

BUX-MONT SENIOR CONNIE MACK

THE SENIOR CONNIE MACK LEAGUES ARE
“WOOD BAT ONLY”

Composite Wood Bats are not allowed.

The only authorized **baseballs** are the baseballs provided by the Bux-Mont Connie Mack League

Hostelley League Ages 19 – 44

Sullivan League Ages “17-21”

Ages are based on the player’s age on January 1st of the playing year.

1. Competition is open to all players, beginning at the age of 17. With league permission, 16-year-olds, and players greater than 44 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. **A forfeit will result if a team cancels a game on the “day of the game” due to a lack of players. No exceptions**

If a team forfeits during the last 7 days of the regular season schedule; the team that forfeited will owe the league ½ of a games' umpire fee.

3. Rosters MUST be provided to the Bux-Mont Senior CM Commissioner before the start of the season.

Rosters are mandatory. Only names are required on the Hostelley League rosters. Sullivan League rosters must contain the age of the player as of January 1 of the “current” season.

This rule pertains to Hostelley league Rosters only: July 1 is the LAST day rosters can be changed. 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 after a team completes 7 games of the regular season or if July 1 comes before the teams' 7th game. These players must be identified on the CM roster as to what non-CM league they are rostered. Any infraction will result in the loss of the game by the offending team.

As in the past, **players must be added to the roster before they can participate in a game.** An e-mail to

the league commissioner; with roster additions / changes is acceptable.

If a player is found to be ineligible his team **will lose all games** that the illegal player participated in.

Players doubled rostered on a Hostalley AND Sullivan League rosters cannot pitch on the Sullivan League team once they pitch at least 1/3 of an inning in the Hostalley League.

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 regarding 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 2nd offense occurs the player will be permanently banned from Senior CM baseball.

6. Complete uniforms are mandatory for the players. It is highly desired that all managers and coaches also have team uniforms when coaching the bases.

7. Entrance fee: **Hostelley League \$??**: (2025)
Sullivan League \$?? (2025)

The umpire fees and game baseballs are included in the entrance fee.

8. The Hostelley league teams will play 14 regular season games. Sullivan league teams will play 12 regular season games.

10. Team insurance coverage is required to play in the league. Proof of such coverage must be provided to the Bux-Mont Commissioner.

9. The leagues do use the **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. The rule is also pertains to end of year playoffs/tournaments.

10. A game can end under the **"15-RUN RULE"** if one team has a lead of **fifteen (15) runs or more** at the end of **three or four innings**.

Alternatively, if the home team is ahead, the game can end after **two and one-half innings** (or three

and one-half innings with a lead of fifteen runs or more

11. 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 2nd game.

12. Teams may play with eight (8) players. There is no automatic out for the 9th 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.

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

14. Both leagues of Senior CM, use the MLB extra inning “ghost runner” rule, (8th inning to the end of the game).

15. Wooden bats must be used.

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

***Baum** bats are made of composite wood which is illegal in MLB AND in our league.*

If anyone uses (at least one pitch) an illegal bat, and then is questioned by the opposing team at the time the player is batting, the batter will be considered out.

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.

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16. 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.

17. 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.

18. Helmets for adult base coaches are recommended. The helmet options are: 1 or 2 ear flaps or a skull cap.

19. Players may wear jewelry in the Senior Connie Mack Leagues.

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

21. 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 playoff/tourney. End-Of-Year Tourney/Playoff games cannot end in a tie.

22. In the CM Senior Leagues – there are no exceptions to the regular season CM 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.

23. 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.

24. 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.

25. The **EH** (Extra Hitter) and **DH** (Designated Hitter) and **Re-Entry** rules are options in Sr. Connie Mack. **In the Senior Leagues (Hostelley and Sullivan) all three options can be used in the same game.**

26. 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

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eligible players on the bench. The EH must remain in his original batting position in both 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 if the lineup order remains the same.

27. **Re-entry Rule.** 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 regard 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. This option of course is not an option when the free substitution is being used.

NOTE: Any starting player that is removed from the game **MUST** re-enter in the batting position that he was in at the beginning of the game; **AND** it also means that the substitute who originally replaced him is out of the game, as a player can **NEVER** bat in any batting position other than his original place in the batting order.

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.

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

The Designated Hitter **MLB 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.

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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.

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.

29. TIE BREAKER PROCEDURES

Regular season record is determined by total POINTS and not win/loss percentage.

1. **1st Tie Breaker:** Head-to-Head Competition.
2. **2nd Tie Breaker:** Division Record. (When there are two or more divisions in the league)
3. **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

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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	T I E S	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

4. 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).

5. If teams, that have not played each other during the regular season, are tied at the end of the regular season, **and the teams that are tied, have already made the playoffs**; the league commissioner will flip a coin to see what the “playoff spot” is for each of the teams involved.

The following procedure is an option for the league commissioner, instead of flipping a coin as stated previously. If chosen by the commissioner, this option will be used when standings resulted in

EOY same “number of points” for multiple teams when these teams do not play at least one game against all of the teams with the same # of EOY points.

	No. of Wins vs. Playoff Teams	No. of Losses vs . Playoff Teams	Ties	Total Pts	Win Percentage
Team A	6	2	0	12	0.750
Team B	4	3	0	8	0.571
Team C	3	3	0	6	0.500
Team D	3	4	0	6	0.429
Team E	2	4	0	4	0.333
Team F	2	4	0	4	0.333
Team G	2	4	0	4	0.333

Hostelley League Specific Rules

1. The team coming out of the winner’s bracket in the playoffs undefeated is the home team in the 1st championship game (# 14 in Sr. Connie Mack) regardless of their tournament seed.

If game #15 is required in the championship series, the better seeded playoff team will be the home team.

2. 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 Hostelley

League only. They may not pitch in Senior Connie Mack after they have eight (8) pitching appearances OR 21 innings in their non-CM leagues.

3. Players from the two finalists in the end of year playoffs will each receive a medal.
4. Players that play in the Hosteley League of Sr. Connie Mack **AND** the Perky League; Current Division I and II college players and Tri County leagues **AND Penndale and Atlantic coast baseball league players** MUST participate in at least 48% (in a 14-game season this number is 7 games) of their Sr. Connie Mack games to be eligible for the end of year tourney.
5. Fields with lights will be used for Wednesday end of year tourney games; if possible.
Sundays – end of year playoffs: The league will attempt to use the playing fields of the higher seeded teams. Tournament Finals will be held at a field with lights if possible.

Sullivan League Specific Rules

1. Perky League players, **Current Division I** college players, Tri County rostered players AND Pendel and Atlantic coast baseball league players are **NOT eligible to play in the Sullivan League**. If these players want to play Sr. Connie Mack baseball, they need to play in the Hosteley League. Any infraction will result in the loss of the game by the offending team.
2. Sixteen- and 17-year-old **senior legion** players may pitch in the "Sullivan League, even if they pitch for a senior legion team.
3. **Eighteen thru twenty-one** aged Sullivan League players, who also **pitched at least 1/3 of an inning** on a :
 1. **Senior** American Legion team:
 2. College division level II and lower team, during the current season:
 3. Sr. CM Hosteley League team:

CANNOT pitch in the Sr. CM Sullivan League. They are eligible to play in the CM Sullivan League but cannot pitch. The penalty for not following this rule is a forfeit

of any game that the player pitched in the Sullivan League.

4. Senior Legion or College Level II and lower or Sr. CM Hostalley League rostered players must play in at least six Sullivan League regular season games to be eligible to play in the Sullivan League end of year tournament.