

FAB 50 SENIOR (45+) RULES - 2024 Summary

7-Inning Games - No Inning Starts After 2H/30 minutes

- Our league will follow NFHS/IHSA RULES, except for specific Fab 50 guidelines
- No forfeits if team has at least 7 players (other team will provide a RF only)
- If team has only 8 players, that team must play with 8 and get no assistance
- **Rostered players cannot be substitutes for another team under any circumstances**
- Substitute players must be registered, bat last in the lineup, and included in box score
- Substitute players cannot pitch unless waived by the opposing manager
- **No substitute players allowed in crossover games with NIMBL**
- Games tied after 7 innings under 2H/30M, go ASAP to a one-inning shootout
- Shootout: Last recorded out in last inn. goes to 2B; each batter starts with 2-2 count
- Pitchers: No limits on innings or outs, but must be removed if 3 hit batters in one game
- Managers must exchange lineups prior to start of game with jersey numbers
- **Players arriving after start of game must be placed at the bottom of the lineup**

General Rules

- All players are required to bat in a continuous order (no shared lineups)
- Players with a medical condition are allowed to play defensively without batting, but the team's manager must inform the opposing manager prior to the start of the game
- Defensive players have 2-inning minimum unless injured or have a courtesy runner
- Courtesy runner (CR) is the last RECORDED out and CANNOT STEAL
- **Runners allowed 10' leadoff + movement only upon batter contact or PB/WP**
- CR passing halfway point between bases is automatically out, except on batted balls or wild pitches/passed balls leaving the dirt halo around home plate
- Courtesy runners are allowed to advance on a pickoff attempt of any runner
- All runners can advance on a wild pitch or passed ball that leaves the dirt halo around home plate, but can advance one-base only (including on a walk)
- If a runner initiates a collision with a defensive player attempting to make a play, it is offensive interference and the runner is out
- Runners do NOT have to peel off on force plays, but must avoid contact
- **Fielders blocking a runners path to the base is obstruction**
- Fake/decoy tag by a defensive player without the ball is obstruction
- Each team is limited to 3 courtesy runners (pitcher/catcher must be designated for a CR)
- Players injured during the game will be allowed a courtesy runner
- Catchers must take a pinch runner with two (2) outs to speed up the game
- That pinch runner is allowed to steal, unless the catcher already has a courtesy runner
- If a hitter is injured during an at bat and cannot continue, that player is removed from the game; the next batter in the lineup steps into the box with the existing count
- If a 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 a player is ejected from a game, that spot in the lineup will be recorded as an out

No Slaughter Rule

- **If a team is leading by 12+ runs after 5-innings, it 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**

Weather

- **Umpires and managers must check radar and consult before calling a rainout**
- **Rained out or canceled games may or may not be rescheduled**
- **Rain-shortened games will be considered official after three innings**

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 expulsion.**