



NYC GOTHAM MABL 2027 Rosters, Eligibility, Rules & Regulations

1. Rosters & Registration

A. Registration: All players must be registered prior to playing. If a player is not registered prior to playing, the team will receive a forfeit for each game the player played. Registration is open from January 1 to April 1, 2027. Any players who register after April 1, 2027, will be charged a late fee.

B. Rosters: Unless otherwise approved by the commissioner, the following roster rules apply.

1. Rosters are closed July 1. No roster additions are allowed after rosters close. There is no roster cap.

C. Playoff Eligibility: Player must be on the roster to be playoff eligible.

D. Illegal Players: Use of an unregistered, suspended, underage, or otherwise ineligible player may result in:

1. Game forfeiture
2. Player suspension
3. Manager suspension
4. Removal from playoff eligibility
5. Additional league discipline

2. Before, After, & Surrounding the Game



A. 9 inning games:

1. \$130 per team for ump fee.
2. Umps fees must be paid before the start of the game.
3. No new inning after 2:30 hours.

B. 7 inning games: (Double Headers)

1. \$110 per team for ump fee for each game.
2. Umps fees must be paid before the start of game 1
3. No new inning after 2:15 minutes.

****Any inning that is started must be finished.**

C. Forfeits and Late Start

1. There is a 15 - minute grace period from the scheduled start time.
2. The forfeiting team is responsible for one game umpire fee for both teams.
3. Should a team forfeit game 1 of a double header and request umpires to remain an additional 15 minutes and forfeit game 2, then another full game fee will be due from the forfeiting team to pay for both teams.
4. Failure to pay any outstanding fees to the league will result in immediate disqualification from postseason play and any other league events such as the all-star game, along with possible expulsion for prolonged delinquency.



5. If you are not able to play your games due to not enough players you must cancel the game 48 hours before the scheduled start time. If you pass those 48 hours than a fee of \$220 must be paid. Now if you cancel the game 24 hours before the scheduled time a fee of \$440 must be paid before your following games.

D. Weather

1. 9 inning games. A game that has completed at least 5 innings (or 4 ½ if the home team is winning) will be considered an official game if the game is called due to weather conditions or the failure of lights.

2. 7 inning games. A game that has completed at least 4 innings (or 3 ½ if the home team is winning) will be considered an official game if the game is called due to weather conditions or the failure of lights.

3. If 1 pitch is thrown to start a new game and the game is called due to weather each team must pay one 7-inning game fee.

4. All make up games will be made at the discretion of the league.

5. It is up to the team managers to inform the league if the field is playable.

6. All games must be cancelled 2 hours prior to start time.

7. Team Fees Associated with Rainouts. Teams are responsible for paying these fees. The umpires charge these fees, not the league. The league will collect these fees from the teams and pay the umpires

I. If a game is cancelled within the 2 hours mark a travel fee of \$55 must be paid by both teams.

II. If a team forfeits both games, they must pay a fee of \$440 before their next games.



III. If a game is cancelled on the field do to field conditions a full game fee of \$110 will be collected from both managers.

8. Thunder stops the game for 30 minutes.

9. All managers are expected to communicate with their opposing manager on canceling games. As soon as a decision is made you are to email nycgothammabl@gmail.com to avoid any fee.

E. Game Entry

1. It is the responsibility of the home team to score the games on Game Changer.
2. The away team should always score the game on the books provided.
3. Any protest should be done right away and signed by both managers and the home plate umpire.

G. Scheduling Make-Up Games or Moving Games

1. To reschedule a game; both managers must come together and pick a date and time that works for both teams. If a date and time is not reached upon by the managers, the league office will reschedule the game.
2. For game change requests to be recognized and considered for approval create one email with both managers. Please do not include us in the set-up emails.
3. All make ups should be rescheduled right away. Do not wait until the end of the season to try and make up games.



H. Ejections & Suspensions

1. **General Ejections:** Any player ejected is automatically ejected for any remaining games of the day of the ejection and must leave the field and dugout. Each time a player is ejected, and the umpires submit an ejection report to NYCGMABL management relating to the incident, the following minimum suspensions will apply (this is in addition to being ejected for the remaining games of the day of the ejection):

I. **First Offense.** A player that is ejected the first time during the same season receives automatic minimum suspension for any remaining games played that day and the next 1 game.

II. **Second Offense.** A player that is ejected the second time during the same season receives automatic minimum suspension for any remaining games played that day and the next 2 games.

III. **Third Offense.** A player that is ejected the third time during the same season receives automatic minimum suspension for the remainder of the year (including playoffs).

2. **Fights:** There is absolutely no fighting in NYCGMABL. Taking action to cause any harm to an opposing player, coach or umpire will result in a severe suspension and possible permanent expulsion. The following minimum suspensions apply to fight related incidents, which may include barreling down a catcher or threatening a coach, player or umpire:

I. **First Offense:** Any player that fights receives automatic minimum suspension for any remaining games played that day and the next 8 games. As for the manager they will also be suspended for any remaining games played that day and the next 6 games.

II. **Second Offense:** Any player that fights twice in the same year will be automatically kicked out the league. As for the



manager he will be suspended any remaining games of the day and the next 12 games.

3. The above suspensions apply regardless of what happened. There are no exceptions, no appeals and no excuses.

4. Off-the-Bench Rule. Any player coming off the bench during a fight will be automatically suspended according to the “General” suspension rules. However, if that player coming off the bench escalates the fight, that player will be suspended according to the “Fights” suspension rules.

6. Arguing with umpires. Any member of the team aside from the manager that confronts an umpire is subject to immediate ejection and subsequent suspension in accordance with league rules.

7. **NYC GOTHAM MABL** has zero tolerance for:

- I. Threatening umpires
- II. Threatening opposing players
- III. Threatening league officials
- IV. Physical intimidation
- V. Discriminatory slurs
- VI. Harassment
- VII. Deliberate attempts to start fights

*Serious misconduct may result in immediate suspension pending league review.



I. Uniforms

1. Uniform deadline is May 1, 2027.
2. After May 1st, each player on your team must be wearing a jersey or T-shirt that is the team colors with a number on the back & baseball pants. It is the umpire's discretion of what is acceptable.
3. Any player that is not meeting the uniform requirements on and after May 1st will not be allowed to play unless they have proof of a late registration.
4. Metal spikes are permitted where allowed by the facility. Metal spikes are prohibited on fields or artificial-turf facilities where the facility or permit rules prohibit them.

3. Games, In Game Rules, Regulations & Fields

The goal of the NYCGMABL is to adhere to Official Baseball Rules except in the examples detailed below.

A. Run rule/mercy rule as follows:

1. Mercy Rule

- I. 12 runs after 3 full innings (7 inning game).
- II. 10 runs after 4 full innings (7 inning game).
- III. 8 runs after 5 full innings (7 inning game).
- IV. 12 runs after 4 full innings (9 inning game).
- V. 10 runs after 5 full innings (9 inning game).
- VI. 8 runs after 6 full innings (9 inning game).



B. Games Played

1. Each team has 30-32 scheduled games for the entire season.
2. For standings purposes and playoff brackets, games not played below 25 games will be considered a loss. Games played at 25 and above will count without adjustment.

C. The use of the EH, DH, & courtesy runners

1. There will be free defensive substitution. All teams have the option to substitute freely on the field in any defensive position except for the pitcher. A pitcher may leave the mound for another position on the field but may return only once to their position as pitcher. Violating this pitcher's rule does not constitute a penalty, although the pitcher must leave the mound immediately. Free substitution on the field does not affect the batting order. Defensive positions do not need to be listed on the line-up card except for the pitcher.
2. A line up can have up to 2 EH's. The EH can enter the field for any position without losing the EH, but any player used as an EH cannot be used to pitch. If the EH is entered to pitch and the opposing team contests the change, the EH is out the game. A team may not alter the number of hitters in the lineup once lineups have been exchanged except for the 8-player start rule.
3. A line up can only have 1 DH subject to Official Baseball rules. If the DH is used and a position player comes into pitch, the DH must assume a position on the field or as EH and there shall be no more DH for that game. NOTE: Unlike the EH rule, a DH may come into pitch. He retains his spot in the batting order and there shall be no more DH for that game.
4. A courtesy runner is **required** for the catcher/pitcher when the catcher reaches base with 2 outs. The runner must be the last



recorded out in the game. A courtesy runner is optional for the catcher/pitcher if they reach base with no outs or 1 out.

5. The use of the non-runner is allowed, and the runner must be someone from the bench who is not playing. If a team does not have enough players, then it must be the last recorded out. That runner must be attached to that non-runner throughout the whole game. Any improper use of a courtesy runner including the use of the improper or wrong replacement shall result in the non-runner being scored as an out. Appeals must be made prior to the next pitch being thrown.

D. On the Mound

1. A pitcher can no longer fake to 3rd and then throw to first.
2. No pitcher shall argue balls & strikes, the only person open for discussion about balls and strikes is the head coach (all based on umpire discretion).

E. Batter's-Box Rule

1. This rule is designed to speed up play by controlling the actions of the batter between pitches. Once a batter has taken his position in the batter's box, he shall not be permitted to step out of the batter's box to use the resin or the pine tar rag, unless there is a delay in the game action or, in the judgment of the umpires, weather conditions warrant an exception.
2. Umpires may grant a hitter's request for time once he is in the batter's box, but the umpire should eliminate hitters walking out of the batter's box without reason.
3. If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified, he may allow the batter to step out of the box momentarily. If after the pitcher starts his windup or comes to



a set position with a runner on, he does not go through with his pitch because the batter has stepped out of the box, it shall not be called a balk. Both the pitcher and batter have violated a rule, and the umpire shall call time, and both the batter and pitcher start over from scratch.

4. The batter shall keep at least one foot in the batter's box throughout the batter's time at bat, unless one of the following exceptions applies, in which causes the batter to leave the batter's box but not the dirt area surrounding home plate:

- I. The batter swings at a pitch.
- II. The batter is forced out of the batter's box by a pitch.
- III. A member of either team requests or is granted time,
- IV. A defensive player attempts a play on a runner at any base.
- V. The batter feints a bunt.
- VI. A wild pitch or passed ball occurs.
- VII. The pitcher leaves the dirt area of the pitching mound after receiving the ball; or the catcher leaves the catcher's box to give defensive signals

5. If the batter leaves the batter's box and delays the game, and none of the enumerated exceptions occur, the plate umpire shall charge a strike to the batter. The pitcher does not need to pitch, and the ball remains live. The umpire shall award additional strikes, without the pitcher having to deliver the pitch, if the batter remains outside the batter's box and further delays play.

F. Bats

1. Permitted bats include:

- I. Maple



II. Ash

III. Birch

IV. Bamboo

V. Approved wood-composite bats

VI. Approved wood/metal hybrid bats

2. Bats may not exceed:

I. 36 inches in length

II. 2¾ inches in barrel diameter

3. The following are prohibited:

I. Aluminum bats

II. Standard metal bats

III. BBCOR metal bats

IV. USSSA metal/composite bats

V. USA Baseball metal/composite bats

VI. Softball bats

VII. Corked bats

VIII. Shaved bats

IX. Rolled bats

X. Loaded bats

XI. Altered bats

XII. Any bat modified to improve performance illegally

4. If a player uses an illegal bat:

I. First offense: Batter is OUT, and the bat is removed.



II. Second offense by the same player: Batter is OUT, and the player is EJECTED.

*A knowingly altered or fraudulent bat may result in immediate ejection and additional league suspension.

G. Fields

1. There is absolutely no drinking or smoking on or around the immediate area of the ballpark.
2. Both managers (not the home team) are expected to bring bases and home plate to every game.
3. You must pick up garbage and keep the fields in good condition.
4. Metal spikes are permitted where allowed by the facility. Metal spikes are prohibited on fields or artificial-turf facilities where the facility or permit rules prohibit them.

H. Coaches

1. Managers are responsible for:
 - I. Team rosters
 - II. Player eligibility
 - III. Uniform compliance
 - IV. Communicating schedules
 - V. Lineup cards
 - VI. Team conduct
 - VII. Knowing league rules
 - VIII. Reporting scores



IX. Maintaining accurate statistics

X. Controlling their dugout

XI. Ensuring players respect umpires and opponents

*Managers are the primary point of contact between their team and NYC GOTHAM MABL.

I. Eight-player start rule

1. Teams may start and complete any game with only 8 players and do so without penalty of a forfeit. The team with 8 players must record an out in the ninth spot (it must be the ninth spot only) in the order throughout the game, unless the missing player arrives. The out must be recorded in the ninth spot in the order every time it occurs, regardless of where the missing player would normally bat. When the ninth player arrives, he may be added into the line-up only in the ninth batting position. He may also take his position when he arrives but must wait until the current batter has completed his at bat. If nine players are available, the team must start with all nine players and is not permitted to “hold one back.”

J. Line-up cards

1. Must be exchanged between the two managers prior to the first pitch being thrown.

2. All changes on the line up cards should be spoken about between the two managers on the sideline. Do not hold up playing time for lineup changes.

3. Lineup cards should be provided to umpires on request.



K. No collision/slide rule

Player safety takes priority over gaining an extra base.

1. Malicious Contact

A runner may not intentionally

I. Crash into a defensive player

II. Throw a forearm or shoulder

III. Lower his shoulder into a defender

IV. Initiate unnecessary violent contact

V. Attempt to injure another player

2. Malicious contact may result in:

I. Runner being called OUT

II. Immediate ejection

III. Additional suspension

3. Avoiding Contact

When a defensive player has possession of the ball and is waiting to make a tag, a runner must slide, give himself up, or make a legitimate attempt to avoid dangerous contact.

4. Fake Tags & Decoys

Fake tags intended to cause a runner to slide unnecessarily are prohibited.

Dangerous or deceptive actions that create an unnecessary risk of injury may result in obstruction, ejection, or additional penalties.



MANAGER & PLAYER ACKNOWLEDGMENT

Participation in NYC GOTHAM MABL constitutes agreement to follow:

- This rulebook
- League policies
- Player code of conduct
- Facility regulations
- Umpire decisions
- League disciplinary decisions

Every manager is responsible for making these rules available to his players.

THE GOTHAM STANDARD

COMPETE HARD.

RESPECT THE GAME.

RESPECT THE UMPIRES.

RESPECT YOUR OPPONENT.

PLAY BASEBALL THE RIGHT WAY.

NYC GOTHAM MABL

Bringing the Fun Back to NYC Baseball