

FAB 50 VINTAGE (60+) RULES - 2024 Summary

- Seven (7) inning games + No inning starts after 2H/30 minutes
- Games tied after seven (7) innings under 2H/30M, go ASAP to a one-inning shootout
- SHOOTOUT (last recorded out in 7th goes to 2B and each batter opens with 2-2 count)
- NO SLAUGHTER RULE (we are here to play baseball)
- No forfeit if a team has at least 7 players (other team will provide only a substitute RF)
- **Teams with only 8 players will play WITHOUT a sub from the other team**
- **Substitute players are allowed to play only one free game with one team only**
- **Teams cannot use any rostered player in the Vintage Division as substitute players**
- All substitute players must be registered, bat last in lineup, and included in the box score
- Substitute players cannot pitch unless waived by the opposing manager
- Pitchers limited to 4 innings (12 outs), but must be removed if hit 3 batters in one game

UNIQUE VINTAGE RULES

- Batters CANNOT be thrown out at 1B by an outfielder under any circumstances
- Batters CANNOT be thrown out at 1B by infielder on pop up/fly ball landing on OF grass
- Outfielders are NOT allowed on the infield dirt under any circumstances
- **If outfielder enters the IF with the ball, he must return to OF with the ball to make a play**
- NO STEALING & NO PICKOFFS AT ANY BASE
- **If pitcher or catcher attempts a pickoff, it's a balk and all runners move up one base**
- **Runners allowed 10' leadoff + movement only upon batter contact or PB/WP**
- **Runners cannot be forced out at 2B on throw from an outfielder (but can be at 3B)**
- Runners can advance on a wild pitch/passed ball that leaves the dirt halo around home plate, but can advance one-base only (including on a walk)
- Runners who pass halfway between bases are out at the umpire's discretion, except on batted balls or WP/PB that leave the dirt halo around home plate
- Runners CANNOT score from 3B on any passed ball/wild pitch
- **FOUR (4) RUNS scoring limit per inning except in catch-up situations**
- **CATCH-UP RULE allows trailing team to score 4+ runs an inning to tie the score**
- **7TH INNING UNCAPPED allows unlimited runs to be scored by both teams**
- If the runner believes there might be a collision at first base, the runner will be allowed to go past the bag in foul territory without touching it
- Runners do NOT have to peel off on force plays, but must avoid contact
- Courtesy runner is the last RECORDED OUT
- **3 CR + 1 DH/CR (doesn't play defense) or 4 CR per game indicated on pre-game lineup**
- **Batters without CR or DH designation injured during games are allowed a CR**
- **Defensive players have 2-inning minimum unless indicated as DH on pre-game lineup**
- Catchers must take a pinch runner with two (2) outs to speed up the game
- All players are required to bat in a continuous order (no shared lineups)
- Players arriving after start of game must be placed at the bottom of the lineup
- If player leaves a game early, skip that place in the lineup WITHOUT penalty
- **If team has 8 batters in lineup at any time, the 9th spot will be recorded as an out.**
- If player is ejected from a game, that spot in the lineup will be record as an out

NO SLAUGHTER RULE

- **If a team is leading by 12+ runs after 5-innings, that team will NOT bat in 6th & 7th**
- **Trailing team will take its 3 outs in the 6th, then begin the 7th with 3 new outs**
- If trailing team ties or takes the lead, the other team will get back its 6th & 7th at bats

PLAYS AT THE PLATE

- Catchers are advised to move into fair territory in front of the plate
- Unless the catcher is in possession of the ball, the catcher CANNOT block the path of the runner attempting to score, and CANNOT straddle the plate

3 SCENARIOS FOR A SUSPENDED GAME

- IF a team ties the score, IF a team takes the lead or IF a team has the tying run at the plate in the final incomplete inning of game stopped by the designated time limit---the game will be resumed from the same point the next time the two teams play
- The two teams will complete the inning, then begin their regularly-scheduled game on the same 2H/30 minutes game clock
- IF the two teams do not play again in the regular season, the inning will be played to its completion if started prior to 2H-30M, or the game will declared a tie

SPORTSMANSHIP/CODE OF CONDUCT

- **NO SIGN STEALING**
- **Players that show abusive behavior (physical or verbal) toward umpires, players, managers, field or league officials are subject to suspension and/or league expulsion**