

New York Emperors Stickball League



2022

RULES AND REGULATIONS

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STICKBALL BLVD. IS A DRUG-FREE ZONE FOR OUR KIDS. OUR POLICY IS ZERO TOLERANCE. ANY PERSON CAUGHT DOING ILLEGAL ACTIVITIES (SELLING OR USING DRUGS) ON STICKBALL BLVD. WILL BE ARRESTED AND PROSECUTED TO THE FULLEST EXTENT OF THE LAW.

While at or around Stickball Boulevard, please remember that you represent the entire league. All participants and guests taking part in all Stickball activities are expected to show respect to all players, coaches, umpires, spectators and especially children. Let's work together to ensure that our kids have a safe and secure place to play. It takes a lot of hard work, but together we can make a difference. So please use your best judgment and act accordingly on the Blvd.

Changes as of: 2/2/2022

Rule Highlights

- 1) **Umpires:** Every team is required to provide 5 umpires from **their own team** to officiate the scheduled Stickball game. Failure to provide 4 umpires by the time the games are ready to start will cost the offending team 1 point. The only exception to this rule is the 9am, where a team can get help from another team to start the games on time.
- 2) **Consuming Alcohol:** NYESL Stickball is as professional as the game of Stickball can get and with that comes certain behaviors that accompany professional sports. So, the following changes are being made to protect the league and retain potential sponsors:
 - a) **Umpires:** Umpires are not allowed to consume alcohol while officiating Stickball games.
 - b) **Players:** Players are not allowed to consume alcohol while on the field.- Players/Umpires will be given a warning. A failure to heed the warning can result in player ejection from the game.
- 3) **Uniforms:** All players must wear uniforms while on the playing field. Failure to do so will result in a warning. A failure to heed the warning can result in player ejection from the game.
- 4) **Zero tolerance enforcement - SOCIAL MEDIA IS NOW INCLUDED.** See last page for details
- 5) A batted ball hits an “object” in fair territory (other than a fielder) and before touching the ground goes into foul territory will be considered an out. Objects include fans, kids, umpires, carriages and anything else on the field that’s not a defensive player.
- 6) During tournament play players are not allowed to take practice/hitting swings on the field.
- 7) Playoffs will only include the top 8 teams unless otherwise specified.
- 8) **Game cancellation policy due to inclement weather during playoffs**
 - Once the captains/board have deemed that games will need to be cancelled due to weather conditions, game cancellations will be done in the following order:
 - A) **8 Teams:** Under normal conditions all 8 teams will play in the playoffs, which is 4 rounds.
 - B) **6 Teams:** After a specified time, teams 7 and 8 will be eliminated. The 1st and 2nd place team will get a bye. This will result in 3 rounds of playoffs.
 - C) **4 Teams:** After a specified time, teams 5,6,7 and 8 will be eliminated. This will result in 2 rounds of playoffs.
 - D) **2 Teams:** After a specified time, teams 3,4,5,6,7 and 8 will be eliminated. This will result in 1 round of playoffs.
 - D) **1 Team:** After a specified time, teams 2,3,4,5,6,7 and 8 will be eliminated. The #1 seed will be declared the Champion.

ROSTERS

1. Team rosters and league fees are due opening day. All players are required to sign and print their name along with their address. Each team is allowed a MAXIMUM OF 16 PLAYERS. Rosters are to be handed in to the league's liaison. A copy of a teams' roster should be made and kept by the team and should be always made available. An opposing team captain may request to see the roster of a team he is playing at any time they're engaged in competition.

2. Cuts or additions to the roster may be made up to but not after the first weekend of June. Rosters are then CLOSED TO ANY NEW ADDITIONS. Any changes in the roster shall be written and made known to league officials.

3. A player whose name appears on a team's roster cannot leave that team to join another team for the remainder of the league season.

4. Once a player plays at least one game he/she is not allowed to switch to another team. Exceptions to this rule can be made but MUST meet all the following conditions:

A) The team the player is **moving to** is having difficulty fielding a full team. This **must** be expressed before the season starts during a captain's meeting.

B) The team the player is **coming from** gives the player the authorization to move to another team and should not negatively impact the team.

C) The player must **not** have played in at least 50% of the games played by his original team

D) The move needs to be done prior to the 5th week played (rainouts are not counted)

E) The board must review and authorize the move.

F) The player moves are done to avoid teams forfeiting. The reason for the move must be directly related to a team potentially forfeiting games. Any other reason is not valid, and the request will be rejected.

G) Stickball Oldtimers and young players can also be permitted to move to another team. This is solely based on the boards discretion and the agreement from all team captains. Players under the age of 13 shall be considered a young player. Any player over the age of 60 will be considered a stickball old-timer.

5. At bat requirements:

A) A player must play at least 2 games to qualify for post season play..

B) The number of games played to qualify for season average will be based on the average number of at bats for all players. The average number of at bats will be determined at the end of the season.

C) There are no at bat requirements for all other awards (i.e., Home Runs, RBIs', etc....)

6. If a team hands in a full roster of 16 players and loses players before the first weekend in June, that team can make up to 5 roster additions to complete that team, even if the team loses more than 5 players.

7. Any team caught in violation of roster rules shall forfeit all games played on the Sunday when the violation took place and be put on league warning. Any violation of league rules while on league warning will automatically eliminate that team from future league participation. Any team eliminated from league play will forfeit all remaining games and league forfeiture fee.

8. A MINIMUM OF 7 PLAYERS AND A MAXIMUM OF 8 PLAYERS can be on the field while a team is on defense. 2 lineups of at least 7 ballplayers must be written and valid to start the game. Failure to field the proper number of players will result in forfeiture of that game. A forfeited game will be scored 1-0 in favor of the non-forfeiting team. 1 run for each inning scheduled to be played. A double forfeit will result in losses for both teams with no runs recorded for or against.

9. An intentional forfeit of a game will result in 2 points deducted from the team in violation. Violating team will also be placed on league warning and any future violations will terminate said teams' participation in future league play and forfeiture of fees paid.

10. The Extra Hitter (EH) and /or designator hitter (DH) rules are OPTIONS a team can use to bat 9 or 10 players while fielding 8.

A) EH/DH are optional, but if used, must be made known to the chief umpire who will, in turn, inform the opposing team prior to the start of the game. Once either is used it must be used the remainder of the game.

B) If EITHER is not used at the beginning of the game, it cannot be used during the game at all.

C) EITHER may be substituted for at any time, but only by a player who has not appeared in that game yet.

Once the EITHER has been substituted for he cannot reenter the game at any time.

D) If EITHER is used, 9 or 10 players will bat and 8 will play the field. EITHER one cannot play the field while he/she is DH/EH.

An EH/DH cannot replace a fielding player and a fielding player cannot become EH/DH.

E) An EH/DH can be pinch run for and pinch-hit for. EH/DH can also pinch run for any player on base.

F) If EH/DH is used and during the game is ejected or injured and cannot be replaced by a substitute, that position in the lineup will be considered an automatic out when it comes turn to bat.

11. Game Requirements: A player must play 2 game to qualify for post season play.

- Exceptions: - Non-playing captains and coaches

- Injured players: - Must be present and be seen by a board member. The board member **must** sign the stat sheet for the player to get excused. Each excused game counts as a game played.

- Players on military duty

- Players away at college that cannot make it to the games

12. The number of "at bats" to qualify for season average will be based on the average number of at bats for all players. The average number of at bats will be determined at the end of the season.

13. There are no at bat requirements for all other awards (i.e., Home Runs, RBIs', etc....)

14. What is a Flexible Player (Flex)?

Basically, the Flex is a player designated to BAT ONLY for one of the 8 starting defensive players, but with some **additional defensive options**. Prior to the start of the game, you must choose which defensive player you want the Flex to bat for. This player becomes the FLEX and plays DEFENSE ONLY.

The Flex gets listed in any one of the nine batting spots on the starting lineup card. The FLEX player, for whom the DP is batting for, **ALWAYS is listed as the 10th player** on the bottom of the starting lineup card.

The intent of the new rule is to allow the defense only type player to play some defense too and thus get more playing time.

The following is a breakdown of the new rule:

1) A Flex does not have to be used. You can play the game with 9 starting players on the lineup card. This must be declared on the lineup card presented to the home plate official prior to the start of the game. You **cannot switch** and go to a Flex later in the game.

2) A team using the Flex starts the game with 10 Players on the line up. The DP is to be listed as one of the top 9 players with the 10th player ALWAYS being called the Flex and must be listed in the 10th spot on the lineup card.

3) The player listed in the 10th position on the lineup card is called the "Flex" Player and **plays DEFENSE ONLY**.

4) You can substitute for the DP and/or Flex using the standard substitute and reentry rule with any player on the bench who has officially not been in the game yet. The DP and Flex would then also be subject to the standard reentry rule.

5) If you choose to bring the **DP** into the game to play **DEFENSE** for the **FLEX**, the **FLEX** player has now "officially" left the game and you down to 9 official players in the game. The game would continue and run as if it were a standard 9 player roster. The DP would continue to bat in her starting lineup spot.

) A **SUBSTITUTE** can enter the game for either the **DP** or the **FLEX** Player. The **SUBSTITUTE** can enter on defense, or as a **PINCH HITTER**.

UMPIRES

1. All umpires should have knowledge of the rules before he/she is asked to umpire a game. It is the responsibility of each team captain to educate his players of the league rules and regulations.
2. The umpires shall be responsible for the conduct of the game in accordance with the official rules and for maintaining discipline and order on the playing field during games.
3. Each umpire has authority to order a player, coach or captain to do or refrain from doing anything, which affects the administering of the rules, and to enforce the prescribed penalties.
4. Each umpire has authority to disqualify any player, coach or captain for objecting to decisions, unsportsmanlike conduct or abusive language, and to eject such person(s) from the playing field.
5. Any umpire decision which involves judgment, such as but not limited to, whether a batted ball is fair or foul, whether a swing is a strike or not or whether a runner is safe or out is FINAL!
6. Players or coaches leaving their positions in the field, on base or on the bench to argue a call will not be permitted. Only team captains or designated team captains will be permitted to argue a call.
7. If there is reasonable doubt that umpires' decision may conflict with the rules, the field judges will be summoned to rectify the dispute. If there is still reasonable doubt, the team captain may appeal the decision and ask that a correct ruling be made.
8. No umpire shall criticize, seek to reverse or interfere with another umpires' decision unless asked to do so by the umpire making the call.
9. Umpire changes may be made if the Chief umpire feels an umpire does not have a full grasp of the league rules and there is an available replacement from that team.
10. Each team scheduled to umpire must provide a minimum of 5 umpires for a game. Failure to provide at least 5 will result in that team losing 1 point in the standings.
11. The home plate umpire shall be considered the Chief umpire and shall be responsible for the flow of the game. The umpires shall position themselves at advantageous positions to make proper calls and out of the way of batters, runners and fielders.
12. If different umpires should make different decisions on one play, the Chief umpire shall call all umpires into consultation, with NO captains or players present. The umpires will only discuss results with the team captain or designated team captain. After consultation with all umpires the Chief umpire shall determine, which decision shall prevail based on which umpire was in the best position to make the proper call.
13. Concerning ejections or appeals, the Chief umpire will forward all detail to the captain's board and league liaison IMMEDIATELY to determine a course of action. The decision will then be forwarded to the NYESL Board.
14. Umpire Requirements:
 - A) They must know the rules, be courteous and impartial, not allow criticism to keep them from making what they know to be the right decision, be patient and use good judgment, not lose their temper, be in position on every play, pay attention, discuss which bases they will be responsible for when there are multiple base runners, keep the game moving and NOT BE UNDER THE INFLUENCE OF A CONTROLLED SUBSTANCE OR ALCOHOL!
 - B) Any umpire caught in violation, will cost his team 1 point in the standings.**
15. Umpire Removal: Umpires can no longer be removed or replaced by any team captain or player. Umpires have full authority on the field of play.

16. Timeout calls:

Outfield Umpires: The outfield umpires are allowed to call timeout for events taking place in the outfield, such as a car passing by, ball stuck under a car, etc... The outfield umpires do not have the right to call timeout if the ball is in play in the infield.

Infield Umpires: The infield umpires are the only umpires allowed to call timeout while the ball is in the infield.

Overtaking a timeout call: If an umpire incorrectly calls timeout and game play subsequently stops, then umpires can get together to review the call made. The umpires can decide that the timeout was made incorrectly and award runners the next base if they feel the runners would have advanced at least an additional base if the call was not made.

17. Umpire must go on field of play to call an timeout.

BATTERS

1. Each player of the offensive team shall bat in the order that his/her name appears in the batting order.

2. Lineup changes must be made known to the Chief umpire before the changes are made. It is the responsibility of the Chief umpire to inform the opposing captain of the change. Failure to inform the Chief umpire of the change will, ON APPEAL, penalize the offending team with an out and nullify any advantage gained by the illegal change.

3. The batter will start his or her approach behind the line located 10 away from the front of home plate.

4. The batter is out when:

- A) While swinging passes the designated line which is 10 feet from the front of home plate.
- B) A fielder legally catches a batted fair or foul ball.
- C) A batted ball is hit foul.
- D) A batted ball hits any object in foul territory.
- E) A swing misses the ball.
- F) After batting a ball in fair territory is tagged out before getting to first base.
- G) Interferes with a fielder making a play on a batted ball.
- H) A batted ball hits an "object" in fair territory (other than a fielder) and before touching the ground goes into foul territory will be considered an out. Objects include fans, kids, umpires, carriages and anything else on the field that's not a defensive player.
- I) A batted ball gets stuck in a tree, car, truck, fence, etc. and never touches the ground unless it touches players' hand(s) first in fair territory. It will then be ruled a ground rule double.
- J) A batted ball hits an object in fair territory and is caught before it touches the ground.
- K) **Slowball:** Batted ball is considered a slowball when the runner is able to outrun the ball to the infield. Player appeal is not necessary since this is strictly an umpire's call. All balls hit into play, slow or now must be played out if a ball heading into play.
- L) **"Chop Ball":**
 - A chop ball is when the home plate umpire determines that the batter (intentionally) swings his bat towards the ground in order to get a high bounce and gain an unfair advantage. A chop ball is based on the home umpire's discretion, but the umpire can request help from other umpires.

Note: Every ball should be played out as if it were fair. DO NOT RELY ON THE UMPIRES TO RULE ON THE PLAY IN YOUR FAVOR.

M) An accidental or check swing resulting in contact with the ball will count as a legal swing and be played accordingly.

N) **Daddy Rule:** The batter is out on appeal when he/she fails to swing in (3) approaches to the ball.

5. Broken Ball:

- If a batter swings the bat and the ball pops, remains whole and **stays in fair territory**, then the batter is allowed to redo that swing attempt. It's an official do-over.

- If a batter swings the bat and the ball pops, remains whole and **goes into foul territory**, then the batter is out. It is not necessary to retrieve a ball that remains whole once it has gone into foul territory over a fenced area.
 - If a batter swings the bat and the ball **breaks into two or more pieces**, then the batter is allowed to redo that swing attempt even if it goes into fenced areas. It's an official do-over.
 - Neither umpire, players or spectators are allowed to retrieve a ball once it is hit over the fence in order to confirm if it is broken. If the ball goes into foul territory into a fenced area while in the air and it stays in one piece, then the batter is considered out.
6. A batter shall be called out, ON APPEAL, when he/she fails to bat in his/her proper turn and another batter completes a time at bat in his/her place.
 - A) The proper batter may take his/her place in the batter's box at any time before the batter batting out of turn swings.
 - B) When the batter batting out of turn becomes a runner or is put out and the defensive team appeals to the umpire before the next batter takes a swing, the umpire shall declare the original proper batter out and nullify any advance or score made because of a ball batted by the batter batting out of turn.
 - C) When the batter batting out of turn becomes a runner or is put out and the next batter of either team takes a swing at a ball BEFORE an appeal is made, the batter batting out of turn becomes legal and the results of the time at bat becomes legal. The batting order of the team will remain in its original form and the batter who missed his/her time at bat will not bat until his/her turn comes up again.
 7. A player is not entitled warm-ups swings before a game.
 8. **Eggball:** A batted ball that has lots of spin and looks like an "eggball" is a fair ball as long as it has continuous forward momentum and crosses the 1st/3rd base line. The ball is considered out if the ball takes a backward bounce or does not cross the 1st/3rd base. However, if any part of the player's body is in fair territory and he touches the ball, then the ball is considered a fair ball.
 9. Any ball that is hit but does not pass the 10ft line is considered a STRIKE OUT.
 10. **Practice Hits:** Players are no longer entitled to "practice hits." Players should arrive prior to 9am to get practice swings if they desire to do so. The exception is that if a field is not currently in use, the players may use that field to practice.

11. **Automatic Homeruns:**

- There are cones placed in the deep outfield on all fields.
- If a ball is hit over these cones it will be considered an automatic homerun.
- If a ball is hit on the ground and makes it to the other side of the cones without making contact with ANY fielders, then this is considered a homerun.
- If a fielder catches ball on the other side of the cones, the ball is still considered a homerun
- The fielder must clearly catch the ball on the field side of the cones in order to be considered an out. Touching the cones is fine, but the fielders' feet (both) must be on the field side of the cones to qualify as an out.

RUNNERS

1. A batter running to first base tags first base and proceed onto the sidewalk cannot be tagged out. However, if runner attempts to run to second base after proceeding onto sidewalk runner must return to tag first base before proceeding to second base.
2. If runner touches sidewalk while running to or from a base, other than first base, runner will call out, ON APPEAL, if runner does not return to the previous base to retouch it.
3. Runner will be called out by umpire if umpire feels runner has run out of allowed baseline (Approximately 5 feet each side of an imaginary straight line from one base to the next) to avoid being tagged out.
4. Two runners may not occupy a base but if while the ball is alive 2 runners are touching same base the following runner shall be out when tagged. The leading runner is entitled to the base.
5. A runner may "tag up" as soon as a fly ball TOUCHES the hand(s) of a fielder whether it is caught or not, in fair territory. However, if the ball is in foul territory, a runner may only "tag up" if the ball is CAUGHT.

6. Any runner on base may request a teammate to run for him/her provided runner calls time out and an umpire ACKNOWLEDGES the time out. As soon as an umpire call time out all runners on base may leave the base.
7. Once an original runner has been pinch run for that original runner can only return to his/her original base, unless that runner scored or was removed on an out. On appeal illegal runner will be out after the batter concludes at bat.
8. Only those players in the game, including the EH, can be used as pinch runners unless a player off the bench is replacing a runner and will play in the replaced players position for the remainder of the game or until that player is replaced.
9. A runner cannot interfere with defensive players' attempt to field a ball. The interfering runner will be called out. The batter, however, will not be called out or penalized for what an interfering runner has done.
10. A runner leaving a base before bat to ball contact by the batter will be called out, ON APPEAL, by a fielder to an umpire who has witnessed the offense. However, the umpire cannot call a runner out from leaving a base early if an appeal was not made.
11. When proceeding to the next base while ball is in play, time out may not be called if runner(s) on base are making aggressive attempts.

CATCHER

1. If a defensive team chooses to use a fielder in the catching position the catcher must remain behind the rear of Homeplate and not interfere with the batters' path of batting regardless of where the batter starts from.
 - A) Interference by the catcher will result in the batter being given the option to bat over or accept the at bat.
2. Catcher may talk to batter to distract batter, but it must be done with RESPECT and without the use of profanity or the use of visual aids (i.e., stick dropping, hat waving, etc.)

FIELDERS

1. Fielders may not use gloves while playing defense.
2. Deliberate use of caps, shirts, gloves or anything other than a fielders' bare hands or body parts to stop the progress of a ball in play will reward all runners on base with 2 bases in addition to the bases already made. The batter batting the ball will be awarded 2 bases as well.
3. Any ball touched (caught or not) before the 1st base line is considered a foul, unless the player touches the ball while having at least one foot in fair territory.
4. The ball must be in the infield for time to be called. Any umpire can acknowledge time-outs.
5. Any ball touched (caught or not) before the 1st base line is considered a foul, unless the player touches the ball while having at least one foot in fair territory.

GROUND RULES & WILD THROWS

1. **Ball in Fenced Area:** When a ball is batted and hits a defensive player and goes over the gated areas, the hitter is awarded the base made plus one. For example, if runner is between 2nd and 3rd, he gets 3rd base. The only exception is if the batter is not yet on 1st base, he still gets 2nd base.
2. **Eric Rule:** Players are **not** allowed to catch a fly ball that is in the fenced area and has not yet reached the ground by reaching *through* the gate. Reaching through the gate is considered illegal. Reaching over the gate to catch a fly is legal and acceptable.
3. A batted ground ball bounces in fair territory and proceeds into a fenced area, is an automatic double.
4. A batted ball getting stuck underneath a car on the playing field will award the batter with a double. However, if the ball is

retrievable, it is in play.

5. **Tree Rule:** A ball that is hit into *ANY* tree in fair/foul territory is considered a fair ball if it lands in fair territory. So, the umpire's attention should be focused on where the ball lands. However, if the ball hits *ANY OTHER* obstacle in foul territory the ball is considered an out. This includes rooftops, fences and any other manmade objects.

6. If a batted ball should hit the guide wire on field #1 between 1st and 3rd base or the arm of the light pole, it will be considered playable if it lands in the field of play only. If it lands in foul territory it will be considered a dead ball and will result in an automatic out.

7. Overthrows to 1st base, 3rd base, and home plate will award runner(s) one base in addition to the base already made. The ball is considered "dead".

8. Overthrows to 2nd base are all you can get, and the ball is "live" and in play.

9. **Thrown ball passes home plate:** If a ball is thrown home and passes the opposite field's home plate, the ball is considered dead and the runner(s) are awarded an additional base from the base already made.

10. **Thrown ball passes First Base:** If a ball is thrown past first base and the defense is not able to make a play, the ball is considered dead, and the runner(s) are awarded an additional base from the base already made.

11. Overthrows proceeding into fenced areas will award runner(s) one base in addition to the base already made. The ball is "dead".

A) Any ball that goes through the Kips Bay fence on the Sanchez field is considered an automatic homerun.

B) If a batted ball hits Car, dumpster and the ball is caught by the fielder on the fly the batter will be called out.

C) If a batted ball hits the base of the fence (concrete curb) on any field the ball is considered fair. This ball should be treated as if it hit the ground and will not be ruled an out if caught after the bounce off the base of the fence (concrete curb).

12. **Spectator Interference:** Spectators picking up "live" balls will be considered "dead" balls and award runner(s) one base in addition to the base already made. A spectator is anyone not playing the field or running bases on fields while games are being played. This does not include players on the bench of the competing teams.

Also, if a ball is headed in the direction of spectators and the umpires determine that the safety of the spectators is in jeopardy, then the umpire has the authority to stop the play and award the player 1 base, in addition to the one already made.

13. Umpire(s) will determine where runner(s) were at the time of the infraction and award the proper bases accordingly.

14. A batter can request to change the ball during his/her at bat, but the ball must be damaged or deflated and the final decision of the Chief umpire. The umpire is not obligated to change the ball.

15. **Ball Stuck in Tree:** If a ball is batted into the trees or any object unreachable by the defensive player, after 5 seconds the batter is officially out. The 5 seconds are at the discretion of the umpires. If the ball is hit, touch by a defensive player and then gets stuck in the tree, the player is awarded a double if the ball is behind second base and a single otherwise.

16. **New Trees:** The new trees on Stickball Blvd are treated just like any other tree. If the tree is in fair territory, the ball is fair or foul depending on where it lands.

17. **Re-Votes:** Under no circumstances are recounts allowed after captains have voted.

18. **Walking to and from the outfield:** Players of the teams currently playing are now allowed to walk through the playing field while the game is in play. But, if the player "**purposely**" positions himself or makes **intentional** contact with a live ball, the following applies:

a) Player's team batting up: The batter is automatically out, and the play is dead.

b) Player's team is on the field: The batter is awarded 1 based if the infraction occurred before second base and 2 bases if the infraction occurred after second base.

19. **Player on the field:** Players are now allowed to "touch" runners as they are running **home** to score after a hit. But, if the umpire determines that the player(s) on the field interfered with the ongoing play, then the runner can be called out.

20. **Field 1 Light Pole:** The light pole on Calderon Field (1) is fair if the ball touches the arm of the light pole and lands in fair territory. The vertical portion of the pole is considered an out.

21. Each team get 3 total timeout per game. (offensive/defensive)

- Substitution, runners switch, and umpire timeout do not count toward total timeouts
- Each timeout will last 1 minute, and the home umpire will enforce the time.

22. In the event of a chalked base being used as the result of rain, such base must be use thru out the entire inning.

23. **NO WEED SMOKING ON STICKBALL BLVD!!!!!!!!!!!!!!!!!!!!!!**

24. Red flag challenge: In the event there is a tie within the voting of the umpires as a result of the red flag challenge, the original call stand

25. If it is determined by the board that any umpire is biased toward any of the teams in the game that they are affricating, that umpire will be suspended for one week of play the following week.

*******Important Playoff Note*******

In event of a game with the score tied, a runner will be placed on second base starting the top of the 10th inning. This runner will be chosen by the opposing team's captain.

REGULATION GAMES & POINT SYSTEM

1. Regulation games will consist of 7 innings unless extended because of a tie score or is shortened due to darkness or weather. (Extending ties only applies to playoff games)

2. Shortened games will be considered regulation after 4 full innings have been completed.

3. Scores ending in a tie after 7 innings in a regulation game or 4 innings in a shortened game will be considered a tie and award both teams with 1 point.

4. Games suspended before 4 full innings are completed will be considered "NO GAME" and all statistics invalid. Suspended games will be rescheduled, if necessary.

5. Point System

A) A team is awarded 3 points for a win, 1 point for a tie and zero points for a loss.

B) The highest point total determines leading teams

C) Tie Breakers: If two teams are tied based on the number of points, the following rules are applied:

- Head-to-Head competition
- Run Differential
- Runs Scored
- Runs Against
- Coin Toss

6. The terms "Time out" or "Hold it" cannot be used to distract or confuse players of opposing teams. It will be considered interference and offer offended players an opportunity to replay the play in question.

7. Game times are determined by the schedule handed out to all teams. There is a 15-minute grace period after the scheduled start of each game to field the appropriate number of players to avoid forfeit. The Chief umpire of that game will use his/her

watch as the official timepiece.

8. Do not forfeit games. Abuse of the forfeit rule will result in disqualification of the team and any future league play will be voted on by both the captains committee and The NYESL Board.

9. During inclement weather prior to games starting, all teams must have one team representative at the field, unless the games were cancelled by a phone call(s) from an official NYESL Board Member.

10. During inclement weather while the games are in progress it is up to the discretion of the UMPIRE to determine if the fields are playable. The following conditions apply:

- **FORFIET:** If the head umpire decides that the fields are playable, then both teams must take the field. Failure to do so will result in a forfeit, all stats are then deemed invalid and the forfeiting team loses by a score of 1-0. This forfeit will not cause the forfeiting team to incur any point deductions and/or be liable for any monetary penalties.
- **CONTINUE:** The head umpire can make an attempt to make the fields playable even when the bases are wet/slippery. This includes drawing chalked bases or allowing players to come close to the base without actually stepping on the base.
- **CONTINUE:** If the umpires deem the fields un-playable, then the decision can be made by the captains. If at least one captain agrees with the umpire that the fields are unplayable, then the game is stopped. The game is only allowed to continue if both captains agree to continue the game.
- **GAME OVER:** If **both** captains make the determination that the fields are unplayable and pose a risk to their players, then the game is over and the standard weather rules apply (see STATUS below). This does not require the umpire's approval since both captains have come to the agreement that the field conditions are too dangerous to continue.
- **STATUS:** The standard inclement weather rules apply regarding the determination of a complete game. If a game has reached the 5th inning, then the game is considered an official game. Otherwise, the game will be started from the beginning at a later date.
- **NYESL BOARD:** The NYESL board reserves the right to cancel all NYESL games due to inclement weather. This option can be exercised if the NYESL determines that the safety of the players is at risk.

11. **Playoff Eligible Player:** For a player to be eligible to play in the playoffs he must be on a team's roster by the first weekend in June. The player must also play in at least two regular season game. A game is considered one home if a player takes at least one at bat in any regular season game.

12. Game cancellation policy due to inclement weather during playoffs

- Once the captains/board have deemed that games will need to be cancelled due to weather conditions, game cancellations will be done in the following order:

- A) **8 Teams:** Under normal conditions all 8 teams will play in the playoffs, which is 4 rounds.
- B) **6 Teams:** After a specified time, teams 7 and 8 will be eliminated. The 1st and 2nd place team will get a bye. This will result in 3 rounds of playoffs.
- C) **4 Teams:** After a specified time teams 5,6,7 and 8 will be eliminated. This will result in 2 rounds of playoffs.
- D) **2 Teams:** After a specified time, teams 3,4,5,6,7 and 8 will be eliminated. This will result in 1 round of playoffs.
- D) **1 Team:** After a specified time, teams 2,3,4,5,6,7 and 8 will be eliminated. The #1 seed will be declared the Champion.

UN-SPORTSMAN LIKE CONDUCT

***** ZERO TOLERANCE *****

10. **Player Ejection:** All NYESL members must have respect for all other members while participating in league events. If an infraction has been committed, the player is ejected from the current game and the board is notified for further enforcement. The number of games suspended will be determined by the board and/or the captains and is applied starting the very next game. The umpires and/or board members can determine if the player has violated this rule. To ensure a safe environment, the following punishments apply for:

A. Misconduct /Profanity /Threatening Behavior

- To continue to argue a call after the umpire has made a call
- The use of profanity towards other participants
- To verbally threaten another player and or league official
- These rules apply to **SOCIAL MEDIA** platforms like **FACEBOOK, INSTAGRAM**, etc...
- **ADDITIONAL PENALTY: 3 points will be deducted from the team for each infraction committed.**

B. Physical Contact

- Physically touching other participants during arguments can be any of the following, but not limited to: punching, smacking, pushing, shoving or any other kind of physical touch.
- **1st Offense during the Season or Playoffs:** Suspended for the total number of games in the current season not counting the current game and is applied starting the very next game. A player can also be suspended indefinitely depending on gravity of the infraction. The suspended games can carry over into the next season, but playoff games are counted towards suspended games. A suspended player cannot play in the playoffs, if the number of suspended games has not been met.
- **ADDITIONAL PENALTY: 3 points will be deducted from the team for each infraction committed.**
- **1st Offense during the Tournament Play:** Suspended from the current tournament. A player can also be suspended from the next Stickball tournament depending on the rules in the host league. Suspension from that tournament may be requested by the NYESL depending on the gravity of the infraction. A player can also be suspended indefinitely from all league events.
- **ADDITIONAL PENALTY: 3 points will be deducted from the team for each infraction committed.**

**** The final decision regarding punishment is reserved for the NYESL board during all league events.

**** Suspension for NYESL players committing offenses during tournament play can be enforced during season games.

**** Player is not allowed to show up during the weeks he is suspended. If the player does show up, that game does not count as a suspended game. If he does not leave after 15 minutes, the team forfeits the current game or the next game if not currently playing.

****** The on the field umpiring crew are the only members of the umpiring team needed to make the ejection call. The exception is that if the captain is not one of the umpires, he can assist with the discussion and provide guidance. The captain, however, does not have a vote in the ultimate vote to decide on ejection.**

****** Captains are encouraged to put the league first when dealing with misconduct**

****** We need unity, solidarity and respect amongst the board members, captains and players**



