

# Bux Mont Connie Mack Rules

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## SECTION A LEAGUE STRUCTURE

The Bux-Mont League Board of Directors will establish division breakdown on an annual basis.

Competition is open to all players, ages 12 through 16, who are amateurs, providing that players 16 years of age do not reach their 17th birthday prior to May 1st of the current baseball season.

## SECTION B

### SECTION B 1 - GENERAL RULES

1. Major league baseball "Official Baseball Rules", published by The Sporting News, to be followed except as modified by this document. **Summer League games CANNOT be played with 8 players – no matter what the reason.** A game can be played with eight players in the Spring, Fall and Senior Leagues.
2. **PIAA rules are NOT used in Connie Mack Baseball unless specifically stated in this document.**
3. It shall be the duty of the home team manager before participation in any league game to instruct his team and coaches in the sportsmanship pledge and require that the members of both teams repeat it in unison prior to each game. ('A' 'B1' and 'B' Leagues Only)
4. Be a gentleman always.
5. No smoking in the area that constitutes the playing area, including foul ball and warm-up areas. **After one warning during a game: an ejection will occur on the 2<sup>nd</sup> incident.**
6. If a player is removed from a game because of an injury, the player cannot reenter the game. The verbal okay at the game; to re-enter the player by a parent, cannot change this rule.
7. All players must be in uniform. Managers and coaches must be in uniform - 'A' **and B1** Leagues only. Managers and coaches do not have to wear spiked shoes. Scorekeepers and trainers do not have to be in uniform. Rostered players who are injured may sit on the team bench, with or without a uniform.
8. Each team must be outfitted with uniforms of the same style and color. The umpire-in-chief has the right to remove a player / coach / manager from the game if he is, in the judgment of the umpire, "out of uniform". This includes hats.

In cases where a team has multiple jerseys with the same jersey number, these jerseys can be worn on the field at the same time. If this happens, the scorekeeper of the team that has multiple jerseys with the same number, must clearly define the players to the opposing team.

9. The official Connie Mack patch must be part of each of the players, managers and coach's shirt. **('A' and B1 Leagues only)**. Warm-up shirts must meet the uniform standard, if used as part of the game uniform – they all must be the same color and design and include numbers and patches. If a particular player(s) do not have a patch, they are to wear the shirt of a bench player that contains a patch. If a team does not have enough shirts with patches, the players that do not have a patch on their shirt will count as an OUT at their time at bat. There are no exceptions during the State Tournament.

10. Metal spikes may be worn.

11. Players must use DUAL EAR FLAP helmets when batting; while warming up pitchers; or coaching the bases. Players warming up pitchers must also wear a catcher's mask. Catcher's helmets must be either Hockey Mask or Dual Ear Flap style. Shell style helmets are not permitted. The catcher's mask must have an add-on throat guard or mask extension that replaces the add-on throat guard. The manufacturer of the mask does not have to be the same company that manufactured the catchers' helmet.

**Helmets for adult base coaches are mandatory** - for all the B-M leagues. The helmet options for adult base coaches are: 1 or 2 ear flaps or a skull cap. This is a State Connie Mack rule and applies to all levels. This rule does not pertain to Senior Connie Mack.

12. **IMPORTANT NOTE:** Each Bux-Mont Organization is responsible for the enforcement of the Pennsylvania evening driving curfew.

13. If a non-approved ball is used, it must be replaced with an authorized ball immediately when the error is noticed. If neither team can provide the authorized ball, the game will be suspended unless BOTH coaches agree to proceed with the un-authorized baseball. If the visiting team provides the baseballs, the home team must replace them. NOTE: There are still a few teams that have an inventory of authorized baseballs that were purchased pre-2013. These balls had a Babe Ruth stamping instead of Connie Mack. The old Babe Ruth stamped balls can still be used.

14. The recommended maximum regular season games in one year are:

24 for the 'A' League

18 for the 'B1' League      18 for the 'B' League

16 for the 'C1' League      16 for the 'C' League

League commissioners will decide each year as to the number of games to be played in the regular season.

15. Total number of points determines league standings:

Win = 2 points

Tie = 1 point

Loss = 0 points

Points gained as a result of extra games needed to determine a Bux-Mont playoff position are not included in a team's total regular season points and thus DO NOT count toward determining Bux-Mont playoff seeds. **"Play-In" games are considered end of year playoff games and not regular season games.**

16. Ages 15 – 16 CANNOT play in the 'C1' / 'C' League. There is a maximum of four 14-year-old players allowed on a C1/C team.

17. The Bux-Mont President will announce league entrance fees. All checks should be made to the order of Bux-Mont Connie Mack Baseball.

18. Insurance: All Connie Mack franchises must be covered by an insurance policy, in order to participate in the program. Each franchise must submit proof of the insurance to the Bux-Mont Connie Mack President before they play their first game.

19. Fields should be lined for all games with a non-toxic material. Batting boxes are optional. **If a field is not playable due to the lack of fair / foul identify, the umpire-in-charge has the option to postpone the game.**

20. **The score of the game MUST be e-mailed or texted to the appropriate league commissioner by the WINNING team; before 11PM on the day of the game.**

21. There is a one-time \$1000 entrance fee for Organizations joining the Bux-Mont League. The fee for organization that do not have an "A Team", will be higher for each of their B1, B and or C1, C teams each year until they have an "A Team".

22. **During the game, ONLY the 'A' team manager (OR HIS PRE-GAME "MANAGER DESIGNEE") is allowed on the playing field to discuss an umpire's decision.**

**23. PIAA Rule on Lightning Delays:**

Wait AT LEAST 30 minutes after last lightning seen **or thunder heard.**

- If at minute 25, see / hear more activity, start the count over
- Do NOT rely on clear sky, lack of rainfall
- Even if storm moved on, lightning risk may remain because storm can be miles from lightning
- Do not shorten the 30-minute rule
- Do not resume play if any threat remains
- **Postpone / suspend if thunderstorm appears imminent**
  - **Darkening clouds**
  - **High winds**
  - **Sudden increase in humidity**
- **Lightning can strike miles from storm and first strike can be deadly**
- **May need to suspend even BEFORE first sight of lightning / sound of thunder**
- **Listen to participants—are they concerned?**
- **Individuals should not face repercussions or penalty if they leave to seek shelter**

The above taken downloaded on 5-28-12 from the PIAA web site: [www.piaa.org/Assets/Web/Documents/Lightning safety](http://www.piaa.org/Assets/Web/Documents/Lightning%20safety.pdf)

24. Background checks are required for all adults that work with the Connie Mack youth players. This includes adult score keepers. If an organization does not already have a background procedure; the PA State form found at the web site <https://epatch.state.pa.us>.

Each organization must send an e-mail to the Bux-Mont CM President with a list of all the adult names that will be working with youth playing baseball in the Bux-Mont Connie Mack League. The e-mail must be FROM either the Organizations president or the Organizations Connie Mack

**See Section B3 for pitching rules – regular season and playoffs.**

**a roster is submitted with misinformation; and during the playing year, it has been discovered that the team has used illegal players, the team will be either dismissed from the league, or will forfeit every game that the illegal player(s) were listed in the scorebook. The penalty selected will be decided by the Bux-Mont Board of Directors.**

If an organization does not have a team in the 'A' league; they are **restricted to three (3) sixteen-year-olds on their 'B1' twenty player rosters.** In addition, **an organization without an 'A' team can have a maximum of one (1) team in the B1 league.** For organizations that enter a team in the 'A' league: there is no limit to the number of 16-year-old's on A, B1, and B rosters. A Maximum of 3 16 years is allowed to play B if you do not have a B1 team. If more then 3 that team must play B1.

**The rosters shall consist of a maximum of 20 players.** It is **strongly recommended** that a team has 20 on the roster.

Players that are on more than one Bux-Mont league roster must be identified as to their main (Regular) and Secondary team. Legion players must be identified on the roster. In addition; the Sr. LEGION ROSTER of these players must be provided with the Bux-Mont Roster or at the latest; before the start of league play.

12-year old's can be rostered if required.

Rosters must be submitted to the League President **before the start of the regular season.** Two copies of the rosters for the B1, B, C1 and C leagues are required.

**Electronic copies of the rosters can be provided EXCEPT for the 'A' League. Originals of the 'A' rosters, with signatures, must be provided in paper form to the League President.**

**'A' League rosters can be changed thru June 30.** All other league rosters can be changed thru June 30.

If a team loses a player by injury after June 30('A' league) or June 30 for all other leagues; that is documented by a doctor's note; an authorized replacement can be added to the roster. The roster replacement must be approved by the league president or the specific league commissioner.

Players can only be on two CM rosters; one as a 'regular' player and the other as a 'secondary' player. The one exception to this rule: **an 'A' league "regular" player that is 16 years old CANNOT be a "secondary" player on another roster.**

Players who are on two non-A league rosters as of June 30; cannot be deleted from one of the rosters for the purpose of adding the player to an 'A' team: **Unless the player deleted can no longer play because of an injury. If a doctor's note is received, rosters can be changed after June 30.**

**Senior Legion players can only play for CM 'A' league teams. Senior legion players cannot be rostered on any" non-A" league team. Once a Senior legion player is replaced on a CM 'A' roster with another Legion player, he may not be re-added to the CM 'A' roster.**

All rosters may have players that are doubled rostered. A player cannot be on more than two rosters at any given time.

Players that are double rostered ("secondary" rostered) on a "higher league" roster, may not play for their "Regular" team once they have participated in a total of 48% of their "Secondary" team's regular season league games. Playoff games do NOT count toward this minimum number of games. **If a team wins by forfeit, the game does not count toward the number of games in the team's schedule. For example, in a 20-game regular season schedule: if a team wins one game by forfeit, the total number of games played is 19. Thus the 48% is calculated using 19 games instead of twenty. This rule does not pertain to 13-year-old players when the higher-level team is an 'A' league team. (Reference the following paragraph.)**

**Thirteen-year-old players, that are "Secondary" players on an 'A' or 'B1' league roster, may play for their "Regular" team even if they have participated in a total of 48% of their "Secondary" team's regular season league games.**

Once a player plays in at least 48% of his "secondary" teams' regular season games; he automatically becomes a "regular" on his "secondary" teams' roster; **and a "secondary" player on the roster that he was originally listed as a "regular".** Playoff games do NOT count toward this minimum number of games.

'A' league, B1 league, and C1 league players CANNOT be doubled-rostered on a team in their SAME league. B League, and C League players CAN be doubled-rostered on a team in their SAME league.

**B League - sixteen and under. This division is primarily for fifteen and sixteen year olds. However for those organizations that may only have enough players for 1 team exceptions can be made. These decisions will be made by the Board of Directors.**

**B League - Thirteen, Fourteen, Fifteen and a Maximum of three (3) 16 Year Olds.**

**However for those organizations that may only have enough players for 1 team exceptions can be made. These decisions will be made by the Board of Directors.**

Fifteen and sixteen-year-old players CANNOT be on a C1 or C league roster.

Fourteen-year-old 'A' and 'B1' players cannot be doubled-rostered on a C team.

Fourteen-year-old 'B1' players can be doubled-rostered on a C1 team **only IF** the organization does not have a B league team.

**C1 and C teams can roster a maximum of four (4) fourteen-year-old players.**

An 'A' league team must use 'B1' / 'B' / 'C1' / 'C' players that are on their roster rather than postponing a game because all of their "A" players are not available. One of the reasons for a 20-man roster is for this purpose. This includes days that both the 'A' team and it's 'B1' / 'B' team have games scheduled.

A 'B1' league team must use 'B' / 'C1' / 'C' players that are on their roster rather than postponing a game because all of their "B1" players are not available. One of the reasons for a 20-man roster is for this purpose. This includes days that both the 'B1' team and its 'B' / 'C1' / 'C' team have games scheduled.

No team can have more than three players who are also rostered on a Senior American Legion team; no matter what the age of the player. The Senior Legion players and all 16-year old's whose MAIN roster is the "A" League roster must participate in 48% of their team's REGULAR season 'A' league games to be eligible for the Bux-Mont 'A' league end of year playoffs and the State Tournament. **Any 'A' league SECONDARY player that is 16 years-old must have played in at least 48% of his REGULAR teams' games.** (Example: 20 game regular season schedule – the legion player must play in at least 10 games). Only three double rostered Senior legion players can be included on the PA State Tourney roster. **If a team wins a game(s) by forfeit, the forfeited**

Only three double rostered Senior legion players can be included on the 'A' league and PA State Tourney rosters.

New in 2020 – Any team that has 16-year-olds and or Senior legion regular rostered players on their 'A' league roster AND use an electronic scorebook to keep game statistics, must provide printed copies of the electronic data at the time of check-in at the end of year 'A' playoffs. The printed copies must also be provided for their Senior legion players at the State Tourney check-in.

**Also, at the check in process of the 'A' league playoffs:** 'A' teams that have secondary sixteen year-old B1 and B players on their 'A' roster must provide hardcopy proof that these secondary B1/B players participated in at least 48% of their B1 / B regular season games.

**Senior Legion players may be double-rostered only on a B-M 'A' roster.**

Medical exceptions can **be brought to a member** of the Bux-Mont BOD for the 16-year old's that are not doubled rostered on a senior Legion team and whose MAIN roster is the "A" league team. Medical exceptions will NOT be accepted for review for players that are also rostered on a Sr. Legion team; UNLESS THE CM PLAYER HAS NOT PLAYED ANY LEGION BASEBALL IN THE CURRENT YEAR.

Only 'A' league teams may double roster Senior Legion players. No team can have more than **three players** who are also rostered on a Senior American Legion team. Note: this rule only pertains to Senior Legion players. Junior Legion players do not have to be shown as a double rostered player.

Each 'A' League player must fill out an individual contract provided by A Bux-Mont officer. The contract form is available on the league web site.

Team managers must complete a roster containing printed or typed names, date of birth and signatures of each player. Names must be listed in sequence by the last name. The signatures are required on the 'A' rosters only. Only one copy of this roster should be submitted to the league president. The president must receive all '**A**' contracts and rosters before a team plays its first game. The B1, B C1 and C rosters must be handed in before the start of each league. League rosters can be changed thru June 30<sup>th</sup>. E-mails with roster changes must be dated before 9AM on July 1<sup>st</sup>.

**Legible copies** (not original) of birth certificates must be attached to all rosters. ('A' League only).

A 16-year-old that is cut, during an organizations A team try-out may play for another organization without obtaining a release ONLY IF he is then rostered on an 'A' / 'B1' team with another organization. He can only play for the new organization's 'B1' team if his original organization does not have a 'B1' team or is also cut from the B1 team. The 16 year must have first registered with his original organization. **If this procedure is not followed the player can only play for his original organization.**

**Players cannot be registered after April 30, with an organization outside of the CM Territory where they reside.**

A 16-year-old from an organization that does not have an 'A' team may play for any organizations 'A' team without obtaining a release ONLY IF he had not previously been rostered on an 'A' team with another organization.

**Players cannot be registered after April 30, with an organization outside of the CM Territory where they reside.**



## **SECTION B2A -PLAYOFF ROSTER RULES**

1.All leagues will have end of year Playoffs. There will be no “end of year tournaments”.

2.The Playoff schedule includes Play-In games.

3.The **June 15** regular season roster will be the playoff roster for the ‘A’ League.

4.The **June 30** regular season roster will be the playoff roster for the B1, B, C1 and C leagues.

5.If a team loses a player by injury after

June 15(A League or June 30 for “Non-A” leagues) that is documented by a doctor’s note; an authorized replacement can be added to the roster. The roster replacement must be approved by the league president or the specific league commissioner.

6.16-year-old ‘A’ players will need to participate in 48% of their REGULAR roster games during the regular season to be eligible for the B-M and State playoffs

**7.Players in the B1/B/C1/C league can play UP (not DOWN) for his secondary team when both his regular and secondary teams make the playoffs; or “laterally in the case of ‘B’ and ‘C’ league players) to his secondary team that is still in the playoffs. A player may pitch for his secondary team with this exception: a B or C player that his double rostered on another B or C team can only pitch for his regular team, while both are in the playoffs. A REGULAR player CANNOT “play down’ on his secondary team that is still in the playoffs.**

8. An ‘A’ league team can bring up their “secondary” players at any time during the playoffs, even if the “secondary” player’s “regular” team is still in the playoffs. ‘A’ league “secondary” players’ that play for their ‘A’ team in the playoffs; can continue to play for their “regular” rostered team in the playoffs.

9. As stated previously in the rules; once a player plays in at least 48% of his “secondary” teams’ regular season games; he automatically becomes a “regular” on his “secondary” teams’ roster.

Once 16, 15 and 14-year-old players that are double rostered play in at least 48% of their “regular” rostered teams’ games, (all leagues) they may not play DOWN for their “Secondary” team in the playoffs; whether their regular team is or is not in the playoffs.

1. In the playoffs, a player rostered as a “regular” C league player is eligible to pitch for his “regular” team even after pitching for his “secondary” team in an “upper” league. Note that 14-year old’s that are double rostered on a higher-level team cannot pitch for his C team, the same as during the regular season. (This rule also listed in section B-3)

## **SECTION B 3 - PITCHING RULES**

**Beginning in 2018 the Bux-Mont CM League switched to the PIAA rule to help protect the arms of the pitchers. We will be counting pitches and not innings – in all leagues – Both regular and playoff games.**

### **PIAA BASEBALL PITCHING RESTRICTION**

#### **Total Number of Pitches Thrown Required Days of Rest**

**76-100 3 calendar days**

**51-75 2 calendar days**

**26-50 1 calendar day**

**1-25 No rest required**

**Bux-Mont Connie Mack uses the PIAA “balk rule” and not the one used in MLB regarding it counting or not counting as a pitch.** Under high school rules (NFHS/PIAA), a balk is an immediate dead ball, so by rule nothing can follow a balk (“no pitch”). The PIAA pitch count rule refers to this.)

**No pitcher may throw more than 100 pitches in a game. If a pitcher reaches the maximum pitch count permitted in a calendar day during an at bat, that pitcher will be permitted to continue to pitch to that batter, or any substitute for that batter, until such batter is put out or reaches first base, or until a third out has been made prior to the end of that at bat.**

**If a pitcher reaches 100** during a time at bat, he may continue pitching until the batter is retired or the inning ends, whichever occurs first, and the pitch count **will revert to 100 pitches. The pitch count only reverts when the pitcher reaches 100** during a time at bat. **In all other cases use the exact count.** EXAMPLE: If a pitcher has 45 pitches going into a time at bat and throws 9 pitches, the pitch count will be 54 (not 50). This will require two days' rest.

A pitcher cannot pitch on more than 2 consecutive days.

A pitcher is limited to 200 pitches in a calendar week. (Sunday through Saturday).

No pitcher may throw more than 100 pitches in a calendar day. The limitation of 100 pitches in a calendar day is applied to stand-alone contests that are completed on the same calendar day. Games played as part of a **double-header on the same day or a suspended contest** picked up on a subsequent day, shall be treated as follows:

**Double-Header:** A player is limited to 100 pitches in a calendar day. If a player does not reach the 100-pitch limit in the first contest of a double-header, the player would be eligible to pitch in the second game of the double-header until such time they reach 100 pitches that same calendar day.

*(The Bux-Mont Connie Mack Board of Directors HIGHLY **recommends** a player does not pitch in the 2<sup>nd</sup> game if he pitched in the 1<sup>st</sup> game that day. This is only a recommendation and the above PIAA rule is allowed).*

A player may pitch in a **suspended contest** subject to the required days of rest, and the maximum pitch count per Calendar Week (200 pitches). If a player is eligible to pitch the day the suspended contest is to be picked up, that player is eligible to throw 100 pitches that calendar day, regardless of the number of pitches thrown prior to the point of suspension on a previous day (subject to the Calendar Week limit).

**Example:** Player throws 60 pitches and is the pitcher of record at the point of suspension. The game is resumed four days later so the pitcher has had the required days of rest to be eligible to pitch in the continued game. That player may pitch 100 pitches in the resumed game, if necessary, before being removed from the game having reached the calendar day limit.

The pitching restriction is a health and safety rule intended to limit the maximum number of pitches thrown in a calendar day and week. It is not intended to be used as playing rule limitation.

A pitch is defined as a live ball delivered to the batter that results in a strike, ball, or batted ball fair or foul. The term implies a legally delivered ball. When a pitcher commits a balk and completes his delivery to the batter, or delivers an illegal pitch, it is NOT considered a pitch, because the ball became dead at the time of the infraction. Interpretation: A pitch is a LIVE ball delivered to the batter resulting in a ball, strike, hit batsman, legally batted ball fair or foul or, an illegally batted ball.

The only involvement an umpire has in this process is to inform the pitch counters when a pitch does not count, such as but not limited to, time being called followed by a delivery, a ball slipping out of the hand that does not cross the foul line, an illegal pitch, or a pitch delivered after a balk.

Team scorekeepers are requested to frequently confer with one another to confirm pitch counts (no less than once per inning). If a discrepancy occurs between the visiting and home pitch counts that cannot be resolved, the scorebook of the home team shall be the official book.

A representative of the Connie Mack team is required to record pitch counts for their players in the Bux-Mont Connie Mack website, no later than the team's next regularly scheduled contest. An official protest – see section B9 of these rules - is not mandatory for the pitch count rule to be investigated; since the error might not be discovered until after the game. If an error is discovered after the game, all that must be done is bring it to the attention of the league commissioner for a decision.

Innings pitched in League All-Star games or other leagues do not count toward this limit, HOWEVER, it is hoped that each Connie Mack Manager would keep the health of the pitcher's arm in mind before allowing him to pitch more than 25 pitches in the All-Star game.

A pitcher once removed from the game as a pitcher, CANNOT reenter as a pitcher. He can reenter the game the same as all players, but he cannot pitch in the same game that he previously pitched in. A suspended game is an exception to this rule; if he meets the requirements of number of pitches on the day that the suspended game is completed.

**Fourteen-year-old players** that are rostered on a C team; cannot pitch for their regular **C team** if they are also on an 'A', 'B1', 'B' or 'C1' roster as a secondary player.

**Fourteen-year-old players** that are rostered on a **C1 team as a secondary player**; cannot pitch for their C1 team if they are also on an 'A', 'B1', or 'B' roster as a regular player.

**Fourteen-year-old players** that are rostered on a **C1 team as a regular player**; can pitch for their C1 team if they are also on an 'A', 'B1', or 'B' roster as a secondary player and have never pitched for their secondary higher level team. Once they pitch for their higher-level secondary team, they can no longer pitch for their regular C1 team.

A **'C' league** player (13 or 14 years-old) doubled rostered on another **'C' league** team can ONLY pitch for his "regular" 'C' team during the regular and playoff season. If both of his regular and secondary teams are in the playoffs, the player cannot pitch for his secondary team. Violation of this rule will result in a forfeit

Sixteen-year old's, who pitch at least one inning in an 'A' league game, cannot pitch in a 'B1' or 'B' game.

A **'B' player doubled rostered on another 'B' team** can ONLY pitch for his main 'B' team during the regular season.

Sixteen-year old's, who pitch at least one pitch for their secondary 'B1' team, can no longer pitch for his "regular" 'B' team.

**Sixteen-year-old 'A' league "regular" players: cannot be added as a secondary player on another roster.**

**'C1' and 'C' league 13-year-olds that are doubled rostered on a higher league team as "secondary" players, can pitch for both teams during the entire regular season.**

3. The balk rule is to be enforced, except in the 'B' and 'C' League where one warning will be given to each pitcher before the balk rule is enforced. There is no warning in the 'A', 'B1' and 'C1' League. With the "warning" the runners are to be returned to their original base. The pitch does not count as a strike or a ball. The reason for the warning is to teach the young pitchers, especially 13-year-olds, about the balk rule, without punishment to their team. If we let the runner's advance, which is the rule on a balk call, then it would not be a "warning". This rule also effective during playoffs.

#### **PITCHING RULES - PLAYOFFS:**

In the playoffs, a player rostered as a "regular" on a C league team is eligible to pitch for his "regular" team even after pitching for his "secondary" team in an "upper" league. Note this rule only pertains to 13-year-old C League players.

If this rule is broken, the lower level team will lose the game in which the offense occurred.

**'C' league** player; If both his regular and secondary teams are in the playoffs, the player cannot pitch for his **secondary team**. Violation of this rule will result in a forfeit

#### **SECTION B 4 - SPEED UP RULES**

1. Pitchers will be permitted no more than five pitches between innings except:
  - a: Starting pitchers get eight warm-up pitches in the 1st inning.
  - b: Relief pitchers will get eight warm-up pitches when they enter the game.
  - c. Umpires must enforce this rule.
2. Players must run on and off the field between innings.

3. **Catchers and pitchers DO get a courtesy runner.**

4. **Ten Run Rule** is used. Note: if the visiting team goes ahead by 10 or more runs in either the 6<sup>th</sup> or 7<sup>th</sup> inning the home team gets to bat in their half of the inning.

5. PIAA rule that gives the defensive team 1 minute to get to their positions from the time of the 3<sup>rd</sup> out; will be enforced for Bux-Mont Connie Mack games – all leagues. New in 2016.

### **SECTION B 5 – RE-ENTRY / DESIGNATED HITTER / EXTRA HITTER**

**MLB Rule 5.11 Designated Hitter Rule** – the MLB rule of course refers to the starting pitcher. In PA Connie Mack Baseball, the DH can bat for any defensive player, including the pitcher.

The Designated Hitter Rule provides as follows:

(1) A hitter may be designated to bat for the starting pitcher and all subsequent pitchers in any game without otherwise affecting the status of the pitcher(s) in the game. A Designated Hitter for the pitcher, if any, must be selected prior to the game and must be included in the lineup cards presented to the Umpire-in-Chief. If a manager lists 10 players in his team's lineup card, but fails to indicate one as the Designated Hitter, and an umpire or either manager (or designee of either manager who presents his team's lineup card) notices the error before the umpire-in-chief calls "Play" to start the game, the umpire-in-chief shall direct the manager who had made the omission to designate which of the nine players, other than the pitcher, will be the Designated Hitter.

*Rule 5.11(a)(1) Comment (Rule 6.10(b)(1) Comment):* A correction of a failure to indicate a Designated Hitter when 10 players are listed in a batting order is an "obvious" error that may be corrected before a game starts. See Rule 4.03 Comment (Rule 4.01 Comment).

(2) The Designated Hitter named in the starting lineup must come to bat at least one time, unless the opposing club changes pitchers.

(3) It is not mandatory that a club designate a hitter for the pitcher, but failure to do so prior to the game precludes the use of a Designated Hitter for that club for that game.

(4) Pinch-hitters for a Designated Hitter may be used. Any substitute hitter for a Designated Hitter becomes the Designated Hitter. A replaced Designated Hitter shall not re-enter the game in any capacity. In the case of Connie Mack, the CM Re-entry rule allows the replaced starting DH to re-enter a game.

(5) The Designated Hitter may be used on defense, continuing to bat in the same position in the batting order, but the pitcher must then bat in the place of the substituted defensive player, unless more than one substitution is made, and the manager then must designate their spots in the batting order.

(6) A runner may be substituted for the Designated Hitter and the runner assumes the role of Designated Hitter. A Designated Hitter may not pinch-run.

(7) A Designated Hitter is "locked" into the batting order. No multiple substitutions may be made that will alter the batting rotation of the Designated Hitter.

(8) Once the game pitcher is switched from the mound to a position on defense, such move shall terminate the Designated Hitter role for that club for the remainder of the game.

**(9) Once a pinch-hitter bats for any player in the batting order and then enters the game to pitch, such move shall terminate the Designated Hitter role for that club for the remainder of the game.**

**(10) Once the game pitcher bats or runs for the Designated Hitter, such move shall terminate the Designated Hitter role for that club for the remainder of the game. The game pitcher may pinch-hit or pinch-run only for the Designated Hitter.**

**(11) If a manager lists 10 players in his team's lineup card, but fails to indicate one as the Designated Hitter, and the opposing manager brings the failure to list a Designated Hitter to the attention of the umpire-in-chief after the game starts, then**

**(A) the pitcher will be required to bat in the batting order in the place of the listed player who has not assumed a position on defense, if the team has taken the field on defense, or**

**(B) if the team has not yet taken the field on defense, the pitcher will be placed in the batting order in place of any player, as chosen by the manager of that team.**

**In either case, the player whom the pitcher replaces in the batting order shall be considered to have been substituted for and is removed from the game and the Designated Hitter role for that club shall be terminated for the remainder of the game. Any play that occurred before the violation is brought to the attention of the umpire-in-chief shall count, subject to Rule 6.03(b) (Rule 6.07) (Batting Out of Turn).**

**(12) Once a Designated Hitter assumes a position on defense, such move shall terminate the Designated Hitter role for that club for the remainder of the game.**

**(13) A substitute for the Designated Hitter need not be announced until it is the Designated Hitter's turn to bat.**

**(14) If a player on defense goes to the mound (i.e., replaces the pitcher), this move shall terminate the Designated Hitter's role for that club for the remainder of the game.**

**(15) The Designated Hitter may not sit in the bullpen unless serving as a catcher in the bullpen.**

**(b) (6.10) (a)) In the event of inter-league competition between clubs of leagues using the Designated Hitter Rule and clubs of leagues not using the Designated Hitter Rule, the rule will be used as follows:**

**(1) In World Series or exhibition games, the rule will be used or not used as is the practice of the league of the home team.**

**(2) In All-Star games, the rule will only be used if both teams and both Leagues so agree.**

**Re-entry Rule** is in effect. This rule states that all original starters may be replaced by subs and then the starters may re-enter the game one time. Once replaced, the subs may not re-enter. A starter may reenter without regards to the # of subs that batted in his position since he (the starter) was removed from the game. The starter must re-enter in the same position in the batting order.

A pitcher once removed from the game as a pitcher, CANNOT reenter as a pitcher. He can reenter the game the same as all players, but he cannot pitch in the same game that he previously pitched in. (This paragraph also stated in Pitching Rule B3).

This rule is in affect for all the Bux-Mont CM leagues. The penalty for breaking this rule is as follows: the team breaking the rule will lose the game if the error is discovered before the end of the game or before the team's next game.

**'C' / 'C1' and 'B' League only** - The **free substitution** rule is in effect - players may move in and out of positions at the choice of the manager. If a manager elects to use the free substitution option, he must bat all of his players present and cannot remove any from the batting rotation, once he declares he is using the free substitution option. **If a player arrives late to the game, he must be placed in the last position of the "free substitution" batting order.** Teams may or may not elect to use this rule on a game-to-game basis. If one team chooses to use this option, the other team may or may not use the option. The Manager(s) must declare before the game starts that the free substitution rule be used. If a pitcher is moved to another position during the game by the manager without being removed from pitching by the "2 trip to the mound in 1 inning rule" he may later reenter the game as a pitcher. A player ALREADY in the lineup cannot pinch-run for another player on base.

If a player is removed from a game because of an injury, the player **cannot re-enter** the game. The verbal okay at the game; to re-enter the player by a parent, cannot change this rule.

**Extra Hitter (EH)** – At each team's discretion, a tenth hitter (EH) may be used. The EH must be designated on the official batting order card prior to the start of the game. The EH may bat anywhere in the batting order.

If all original defensive players are in the game and an **injury** occurs, the manager has the option of eliminating the EH. If the EH is eliminated because of injury, the batting position of the injured player does NOT count as an OUT. If a manager elects to continue with the EH, a reserve player that has already been removed from the game may be used to replace the injured player. Players ejected from a game by an umpire, cannot be included as a "Reserve player". (Reference: Section B10; 1C rule).

In the case where a team must eliminate the EH because a player is ejected or leaves the field for personal reasons, the batting position of this player will be an automatic OUT at the appropriate spot in the lineup. This rule assumes there are no remaining eligible players on the bench. The EH must remain in his original batting position in both of the above instances.

**Suspended Game:** If the EH was used in the start of the game, the EH can be eliminated in the completion part of the game if the team only has nine players.

**EH is just like any other position**, and players can be interchanged at positions as long as the lineup order remains the same.

### 3. **A team CANNOT use the DH and EH in the same game.**

#### **SECTION B 6 - SLIDE RULE**

1. The PIAA slide rule will be in effect except for plays at Home Plate. The "Required Force Play Slide Rule" is to be followed per the PIAA Rule Book. In essence the rule eliminates the "take out slide".
2. Major league rules will be used for plays at Home Plate. An important provision of this rule is that the catcher cannot prevent the runner from having an open path to home plate. The catcher cannot impede the base runner at any times.

**Note: The following paragraph from Rule B11 (ejections) – supersedes any such language in the PIAA or MLB rules.**

**If ejected from a game by the umpire, the ejected player is suspended for the NEXT game. This includes ejections for base running incidents; ie. collisions that are not considered malicious or flagrant by the umpire.**

## **SECTION B 7 – TIE BREAKER PROCEDURES**

1. All costs for the tiebreaker games will be split between the teams involved.
2. **1st Tie Breaker:** Head to Head Competition.
3. **2nd Tie Breaker:** Division Record. (When there are two or more divisions in the league)

4. **3rd Tie Breaker – Used when teams have the same number of points at the end of the regular season. This method uses First: the highest points among the teams that are in the tie breaker and Second, “Winning Percentage” amongst the teams involved in the tie that also have the same number of regular season points of the teams in the tie breaker, that determines the 3rd tie breaker.**

League Commissioner makes up a “league standings” of all the teams that are tied. He then creates the won / lost head to head record for the teams involved in the tie.

Example – three-way tie at the end of the regular season:

A “three team standings” is set up using the regular season head-to-head games between the three teams.

Team A 2 wins 1 loss –beat Team B twice  
and lost to Team C

Team B 2 wins 2 losses – lost twice to team A. They beat team C twice.

Team C 1 win 2 losses – beat team A and lost twice to Team B

Place in Standings	TEAM	WINS	LOSSES	TIES	Points	Win percentage
1	Team A	2	1	0	4	0.667
2	Team B	2	2	0	4	0.5
3	Team C	1	2	0	2	0.333

### **1. TWO WAY TIEBREAKER NEEDED TO DETERMINE LAST SPOT IN THE PLAYOFFS**

If there is a two-way tie and head-to-head is even, **the league commissioner has the option of scheduling an extra game** to determine the last spot of the playoffs. If an extra game, in the determination of the league commissioner, is not possible due to calendar constraints; the commissioner will then use a coin flip to determine the winner - two-out of three).



### **'A' League only:**

if Tie breakers #1 and #3 have not been able to determine the final standings.

If there is a two-way tie for 1<sup>st</sup> place, and tie breaker #1 and #3 could not determine the first-place team; the league commissioner will flip a coin to determine who gets two home games in the three game championship series. In this scenario both teams have already made the State tourney.

A three-way tie for 1<sup>st</sup> place will require multiple extra games to determine the 1<sup>st</sup> and 2<sup>nd</sup> place. Here is what happens: The three teams get together to determine who plays the first game of the "extra" games. The winner of the first "extra" game will play the team that "won" the coin toss as part of a doubleheader or the following day. The loser of the 1<sup>st</sup> "extra" game will be the regular season 3<sup>rd</sup> place finisher. The 2<sup>nd</sup> "extra" game will determine who is the 1<sup>st</sup> and 2<sup>nd</sup> place regular season teams.

If tie breakers #1 and #3 have not been able to determine who will get 2<sup>nd</sup> place in the regular season, there will be a one game playoff. This assumes that only two teams have a chance for 2<sup>nd</sup> place and that first place has already been determined. This "extra" game is necessary as the 2<sup>nd</sup> place team gets an automatic seed in the State Tourney.

If there are more than two teams that are tied for 2<sup>nd</sup> place after first using tie breakers #1 and #3, the league commissioner and the teams involved will meet to determine how we proceed.

If we need to determine a tie breaker for places 3 thru 7 of the regular season, we will use a coin flip.

If two or more teams are tied for the last playoff spot, they will have the option of playing a game(s) or flipping a coin to determine the last spot in the playoffs.

### **SECTION B 8 - POSTPONED GAMES**

Postponed games must be rescheduled within 48 hours of the postponement. The rescheduled game must be played within 8 days of the postponement. All Leagues

~~Every other Saturday will be left unscheduled to allow for make-up games.~~

~~If an agreement to reschedule a postponed game cannot be agreed upon the game must be replayed on the next open Saturday based on example below.~~

**During the last two weeks of the season, games must be rescheduled within 24 hours and to be played on the first date that neither team has a scheduled game. A neutral field is to be used if necessary to meet this policy. 'A' / 'B1' / 'C1' / Leagues only.**

The home team is responsible for rescheduling the game. The home team MUST notify the League President immediately, of all postponements. Once the home team sets the date for the rescheduled game, the Home Team Manager or Coach must also notify the League President and the umpire assigner **immediately** of the rescheduled date.

If the home team cannot get its field to meet the requirements of these two rules, the game must be played on a neutral field selected by the league president. Unavailability of the home field is not a valid reason for not scheduling the game to be played within the rules.

If one team manager will not cooperate in the rescheduling, the other manager will call the league commissioner who will reschedule the game immediately. If either or both teams do not show up for the game on the date selected by the commissioner, that team or teams will lose by forfeit.

If these rules are not followed, both teams will receive zero (0) points for this game, as though both teams lost. There is no exception to this policy.

**NO game may be rescheduled because a team has a game in another league / tournament without the permission of the league president. Rescheduling and playing a game for this purpose will result in a forfeit.**

**Games can be rescheduled for “school events” that require many of a team’s “regular” players to be present at the event. A “School event” postponement must be approved by the B-M League president. The league president will determine if the event is a valid one; in which a game can be rescheduled. If approved by the league president, the game must be played within 10 days of the originally scheduled game.**

**PIAA Rule on Lightning Delays:**

- Wait AT LEAST 30 minutes after last lightning seen or thunder heard
- If at minute 25, see / hear more activity, start the count over
- Do NOT rely on clear sky, lack of rainfall
- Even if storm moved on, lightning risk may remain because storm can be miles from lightning
- Do not shorten the 30-minute rule
- Do not resume play if any threat remains

The above taken downloaded on 5-28-12 from the PIAA web site:

1. [www.piaa.org/Assets/Web/Documents/Lightning\\_safety](#)

**SECTION B 9 - PROTESTED GAMES – during the regular season.**

1. Protests will be accepted for rules violation only. Protest fee is \$100.00 and is required within 48 hours of the protest along with a letter of protest.

Whenever a manager protests a game because of misapplication of the rules, the protest will not be recognized unless the umpires are notified at the time the play under protest occurs and before the next pitch. To be considered an official protest, the scorebook of both teams must have the signature of the chief umpire at the point of the protest.

**SECTION B 10 - FORFEITED GAMES**

**a. FORFEIT FEE:** Pertains to umpires that are not contracted thru the league office. The team forfeiting the game will pay the umpires. If a visiting team forfeits, the money will be paid to the home team.

**b. A team that forfeits TWO games will not be eligible for the league playoffs. In addition, none of their organization’s teams will receive their playoff deposit.**

Rules for forfeited games are:

- a: The home team must have at least 9 players ready to play at the scheduled starting time of a game. However, a **10-minute** grace period will be allowed. Neither manager nor an umpire is authorized to change this 10-minute grace period.
- b: The visiting team must have 9 players by the time they take the field in the 1st inning or by the time the 9<sup>th</sup>/(10<sup>th</sup> EH) batter is required to bat in the top of the first inning.
- c: If a player is injured and there are no reserve players, the managers of the teams involved **CANNOT** agree to proceed with one team having less than 9 players. "Reserve players" include those players who have already played and have been removed from the game. If 9 players are not available after a player is declared to be injured, the game is over and the team with less than 9 players loses the game by forfeit. Under no circumstances can managers, coaches or umpires decide to ignore this rule.

Players ejected from a game by an umpire, cannot be included as a "Reserve player".

d. If the field is not available because the **home team failed to properly schedule the field**, the visiting team wins by forfeit. This assumes both teams are at the field with at least 9 per team, AND at least one umpire is present. If a team does not have 9 players that team loses by forfeit; whether or not the field was properly scheduled.

If an umpire(s) fails to show for a game, the home team does not lose by forfeit. If there are two umpires scheduled and one is present, the game is to be played with only one umpire. If there is not at least one "official" umpire present, the managers cannot agree to play the game with an umpire(s) that is not a member of the Umpire Association chosen and approved by the League Commissioner. ('A' League only).

### **SECTION B 11 – GAME EJECTIONS**

1. No profanity allowed on or off the playing field. A player/manager/coach can receive one warning from the umpire about profanity and then must be ejected from the game with the second offense as determined by the umpires. An umpire, at his or her discretion, can eject a player/manager/coach without a warning.
2. Players on the playing field cannot wear jewelry. A team must be given one warning before an umpire can eject any player from the game. Note that only medical alert medallions will be permitted when secured to the player's body with a minimum of four inches of square gauze tape patch or equivalent.
3. Managers and coaches are responsible for supervision of their players. Any repeated violations of general rules 1, 3, 4, 6, 8 and 9 will, in the judgment of the umpires, constitute misconduct and could result in ejection from the game for the manager/coach. **During the game, ONLY the 'A' team manager is allowed on the playing field to discuss an umpire's decision.**
4. If ejected from a game by the umpire, the ejected player is suspended for the NEXT game. This includes ejections for base running incidents; ie. *collisions that are not considered malicious or flagrant by the umpire.*
5. If there is **malicious or flagrant contact** during a base running incident in the judgment of the umpire, and the runner is ejected from the game, the player will be suspended for the **NEXT TWO** games.
6. If a manager / coach is ejected they are suspended for the NEXT **THREE** games. **Any manager or coach involved with a fight will immediately have a lifetime ban of participating in Connie Mack functions.**

7. The umpire who ejected the player(s) **and** manager from the opposing team of the ejected player(s) must call the league commissioner reporting the ejection.

8. The Commissioner will keep records of all ejections.

9. Any player ejected from three (3) games in a season, will be suspended from further participation the remainder of the year, including playoffs.

**10. If a manager or coach has any physical contact with an umpire, he will immediately have a lifetime ban of participating in Connie Mack functions.**

11. If a player is ejected for fighting while participating in a Connie Mack Baseball event, he will be suspended for three games. The three games will be the next three of his team's regular season or playoff games; no matter what year these games are played. If he is ejected for fighting the last game of a year; the suspension carries over to the playoffs and or the following year depending how many games are played after the game in which he was rejected. If a player is ejected for fighting a 2<sup>nd</sup> time in his Connie Mack career, he is permanently suspended from PA Connie Mack baseball.

### **SECTION B 12 - STARTING and ENDING of GAMES (Times etc.)**

1. The visiting team must have the field for 15 minutes, beginning no later than 30 minutes before the game starting time, providing the visiting team arrives on time. The visiting team must be off the field 5 minutes before game time. The home team must be off the field 30 minutes before game time. When a home team does not practice during the normal time period, up to 30 minutes before game time, they do not get practice time after the visiting team is finished.

1.

Starting time for twilight weekday games is 5:45 if possible- 6:00 mandatory. Any game with a 6:00 starting time that does not begin by 6:10 is an automatic forfeit. Games will be played until stopped by the umpire with no restriction on when an inning can begin. During the last two weeks in May, the forfeit time will be 6:30 PM to accommodate players arriving late due to school baseball. No Saturday game may start before 10AM. Sunday games cannot start before 1PM unless approved by the league president.

3. During the regular season, lights may be turned on for a twilight game (starting time of 5 – 6:55 PM) IF both teams agree BEFORE the game starts. The umpires must be notified of this decision. (ALL leagues.)

#### **4. More than one game on same field on the same day: (B1, B, C1 and C League Only):**

IF THERE IS A GAME SCHEDULED IMMEDIATELY AFTER AN EXISTING GAME a time limit of 2 1/2 hours exists. **All games that are tied after 7 innings AND the 2 ½ hours have not been reached**, can continue to play up to a maximum of 9 innings.

5. During the regular season, a game will not have a ½ Inning started after 10:45 PM.

6. If a game is stopped before it is an official game, (4 ½ or 5 full innings), the game will be considered a SUSPENDED game and must be continued from the point of stoppage. Games must be rescheduled per Section B-8 of this document.

1. **A game in the Bux-Mont Connie Mack League can only be suspended during the 1<sup>st</sup> 5 innings.** Once the game is considered official: (The home team is winning the game after 4 ½ innings; or the visiting team is ahead in the score after 5 innings; or the score is tied after 5 innings.) After the 5<sup>th</sup> inning, each of the succeeding innings must be completed in full. For **example**: if a visiting takes a lead in the top of the 6<sup>th</sup> inning and the home team does not complete it's turn-at-bat in the bottom of the 6<sup>th</sup> – the game is complete and the final score reverts to what it was at the end of the 5<sup>th</sup> inning.

2. Suspended Game: If the EH was used in the start of the game, the EH can be eliminated in the completion part of the game if the team only has nine players.

3. Any player not at the original game can bat in any position of a player that is not at the continuation game or can replace a player that was at both games.

4. Players that are present at both games must bat in their original batting position.

5. The pitching rule is the status of the pitcher at the time of the continued game, not the original game.

7. The ten-run rule pertains to all the Bux-Mont leagues. The rule takes affect after the game is "legal" (4 ½ or 5 innings). The home team will get to bat in the 6th or 7th innings if the visitors go up by 10 or more runs in the top of one of these innings. This rule also appears in section B-4.

8. Regular season games may be played on the day of the **Bux-Mont All-Star** game. However, the game must start no later than 1:30 P.M. and no inning can start after 4:30 P.M. If the all-star game is a day game, no regular season games may be played.

9. Regular season games may be played on the same day as the **State All-Star** game. However, no regular season game may begin later than 1 P.M. and no inning started after 3:30 P.M.

### **SECTION B 13 - ALLOWABLE BATS**

1. All non-wood bats must be BBCOR certified. If any bat fails to meet this requirement, said bat shall be removed from the game, the batter shall be declared out and the head coach or team manager shall be ejected from the game. **For this rule, the managers suspension is one game not three.** The head coach or manager is responsible for all equipment in the dugout. This is also the American Legion League rule.

2. The maximum allowable diameter of a bat is based on the PIAA Bat Rule; -3. ('A', 'B1', 'B' and 'C1' only).

3. Little League bats may be used in **ONLY** the 'C' League and **only** by 12 and 13-year-olds. **The use of LL bats in Connie Mack must adhere to the following USA Baseball Bat Standard Rule 1.10**  
**"Beginning with the 2018 season, non-wood and laminated bats used in the Little League (Majors) and below, Intermediate (50-70) Division, and Junior League divisions shall bear the USA Baseball logo signifying that the bat meets the USABat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited beginning with the 2018 season. Additionally, starting in 2018, the bat diameter shall not exceed 2<sup>5</sup>/<sub>8</sub> inches for these divisions of play."**

If a bat is found to be illegal after a pitch has been thrown to the batter or after being used, and before the 1st pitch to the next batter, the batter using the illegal bat will be declared OUT by the umpire.

#### 4. Decertified Non-Wood Baseball Bat List

Currently, there are three (3) non-wood baseball bats that the NFHS has decertified for use in high school competition. This short list is subject to change. Additional non-wood baseball bats could possibly be added to this list. The decertified bats are the following:

- Marucci Cat 52 33" non-wood baseball bat (Decertification notice date: February 21, 2012)
- Reebok Vector TLS 32" non-wood baseball bat (Decertification notice date: March 26, 2012)
- Reebok Vector TLS 33" non-wood baseball bat (Decertification notice date: March 26, 2012)

#### **SECTION B 14 – CATCH and CARRY RULE**

The 'catch and carry" rule in Connie Mack is the same as used in Major League Baseball. This rule is to be followed in ALL the Bux-Mont Connie Mack leagues. Please note that two of the key words in the rule are "**falls**" and "**legal catch**":

##### **Portion of the Major League Baseball Rule**

*... If a fielder, after having made a **legal catch**, should **fall** into a stand or among spectators or into the dugout or any other out-of-play area while in possession of the ball after making a **legal catch**, or **fall** while in the dugout after making a **legal catch**, the ball is dead and each runner shall advance one base, without liability to be put out, from his last legally touched base at the time the fielder **fell** into, or in, such out-of-play area.*

Connie Mack comment: At many of our fields a white or imaginary site line is used to indicate the "out-of-play area".

#### **SECTION C UMPIRES**

1. **'A' League only:** An umpire association, chosen and approved by the Bux-Mont Board of Directors, will assign the umpires. There will be two umpires assigned to every game.
2. **'A' League only.** The umpire service must be notified at least one hour before game time to cancel a game without incurring any umpire fee. If the umpires are not called within an hour of game time, they have the right to charge a pre-negotiated fee.
1. 'A' League only. It is the responsibility of the home team to notify the umpire service of postponed games.
3. B1 / C1 Umpires: The home team must supply a paid qualified umpire for behind the plate and one paid base umpire. No coach of a participating team or relative of a participating player may umpire behind the plate. The home plate umpire must have a watch and his time is official. If an umpire does not show, and both coaches agree, a coach or representative from either team may umpire the game. If possible, and both coaches agree, a coach or representative from the home team may umpire the 1st three and one-half innings and visiting team coach or his representative may umpire the last three and one-half innings. If coaches cannot agree, the game is postponed. **During the game, ONLY the 'A' team manager is allowed on the playing field to discuss an umpire's decision.**
4. B-C Umpires: The home team must supply one paid qualified umpire for behind the plate and optionally, one paid / unpaid base umpire. No coach of a participating team or relative of a participating player may umpire behind the plate. Plate umpire must have a watch and his time is official. If an umpire does not show, and both coaches agree, a coach or representative from either team may umpire the game. If possible, and both coaches agree, a coach or representative from the home team may umpire the 1st three and one half innings and visiting team coach or his representative may umpire the last three and one half innings. If coaches cannot agree, game is postponed.

If an umpire(s) fails to show for a game, the home team does not lose by forfeit. If there are two umpires scheduled and one is present, the game is to be played with only one umpire.

5. 'A' League - If there is not at least one "official" umpire present, the managers cannot agree to play the game with an umpire(s) that is not a member of the Umpire Association chosen and approved by the Bux-Mont Board of Directors. **If the game is played without at least one "official" umpire (even if both managers agree to play the game) it will NOT count in the standings. The game must be rescheduled the same as any other postponed game.**

#### **SECTION D CHARTERS / TERRITORY RIGHTS**

1. Any Connie Mack territory of 35,000 or more population may only roster players that reside in their territory unless they have more than one 'A' team. Any political subdivision of 35,000 or more may have more than one Connie Mack 'A' team. The 35,000 is based on the 2010 census.

1. A franchise agreement will guarantee the control of an area by a responsible person or organization and will be granted by the Connie Mack State organization. The league president has the right to determine the area from which a team may recruit its players. All teams must be certified by the Connie Mack State organization in order to be eligible to participate in the league.

2. No team may "recruit" players from any area where a Connie Mack team is operating.

#### **Players who have NEVER played PA Connie Mack Baseball**

A RELEASE from one organization to another is NOT allowed unless a player has played at least the last 4 years of his Little League career with the organization requesting the release. The 4-year period does not include games played in the "Fall Season" or winter workouts; that an organization might conduct. For this one exception to the NO RELEASE rule, an official written release is required, signed by the team manager AND the Organization's Commissioner of the area where the player in question resides. The signature of the player's guardian must also appear on the Release form. The release is not approved until signed by the Bux-Mont Connie Mack president.

#### **5. Players who have previously played PA Connie Mack Baseball**

Once a player plays his first year of Connie Mack Baseball he cannot play for a team in another organization; except for any of the following exceptions. **Players cannot be registered after April 30, on a team outside of the CM Territory where they reside.**

A. If a player changes his place of residence during the off-season and has previously played for a Connie Mack team, he has the option to start the next season with either franchise. The same is true if a player moves after a season has begun, including registration - he has the option the "NEXT" year to play for either franchise. **The same holds true for a CM 13-year-old who has changed their place of residence after their 8-12-year-old career is finished; and before the start of his first CM season.**

**If an organization has ONLY and 'A' league team, all players not making that organization's 'A' team; can play for any other organization – any league – without a waiver. Once he plays for another organization, he must complete his CM career with that organization. Exception: Players cannot be registered after April 30, with an organization outside of the CM Territory where they reside.**

**A 16-year-old that is cut, during an organizations A team try-out may play for another organization without obtaining a release ONLY IF he is then rostered on an 'A' / 'B1' team with another organization. He can only play for the new organization's 'B1' team if his original organization does not have a 'B1' team or is also cut from the B1 team. The 16 year must have first registered with his original organization. If this procedure is not followed the player can only play for his original organization. Exception: Players cannot be registered after April 30, with an organization outside of the CM Territory where they reside.**

B. 'C' league players **cannot** be released to another organization because their organization does not have a C1 team or if they do not make their organizations C1 team



C. B league players cannot be released to another organization because their organization does not have a B1 team or if they do not make their organizations B1 team.

D. Divorced / separated parents: Their child may register and play for the Bux-Mont organization of their choice, based on either the address of the mother or father. This special registration action MUST be documented in an e-mail to the B-M League president. The e-mail should include the addresses of both parents and also the school district of the player. If either parent subsequently relocates to a new address, proof of address change also needs to be provided via an e-mail to the league president. With any change of address of either parent; the player may elect to play for the Connie Mack organization that covers either of the parent's current addresses, assuming the organization has a roster spot available.

If a Connie Mack organization in any particular year; ONLY enters a team in the 'C1' and/or 'C' league, the 14 – 16-year-old players in that organization's territory may play for any Connie Mack 'A', 'B1' or 'B' team. Any player changing teams for this reason will have a one-time choice of playing Connie Mack in their organizations territory or staying with the organization they played for during the "previous" year. **Exception: Players cannot be registered after April 30, with an organization outside of the CM Territory where they reside.**

If an organization does not have a 'C' or 'C1' league but does have a team(s) in 'A', 'B1' or 'B', their 13-year-old players may elect to play in a 'C1' or 'C' league for any Connie Mack team. When they are 14 years old, they will have to make the one-time choice of playing Connie Mack in the 'A', 'B1' or 'B' leagues of their organizations territory or staying with the organization they played for as a 13-year-old. **Exception: Players cannot be registered after April 30, with an organization outside of the CM Territory where they reside.**

C League players cannot be released to another organization because their organization does not have a C1 team or if they do not make their organizations C1 team.

E. The Bux-Mont Board of Directors shall have the power to disqualify, suspend or remove any manager, coach, player or team violating any of these rules. All protests of eligibility of players must be specific and set forth definite proof. This must be in writing and filed with the Board of Directors before the end of the current season including playoffs. The Connie Mack State President shall appoint a three-man committee to act on the issue of eligibility. If a player is found ineligible, he will be disqualified immediately and all games in which he participated will be forfeited.

#### BUX-MONT CONNIE MACK CHARTER TERRITORIES

##### I. **The CM territories are divided as follows:**

#### TEAM TERRITORY

Abington - Abington Township

Centennial - Southampton Township; Warminster Township

Central Perk - Townships of Upper Frederick, Lower Frederick and Perkiomen Township. Boroughs of Schwenksville and Trappe.

Cheltenham - Cheltenham Township

Chestnut Hill - Springfield Township and the 19118-zip code area. Includes Lafayette Hill residents that reside in Springfield Township. Mt. Airy, Roxborough, West Oak Lane, Andorra, East Oak Lane, Germantown, East Falls

Deep Run - Hilltown and Bedminster townships, Boroughs of Silverdale and Dublin

Doylestown - Doylestown Borough and Twp.: Buckingham Twp. A good portion of "Furlong" is in Buckingham Twp.

Glenside - Abington Township, including Glenside zip codes: 19046 and 19095. Does not include Jenkintown Borough

Harleysville - Salford Lower and Upper Salford Townships & Franconia Township. The Boundary line thru Franconia and Salford Townships is the Pa Turnpike. Harleysville has west of the turnpike.

Hatfield-Towamencin - Hatfield Borough, Hatfield Township and Towamencin Township

Hatboro-Horsham - Horsham Township / Hatboro

Huntingdon Valley - Lower Moreland, Bethayres, Bryn Athyn

Jenkintown - Jenkintown Borough, Abington Township

Lansdale - Lansdale Borough

Lenape Valley - New Britain borough and township, and Chalfont Borough  
Lower Providence - Lower Providence Township and Collegeville Borough.  
Montgomery - Montgomery Township.  
Nor-Gwyn - North Wales Borough, and Upper Gwynedd Township  
Norristown - Norristown Borough  
Norriton Townships - East and West Norriton Townships.  
Northampton Township - Northampton Township  
Palisades - Springfield Township, Nockamixon, Township, Tinicum Township, Bridgeton Township and Riegelsville Borough  
Pennridge - East and West Rockhill townships and Boroughs of Sellersville and Perkasio  
Pennsbury - Yardley, Morrisville, Lower Makefield, Falls Township and Fairless Hills  
Plumstead - Plumstead Twp.  
Plymouth Whitemarsh - Plymouth and Whitemarsh Townships and Conshohocken Borough. *Includes Lafayette Hill residents that reside in Whitemarsh Township.*  
Quakertown - Milford and Richland Townships and Quakertown Borough.  
Roslyn - Abington Township. Does not include borough of Jenkintown and Borough or Glenside zip codes of 19046 and 19095.  
Solebury - Townships of: Solebury & Amwel. Boroughs of: New Hope and Lambertville.  
Souderton - Souderton, Telford borough, Salford and Franconia Townships. The boundary line thru Franconia and Salford is the Pa turnpike. Souderton has east of the turnpike.  
Upper Dublin - Upper Dublin Township except for the portion Of Oreland which is in Springfield Township  
Upper Merion - Upper Merion Township  
Upper Moreland - Upper Moreland Township  
Upper Perkiomen - Marlboro and New Hanover Twp.: Boroughs of East Greenville, Green Lane, Pennsburg and Red Hill.  
Upper Providence - Upper Providence Township  
Valley - Bensalem  
Warrington - Warrington townships.  
Warwick - Warwick Township  
Wissahickon - Ambler Borough, Lower Gwynedd and Whitpain Townships.

### **SECTION E BUX-MONT ALL-STAR GAMES**

1. 'A' League - The breakdown of teams will be determined by the Board of Directors. An example: 1<sup>st</sup> thru 17<sup>th</sup> place team (1, 3, 5, 7, 9, 11, 13, 15, 17 and 19) will compose one team. The second team will consist of the 2<sup>nd</sup> thru the 18<sup>th</sup> place team (2, 4, 6, 8, 10, 12, 14, 16 and 18.).
- ~~2. A team must have refreshment facilities and an amplifier system available to be considered as host to the all star game.~~
3. Regular season games may be played on the day of the Bux-Mont all-star game. However, the game must start no later than 1:30 P.M. and no inning can start after 4:30 P.M. If the all-star game is a day game, no regular season games may be played.
4. The all-star manager will be selected based on league standings after all games are completed on the **Saturday one week before the all-star game is to be played.**
5. 'A' League - The number of players from each team will be selected on total points for each team in Bucks and Montgomery as of the completion of games after Saturday, one week before the All-Star game. If there are more than 16 teams the breakdown will be determined at a Bux-Mont League meeting before the start of the playing year.

### **13 Team League:**

- 1st and 2<sup>nd</sup> place teams - 5 Players
- 3<sup>rd</sup> thru 6th place teams - 4 Players
- 7th thru 10th place teams - 3 Players
- 11<sup>th</sup> thru 13th place teams - 2 Players

### **12 Team League**

- 1st and 2<sup>nd</sup> place teams - 5 Players
- 3<sup>rd</sup> thru 6th place teams - 4 Players
- 7th thru 10th place teams - 3 Players
- 11<sup>th</sup> and 12<sup>th</sup> place teams - 2 Players

'B1', 'B', 'C1' All-Star breakdown will be determined by the League Commissioners – after the number of teams in each league is determined.

6. Batting orders will be determined by a lottery. Each player will pick a number out of a hat to determine his position in the batting order. The batting order IS NOT to be determined based on what time the player arrives at the field.

7. Pitchers may not pitch more than 2 innings in the all-star game. These 2 innings do NOT count toward the maximum PITCH COUNT rule.

8. There will be no MVP awards at the Bux-Mont all-star games.

9. **Two umpires will be assigned to ALL the All-Star games.**

### **SECTION F - STATE CONNIE MACK ALL-STAR GAME ('A' LEAGUE)**

1. The Bux-Mont team will play the Lehigh Valley team on a date and place approved by the state board of directors.
2. NOTE: This rule is a STATE CONNIE MACK Rule. If a team does not have ALL of their allotted players attend the game, the team will be fined \$100 which MUST BE PAID BEFORE THEIR NEXT REGULAR SCHEDULED GAME IS PLAYED. A last-minute illness is not an excuse, thus an alternate must be ready to play.
3. The all-star manager will be selected based on the league standings after all games are completed on the Saturday one week before the all-star game is to be played.
4. The number of players from each team will be determined each year by the Connie Mack State Board of Directors at their February meeting.
5. Regular season games may be played on the same day as the all-star game. However, no regular season game may begin later than 1 P.M. and no inning started after 3:30 P.M.

## SECTION G

### SECTION G 1 - STATE TOURNAMENTS – 'A' League.

1. To be eligible for the State Playoffs / Tournament, American Legion players must have competed in at least 48% of his team's games Connie Mack games.
2. Any tournament eligible player listed on an American Legion roster and on an 'A' team roster must personally sign-in at the site of the tournament either at the 1<sup>st</sup> or 2<sup>nd</sup> game of his team's games. If the legion player has not signed in at his teams 1<sup>st</sup> or 2<sup>nd</sup> game, he is ineligible to play in the tournament. This rule is a State Connie Mack Rule and **only pertains** to American Legion Players.  
The Legion players must participate in 48% of their team's REGULAR season 'A' league games to be eligible for the State Tournament. They may play in the Bux-Mont end of year tournament with less than 48%.

**No team can have more than three players who are also rostered on a Senior American Legion team.**

Legion players may only be doubled rostered on 'A' league teams. **Once a Senior legion player is replaced on a CM 'A' roster with another Legion player, he may not be re-added to the CM 'A' roster.**

Note: this rule only pertains to *Legion* players. Junior Legion players do not have to be shown as a double rostered player.

3. The Bux-Mont will contribute a maximum of **\$700** (in 2020) to the Bux-Mont team that wins the State Tournament and up to **\$400 (2020)** to the team that is the State Tournament runner-up. This money is for the purpose of purchasing awards such as jackets, trophies etc. for the for the purpose of purchasing awards such as jackets, trophies etc. for the players, manager, coaches and anyone else that was designated an active member of the team. These dollars will only be used if the money

allotted by the State Connie Mack Board of Directors is not a sufficient amount to pay for the awards.

4. In 2021 the State Connie Mack organization will contribute up to **\$TBD** to the team that wins the State Tournament and up to **\$TBD** to the team that is the State Tournament runner-up for the purpose of purchasing awards such as jackets, trophies etc. for the players, manager, coaches and anyone else that was designated an active member of the team.
5. The contributions from paragraphs 4 and 5 will be paid directly to the company that provides the award and NOT to the Bux-Mont organization.
6. *If a BMCM team forfeits a game in the State tournament, the penalty will be the usual fine of \$100 AND they will be ineligible for the Bux-Mont playoffs the following season.*

### SECTION G 2 – BUX-MONT END-OF-YEAR PLAYOFF

The end of year playoff commissioners of the B1 / B / C1 / C leagues will determine the number of 8 team double elimination playoff brackets that are conducted each year in their leagues. The commissioners **CANNOT CHANGE THE PROCEURES LISTED BELOW** - for their leagues before the start of the playoffs. The **playoff** rules are the same as used during the regular season except as listed in these End-Of-Year pages. When available, lights should be turned on to complete the end of year tournaments – all leagues. See paragraph 12 below.

**See playoff roster rules under SECTION B2; B2A and B3 of these rules for additional playoff rules not listed in this section.**

All teams participating in the tournament must be present at the playing field, **no later than** 1/2 hour prior to game time.

1. Regular season rules pertain except as specified in Section G2 of these rules

2. **Managers, coaches or players who are ejected two times during tournament play will be suspended from further participation in the Bux-Mont playoffs.**
3. Any changes in playing personnel while the game is in progress must be brought to the attention of the umpire in addition to the opposing scorekeeper. **In the 'A' league playoffs, the announcer of the games must also be notified of all changes.**
4. The 10 Run Rule is in affect during the Bux-Mont tournament.
5. In case of a weather cancellation once the game begins the 'A' league games will be played in their entirety unless a team is winning by 10 or more runs after 4 ½ or 5 innings. The 'A' league **Play-In** game will be considered complete if halted by rain after 4 ½ or 5 innings. **All other leagues – the games will be official after 4 ½ or 5 innings, except for their championship ship game.**
6. Tournament protest fee will be \$100.00. If the protesting team loses a "rule" protest, the \$100 must be paid to the league within 7 days of the protest. If they win the protest, the fee does not have to be paid. **Tournament protests MUST be decided before the game proceeds** by the B-M League president, a Bux-Mont Board official or the tourney/playoff commissioner. If no official is present at the game, the protesting manager is to call the league president or tourney commissioner before the game can proceed. Appropriate cell phone numbers will be provided before the start of the tourney/playoffs. Remember, umpire decisions cannot be protested – only a rule can be protested.

7. *A team cannot start or finish a tournament game with less than 9 players.* If a player is injured and there are no reserve players, the managers of the teams involved **CANNOT** agree to proceed with one team having less than 9 players. "Reserve players" include those players who have already played and have been removed from the game. If 9 players are not available after a player is declared to be injured, the game is over and the team with less than 9 players loses the game by forfeit. Under no circumstances can managers, coaches or umpires decide to ignore this rule.
8. Playoff rosters are the same as the regular season rosters as of June 30 **for ALL leagues.** There will be no combining of regular season teams for the purpose of having a combined playoff roster.
9. Senior Legion players that are doubled rostered can play on both their Senior Legion and Connie Mack 'A' league teams during the end of year tournament / playoffs. The only Connie Mack team that a Senior Legion player can be rostered on is an 'A' league team. Legion players cannot play on a B1 or B team, either during the regular season or during the Bux-Mont end of year playoffs.

10. When available, lights should be turned on to complete the end of year tournaments – all leagues.

11. **All leagues – 2 umpires for ALL games – with this exception: Game 2 and 3(if necessary) of the B-M 'A' League Championship series will have 3 umpires assigned.**

## 12. 'A' and 'B1' League only –

**If an 'A' / 'B1' league team forfeits a game** in the BMCM tournament, they will be charged the normal forfeit fee of \$100 AND **they are eliminated for the remainder of the tournament.** In addition, the organization will NOT be eligible for playoffs the following season. This will also apply to either the 1<sup>st</sup> or 2<sup>nd</sup> place 'A' league team who draw automatic bids to the PA State tournament. If one of these two teams forfeit in the best of three B-M Championship series, the other team will be declared the 'A' league champion and the highest seeded team **at the time of the forfeit** that is still alive in the BM tourney will get the automatic bid to the PA State Tourney. (Rule G2-13 modified 3-4-13). All remaining competing teams will continue to play as normal within the tournament bracket, but essentially will advance one seed with the highest remaining seed receiving the automatic bid.

State Rule: If a team forfeits a game in the State tournament, the penalty will be a **\$150 fine** AND **they will be ineligible for playoffs the following season.**

Under no circumstances can a manager, coach or umpire decide to ignore this rule.

## **SECTION H – BUX-MONT SENIOR CONNIE MACK DIVISION.**

THE SENIOR CONNIE MACK DIVISION IS A **“WOOD BAT ONLY”** LEAGUE  
**Composite** Wood Bats are not allowed.

1. Competition is open to all players, beginning with age 17; the Ages of the Hostelley Division are 19– 39; the ages of the Sullivan Division are 17 – 20. In the years that there is no “Sullivan” division; the players aged 17-20 will be assigned to the Hostelley Division teams. With league permission, 16-year-olds and players greater than 39 years old can be rostered.
2. Games are played on Wednesday's and Sunday's. Connie Mack 'A' rules are in effect, unless otherwise modified for the Senior Connie Mack League.
3. **Rosters** MUST be provided to the Bux-Mont Commissioner before start of season. Rosters are mandatory. Rosters can be changed through-out the season. Players must be added to the roster before they can participate in a game. An – e-mail to the league president with roster additions / changes are acceptable. If a player is found to be ineligible his team will lose the game that the illegal player participated in. This includes Legion eligibility in the Sullivan division. Perky League players; Current Division I and II college players and Tri County rostered players **AND Pendel and Atlantic coast baseball league players** may NOT be added to a Senior Connie Mack roster during the last 10 days of the regular season. **Any infraction will result in the loss of the game by the offending**
4. **“NO ALCOHOL RULE”** No alcoholic beverages permitted on or near the fields. The school district / organizations that own the fields will take away our field permits if any alcohol is observed at the games or practices. Coaches are responsible for their fans in regard to this rule. IF A PLAYER IS CAUGHT DRINKING BEER IN OR NEAR THE DUGOUT, he will be suspended for the remaining year on the first offense. **If a 2<sup>nd</sup> offense occurs the player will be permanently banned from Senior CM baseball.**
5. The free substitution rule is an option. – Players may move in and out of defensive positions at the choice of the manager. When free substitution is used, all players present must be in the batting lineup. The batting order may not change once the game starts. 6. The EH (Extra Hitter) and DH (Designated Hitter) are also options in Sr. Connie Mack. **In the Senior League (Hostelley and Sullivan Divisions) the EH and DH can be used in the same game.**
7. Complete uniforms are mandatory for the players. It is highly desired that all managers and coaches also have team uniforms when coaching the bases.
8. Entrance fee: ~~Hostelley division entrance fee is \$1250. Sullivan division \$1150.~~  
The umpire fees and game balls are included in the entrance fee.
9. The Hostelley Division will play 14 regular season games. The Sullivan Division will play 12 games.
10. **Team insurance coverage is required to play in the league. Proof of such coverage must be provided to the Bux-Mont Commissioner.**
11. The team coming out of the winner's bracket in the end of year tourney undefeated; is the home team in the 1<sup>st</sup> championship game (# 14 in Sr. Connie Mack) regardless of their tournament seed. If a 2nd game is required in the championship series, the better seeded tournament team will be the home team.
12. The league does have a 10-run rule.

13. When there are two SENIOR CONNIE MACK games scheduled at the same field on the same day, the first game must end no later than 30 minutes before the start of the 2<sup>nd</sup> game.

14. Teams may play with eight (8) players. There is no automatic out for the 9<sup>th</sup> player that is not in the lineup. Teams may "borrow" players from the opposing team. A team from an organization that has entered more than one team in the league CANNOT "borrow" a player(s) from one of their "other" teams. This rule is for the regular season and the end of year tourney.

15. Courtesy runners are not permitted, including for the catcher and pitcher.

**16. Perky League and Tri County League players, both past and present are NOT eligible to play on a Sullivan Division team. Any infraction will result in the loss of the game by the offending team.**

17. Perky League players; Current Division I and II college players and Tri County players **AND Pendel and Atlantic coast baseball league players** are only eligible to pitch in the Hosteley Division and may not pitch in the Hosteley Division of Senior Connie Mack after they have eight (8) pitching appearances OR 21 innings in their non-CM leagues. Players that play in the Hosteley Division **AND** either the Perky or Pendel or Tri County or Division I and II colleges, MUST participate in at least 48% of their Sr. Connie Mack games to be eligible for the end of year tourney.

18. Sixteen- and 17-year-old legion players may pitch in the Sullivan Division. They must play in at least 8 Sr. Connie Mack regular season games to be eligible to play in the Sullivan Division playoffs. Eighteen- and 19-year-old legion players must be listed on a Hosteley Division team if they desire to pitch in the Sr. Connie Mack League.

**19. Wooden bats must be used.**

*Major League Baseball (MLB) **doesn't allow bamboo baseball bats** since it falls under the composite category, not wood.*

**What is a composite wood bat?**

*Composite wood bats categorize a large selection of mostly wood bats that are not made from single piece billets. That is, they aren't merely shaved down from the tree to form a single piece of maple, ash, or birch. Those types of bats are referred to as [wood bats](#) and what you find at most pro levels, including MLB.*

*Composite wood bats are multi-piece wood bats, or the sawdust from bats pressed, glued, and combined. Often, composite (plastic) pieces help form the inside while some type of wood, wood pieces, or sawdust includes a bat's exterior. These bats are not legal at the MLB level, but many minor leagues (like Rookie ball and unaffiliated professional leagues) allow.*

20. Players from the two finalists in each league will each receive a medal.

21. TEN RUN RULE "If a visiting team goes ahead by 10 or more runs in the top of the 6th inning - does the home team get to bat in the bottom of the 6th inning?" **The answer is YES.** Of course, this is also true of the 7th inning.

22. The visiting team must have the field for 15 minutes, beginning no later than 30 minutes before the game starting time, providing the visiting team arrives on time. The visiting team must be off the field 5 minutes before game time. The home team must be off the field 30 minutes before game time. When a home team does not practice during the normal time period, up to 30 minutes before game time, they do not get practice time after the visiting team is finished.

23. Game lineups should be exchanged before the start of the game, between the two teams.

24. A team from an organization that has entered more than one team in the league CANNOT "borrow" a player(s) from one of their "other" teams. This rule is for the regular season and the

29. Players may wear jewelry in the Hosteley Division of Senior Connie Mack.

30. There are no restrictions on the number of innings a pitcher may pitch during the week.

31. In case of rain or darkness all games are official per major league rules: 4 ½ innings if the home team is winning and 5 innings if the home team is losing. This includes the end of year tourney. Tourney games cannot end in a tie.

32. In the Senior League – there are no exceptions to the regular season ejection rules. Also note that if a player was ejected on the last day of the regular season, his suspension would carry thru to the playoffs. Managers / coaches of course, are suspended for three games. In the Senior League, a player will be suspended for the remainder of the year, including playoffs, if ejected twice in the same regular season year.

33. A manager, coach or player who is ejected **two times during league playoffs** will be suspended from further participation in the playoffs. The league commissioner will have the authority to authorize a “next” game suspension if he feels, with input from the game umpires, that the “first” ejection of the playoffs warranted a one game suspension.

34. A forfeit will result if a team cancels a game on the “**day of the game**” due to a lack of players.