full fee, even if the game is called after the first pitch due to the weather.

Forfeits: the forfeiting team is responsible for the entire fee (\$160.00). If the forfeiting coach is at the field, he should pay the umpires at that time. If not, the League will send a check to WNY Umpires to cover the fee, and the forfeiting team will have this amount taken out of their deposit. The forfeiting team will also pay any field costs associated with forfeiting the game.

If a game is suspended due to tie and resumed at a later date (playoffs), the umpires will be paid the full fee before starting the resumed game (even if it only involves one pitch or 6 innings).

*Note: that the WNY Umpire Association imposes the 10-run rule after 5 innings. If a team is up by 10 runs or more after five innings, the umpires may call the game. This is the responsibility of the umpires, and it is not required that the coaches tell them that the 10-run rule needs to be invoked.

-Note: the umpires have also implemented a 2-hour game limit. No innings will begin after 2 hours of the first pitch. If the game is tied at the 2-hour time limit, weather permitting, the game will continue.

Scholastic and Collegiate Divisions will use MLB rules for any rules not covered in our house rules.

Base coaches:

Any players coaching a base **must** wear a helmet. Although optional for adult coaches, it is **highly recommended**.

Field:

When you are the home team at a visiting field, the choice of dugout belongs to the team who's field you are at.