

FAB 50 VINTAGE (60+) RULES - 2026 Summary

- **9 innings or 2H/30 minutes (do NOT go to 8th or 9th inning if at 2H/20 minutes)**
- Games tied after 7 innings at 2H/20-to-30M mark, 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)
- All players are required to bat in a continuous order (no shared lineups)
- Teams with only 8 players will play the field with 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
- **No pitching restrictions (unlimited innings)**
- **Within 20 minutes of the 2H/30 minutes time expiring, the umpire and managers will consult to determine the final uncapped inning (unlimited runs)**

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 IF dirt on initial play, but are allowed on further action**
- **Teams ARE allowed ONE STOLEN BASE per inning, 2nd or 3rd base only**
- **Unlimited leadoffs (runners cannot pass halfway point if stolen base has been recorded)**
- **Runners can advance on a wild pitch or passed ball that leaves the dirt halo around home plate, one-base only (this is NOT considered a stolen base)**
- **Runners CAN be forced out at 2nd, 3rd and home from an outfielder**
- **ANY runner can advance on an errant pickoff attempt by the pitcher or catcher only after tagging up from his occupied base, one-base only**
- **ALL pickoff attempts at 1st, 2nd, 3rd are tag plays, and SB attempts are all tag plays**
- **ALL plays at the PLATE are FORCE OUTS**
- **Runners crossing halfway point between 3B-and-home CANNOT return to third base**
- 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
- **If the runner believes there might be a collision at first base or home plate, the runner will be allowed to go past the base or plate without touching it**
- 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 player is ejected from a game, that spot in lineup will be record as an out (one time only)

PLAYS AT THE PLATE

- **ALL plays at the plate are FORCE OUTS**
- 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
- **If the catcher is on the plate, runners are advised to run past without touching it**

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

PLAYOFFS

- **Four game minimum to qualify for the playoffs**
- **The league reserves the right to allow exemptions based on injuries**
- **The championship will be 9 innings per game, best of five series - 2H/45M limit**

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 or league expulsion**