



**Adult Baseball**

**Fall/ Winter 2009**

## **GENERAL RULES FOR CITY OF MURRIETA**

### **I. QUALIFICATIONS**

- A. The City of Murrieta Adult Sports Leagues are open to all persons 18 years of age and over.
- B. Team managers are responsible for the enforcement of and adherence to all eligibility rules.
- C. Team fees are to be paid in full, with a single check, money order, or credit card.
- D. The City of Murrieta does not carry insurance on adult sports participants; therefore, players are participating at their own risk. Should teams wish to purchase insurance for their players, a separate insurance is offered through SCMAF.  
Information is available at the Recreation office.
- E. A player's name on a team's roster confirms his/her full understanding of the above rule. Managers are responsible for bringing this to the attention of their players.

### **II. DEFINITIONS**

- A. Resident Team: For "resident team" status, 80% or more of the team's roster must consist of Murrieta residents at all times during the season. To qualify, each player must submit a copy of his or her driver's license or other picture I.D. as well as a copy of a mailed item (such as an utility bill) received to a Murrieta residence in their name.  
Checks and deposit slips will not be accepted as proof of residency.
- B. Non-Resident Team: Any team whereby 80% of their roster does not consist of Murrieta residents or returning players.
- C. The Lottery System: In the event of the number of teams registering for a league outnumber the spots allowed in the league, a lottery will be held to determine the allowed teams. The first lottery will be for resident teams, second for returning teams, and if there are still remaining spots non-resident teams will register first come first serve. Names will be placed in a container and the number of spots available will be drawn from the container.

### **III. REGISTRATION PROCEDURE**

- A. All teams interested in participating in the current season must submit, in person, all the items listed on the checklist to the California Oaks Sports Park during the appropriate registration dates. **ONLY COMPLETED PACKETS WITH THE CORRECT CORRESPONDING FEES WILL BE ACCEPTED. IF YOUR PACKET IS INCOMPLETE, IT WILL NOT BE ACCEPTED AT THAT TIME. NO EXCEPTIONS!!!**
- B. Registration procedures will be as follows:
  - a) All resident teams will submit their packets first. If there are more teams interested in a particular division than there are available spots, the lottery system will be in effect. Those teams not chosen will either receive a refund or be allowed to enter another open division.
  - b) After resident team registration, there will be non-resident team registration.  
Non-resident teams will submit their packets during the appropriate registration time. This is a first come first serve registration process.

#### **IV. LEAGUES FEES**

- A. The City of Murrieta Adult Sports Program is self-supporting, and all fees are subject to adjustment every season.
- B. Each non-resident player on a team roster will pay a \$10 non-resident fee.
- C. Teams that drop out of the league once it has started will not receive a refund.

#### **V. ROSTERS**

- (1) Coed Softball 20 players max. (8 to start)
- (2) Men's Softball 16 players max. (8 to start)
- (3) Men's Baseball 18 players max. (8 to start)
- B. Only players listed on the roster may play in league games.
- C. All players must submit copies of a picture I.D.
- D. Each player is required to have a picture I.D. in his or her possession during all game times. Failure to produce an I.D. at any given time will result in the player being declared ineligible and a possible forfeit may be given to the team.
- E. Signatures are required for all players! Any player who has not signed the roster form will automatically be dropped from the roster after the second league game.
- F. Men's teams may roster only men; Coed teams may roster a combination of men and women.
- G. In order to provide for more balanced divisions; teams may be shifted from one division to another at the end of the season's play. If a team finishes in first place and retains a majority of (60%) of their roster for the following season, they may be moved up a division. Teams may also be moved down a division if they should fill the last place in their division for two seasons.
- H. Rosters will be verified before a team is accepted into the league.

#### **VI. LINE-UP CARDS**

- A. Line-up cards (if required) must be given to a scorekeeper prior to the start of the game.
- B. First and last names of each player are to be placed on the line-up card before game time. Failure to do so will result in an ineligible player.

#### **VII. ADD/DROP POLICY AND ROSTER CHANGES**

- A. Once a team officially drops a player, he/she cannot play for any other team within the division for the remainder of the season.
- B. The Manager or assistant manager must submit the add/drop form at least 24 hours in advance (or 1 business day) of the next scheduled game along with a picture I.D. and any non-resident fees.

Penalty for using a player before the 24-hour time frame: Manager suspension.

No additions to teams will be accepted after the team's 4th game of the season. (10wk Season)  
No additions to teams will be accepted after the team's 15th game of the season. (21wk Season)

C. Roster changes must be made directly with the Community Services Office.

D. To make a roster change, the manager will need to submit, in person, by mail, by fax, or by email, to the Community Services office, an add/drop form identifying the person to be added and/or the person to be dropped.

a) Proof of residency (used for Resident verification) shall also be submitted with the add/drop form for Murrieta residents.

b) All players must submit picture I.D.

c) A non-resident fee of \$10 will be charged for a non-resident being added.

E. Use of a new player without specific approval prior to the effective date of eligibility shall result in a forfeit.

### **VIII. ILLEGAL PLAYERS** (please read this section carefully)

A. If a dropped player is found to be participating on a team that they have been dropped from; the team will then forfeit the game.

B. Any player using an assumed name will cause his/her team to forfeit. In addition, the coach will be subject to suspension for the season. Should this occur more than once during the season, the team will immediately be ejected from the league for the remainder of the season and will forfeit all rights and fees.

C. Staff can randomly spot-check I.D.'s, and if the Recreation Staff finds that a player is participating illegally, their team will forfeit the game.

D. Any player in question, who does not have a picture I.D. in their possession during game time will be declared ineligible and the team may possibly forfeit.

### **IX. FORFEITURE**

A. A ten (10) minute grace period will be given from the start of the first scheduled game time and will come off the game time. The official's watch is the official time. All other game times are forfeit time

B. When a forfeit is declared, teams involved may use the field/court, however the official does not have to officiate the game.

C. After the second forfeit, the team may be ejected from the remainder of the season, they will forfeit all rights and fees paid, and will lose their returning team status.

D. Any team using tactics noticeably designed to delay or to hasten a game will receive a forfeit.

E. Teams cannot ask for a game to be rescheduled.

### **X. ILLEGAL PLAYER PROTESTS**

A. If there is a question involving the eligibility of a player, the opposing manager may make an illegal player protest at the appropriate time as outlined below.

(1) Softball/ Baseball-Before conclusion of the said player's first at-bat.

(2) Baseball- Before conclusion of the said player's first at-bat.

B. The game shall be delayed until the player in question submits proper I.D. to the game official. If a player cannot provide I.D. acceptable to the game official, the said player may not participate further in the game.

C. If proper I.D. and signature are submitted, the said player's name shall be verified using the team's roster, the following working day. If the said player's name does not appear on the roster, the game is an automatic forfeit.

D. Additionally, if a team is found to have used an illegal player, the said team's manager shall be ejected for a minimum of one week's scheduled game.

E. All illegal player issues shall affect only the game in which the matter was raised.  
Protests will not be retroactive.

## **XI. PROTESTING (non-illegal player protests)**

A. The final score, as approved by the official at the end of the game, is the official score. Protests about the accuracy of the final score shall not be received or considered.

B. Procedure regarding an alleged discrepancy on the official score sheet during the game:

a) The Official is to suspend play until he/she rules on the official score.

b) The Official will examine the official score sheet. If the error cannot be found, the Official accepts the record of the official score sheet, unless he/she has knowledge, which permits him/her to decide otherwise.

c) All protests must be filed in writing on an official protest form by 5:00 p.m. the following business day after the game at the Community Services office located at the California Oaks Sports Park.

d) All protests need to be accompanied with a \$25 protest fee, which is returned if the protest is granted; retained if found invalid. Checks or money orders should be made payable to the City of Murrieta.

e) Protests filed late and/or without the protest fee will not be accepted.

C. Any protest of a misinterpretation of the rules must be filed in writing and received by the league director by 5:00 p.m. the next working day. A \$25.00 protest fee is required and will be returned if the protest is upheld. The decision of the league director is final.

The decision shall be made within seven (7) working days.

## **XII. EJECTIONS AND SUSPENDED PLAYERS**

A. The official is in complete control of the game. Unsportsmanlike conduct by a player, manager, coach, team sponsor, attendant, or spectator necessitates ejection from the game by an official. The official's decision is final and will not be reviewed by staff or the League Director.

B. Any player ejected from a game must leave the facility immediately or a forfeit will be called against their team.

C. Any ejected player must sit out during the next scheduled game and will not be allowed onto the facility. Exceptions: If infractions are covered in the Code of Conduct, which may necessitate harsher penalties.

D. The team manager or acting manager is responsible for giving the official the name of an ejected player. Any manager or acting manager giving a false name will be penalized and his/her team will receive an automatic forfeit.

E. Any player ejected for the remainder of the season will be suspended from all teams they are currently participating in within the City of Murrieta.

F. Any player or coach ejected for inflicting unnecessary bodily harm to any player, Official, or spectator shall be suspended for not less than four (4) games and cannot play until the League Director makes a final decision. The presiding Official shall provide a written report to the League Director stating the cause of the ejection.

G. The League Director will hear and decide on suspensions and protests.

### **XIII. NO OFFICIAL**

A. If an official does not show up, games may be played with a volunteer official as long as both coaches agree to a volunteer official. Volunteer officiated games will be official.

If the coaches do not agree to a volunteer Official, the games will be rescheduled.

B. No protest will be allowed on games using a volunteer official. The game will stand as played and both coaches, as well as, the volunteer official must sign the score sheet.

C. City employees may act as an Official in the event that an Official does not show up.

### **XIV. PLAYOFFS**

A. The teams overall record throughout the season will determine playoffs.

B. Playoff notifications will be done both by email and phone, however, it is the ultimate responsibility of the manager to contact the Community Services Department for details.

C. In the event of a tie in the standings, the following formula will be used to determine the playoff schedule.

a) Head to Head competition

b) Point/run differential

c) Fewest Points/runs allowed

D. If possible, playoffs are always scheduled the week following the conclusion of league play, on the regular league day/night. It is possible for make-up games and playoff games to be scheduled on the same night. It is also possible for a team to play more than one playoff game on the same night.

E. Playoff Formats- Playoff will typically consist of the Top Four Teams in each league.

(To be eligible for playoff, your team's record must also be at or above .500)

Game #1 1 v 4 typical time limit, not ties

Game #2 2 v 3 typical time limit, not ties

Game #3 Winners of game 1 and 2 full game, no mercy rule

F. In unusual league circumstances other means of determining a league champion may be utilized.

G. CSD Staff will verify all rosters prior to the start of playoffs. If a player is not listed on the roster, they will be considered ineligible and not able to play. Please see Section X for additional information on the determination on an illegal player.

### **XV. AWARDS**

A. First place teams may receive team and individual awards.

If shirts are given these are the sizes your team will receive.

Men's teams will receive a maximum of 2 XXL, 10 XL, 3 L

Coed Teams will receive a maximum of 2 XXL, 9 XL, 7 L, 2 M

## **XVI. TEAM CLASSIFICATION**

A. The City of Murrieta maintains the right to change a team classification at any time during the season.

## **XVII. MANAGER'S RESPONSIBILITIES**

A. Each team shall have one permanent rostered manager. Duties of the manager shall include, but are not limited to the following:

B. Report and keep current the phone numbers and addresses of both the manger and assistant manager.

C. Call the Community Services office and verify make-up games whenever your game has been canceled or postponed. Failure to appear for a make-up game shall be declared a forfeit and will not be rescheduled.

D. Insure that each team member has read and understands the rules.

E. Insure that each team member signs and prints his/her name on the team roster.

F. Filling out accident forms if an accident or incident happens involving your player.

G. Informing the Recreation Staff of the injured player within 24 hours of the incident.

## **XVIII. LEAGUE STANDINGS**

A. Standings will be based on the best record of the season.

B. Standings will be posted each week in the California Oaks Sports Park bulletin boards as well as on the City's web site at [www.murrieta.org](http://www.murrieta.org).

C. If any errors are noticed in the standings, please notify the League Director.

## **XIX. THE CODE OF ETHICS FOR PLAYERS AND COACHES**

A. Coaches and players should comply with the meaning and the spirit of the playing rules. Purposely ignoring or willful violation of the rules is unacceptable. Those who break the rules not only degrade themselves but the game, their team, and the community.

B. Coaches and players should show respect for the decisions of Officials and the efforts of their opponents, and they must conduct themselves as to dignify the game.

C. Coaches should motivate players so they will control themselves at all times; thereby, preventing any unsportsmanlike act to opponents, officials or spectators.

D. Coaches should refrain from heckling game officials and from challenging judgment decisions of the Officials. Discussing an occasional rule interpretation is permissible if it is done with dignity and sincerity.

E. Coaches with an ethical approach will not tolerate actions by players, which are physically dangerous to opponents, such as a pitcher purposely throwing at a batter or a defensive player deliberately trying to injure an opponent during a double play.

F. Coaches and players should cooperate in eliminating game delays and stalling tactics.

G. Coaches in coach's boxes are expected to direct their remarks to their teammates and not use their position in attempting to upset the opposing pitcher or team players.

H. A dedicated coach will instill in all his/her players the habit of properly respecting opponents and game officials. Players must not direct unbecoming language or personal remarks to opponents and/or officials.

## **XX. Appendix A - Baseball Rules**

The City of Murrieta's Baseball League provides adults of all ages the opportunity to play organized, amateur baseball. The rules set forth herein are generally consistent with the rules recommended by the national MSBL organization.

The special supplemental rules presented below shall be used in conjunction with and shall modify the existing Official Baseball rules of Major League Baseball, and shall be effective March 2, 2009.

1. **Uniforms.** The league does not require at this time full matching uniforms for all teams. Teams are asked to wear like colors.
2. **Pitcher's Adornments.** A pitcher may not wear white or gray pitching sleeves, nor may he use a white or gray fielding glove, nor may he wear batting gloves, wrist bands, watches, metal chains, or any other objects that may distract the batter. **Exception:** A pitcher may wear a black batting glove under his fielding glove, provided the visible portion of such a batting glove is entirely black.
3. **Pitcher Substitution.** A pitcher may be removed from the mound during any inning of the game then return in a subsequent inning to the mound to pitch again. If a pitcher is removed after completing an inning, he may not return to the mound at any time during the following inning. (For example, the starting pitcher completed five innings, and a new pitcher takes the mound to begin the sixth inning. The starting pitcher may not return until the seventh.) Further, a pitcher may only be allowed to do this once during the course of a game. A pitcher so removed may play another position or sit on the bench, may bat or not bat, and still be eligible to return to the mound as described in this rule.
4. **Automatic Intentional Walk.** An automatic intentional walk is permitted without the need to throw four balls to the batter. In such case, at any time during the at bat, the catcher must inform the home plate umpire that the batter is being given an automatic intentional walk, and the umpire must direct the batter to immediately take first base without requiring the pitcher to continue pitching to the batter.
5. **Unsafe Hurler.** If a pitcher hits three batters during the course of the same game, the umpire shall decide, at his sole discretion, if the pitcher is pitching in such a manner as to endanger the safety of the opposing batters. If so, the pitcher should be removed from the mound immediately. For all other purposes, the removed pitcher may remain in the game.
6. **Bats.** Wood and composite bats are permitted.
7. **Shoes.** Rubber, plastic or metal baseball cleats are permitted.
8. **Helmets.** Full ear flap helmets are required for batters and runners. The use of single ear flap helmets by batters shall be permitted provided the single flap covers the left ear of a right-handed hitter or the right ear of a left-handed hitter. A catcher is required to wear a helmet (normally without flaps) under his mask to protect the top of his head.

9. **Baseballs.** Each team will be given baseballs to be used throughout the season. Both the visiting and home teams will provide two game balls each game. The only baseballs permitted for use in official League games shall be (a) those baseballs bearing an official label of the Men's Senior Baseball League, (b) official Major League baseball, (c) the Rawlings R-100, or (d) the Diamond D1 Professional League ball. During the season, no team may be barred from using the baseballs listed above. However, the League may expand this list to include other types of baseballs found by it to be of the same quality, and such baseballs may be used if authorized by the League's president.

10. **Location and Scheduling Starts of Games.** Teams shall be required to be present and ready to play at the location and on the day and time designated on the latest schedule published by the League, or, in the event of a change, at the alternate location or on the alternate date and starting time designated by the League director. The managers and players of both the home and away teams shall be responsible for preparing the field so that it is in safe and reasonable playing condition.

11. **Starting Time.** The scheduled starting time shall be the official starting time of the game, providing the umpires are present before the scheduled start and also provided that the umpires agree that the condition of the field is safe to begin play. Otherwise, the official starting time shall occur at the moment the first pitch is thrown.

12. **Length of Game.** A game normally shall consist of nine (9) innings, with extra innings to be played in order to break a tie. However, regardless of where the game is in progress no new innings will be started after 3 hours and 5 min. The league director shall establish time limits that may apply to the lengths of games during post season play-offs.

a) **Rain Stoppage:** In the event that a game is stopped on account of rain, the Official Rules of Baseball shall apply in determining how the game is counted. If a game stopped by rain is determined to be a tie, the rules concerning tie games (see below) shall apply.

b) **Time Limit - Umpire's Discretion.** Once the time limit has been reached, (Three (3) hours and five (5) minutes), the inning in progress must be completed and no new inning shall commence.

d) **Tie Games.** If two teams fail to break a tie game, the tie shall count in the League standings as follows: WIN=2 points, TIE=1 point, LOSS=0 points.

13. **Two-Minute Speed-up Rule.** Once the home team has completed its turn at bat at the end of the first inning, the two-minute rule shall apply. Under this rule, the team that had been on offense shall have two minutes to position its players on the field and to be ready to begin play. Similarly, the team that had been on defense shall have two minutes to have a proper batter standing in the batter's box ready to hit. Once the two minute period has elapsed, the umpire shall instruct the teams to begin play. In the event play does not begin promptly, the umpire shall call balls and strikes as designated below:

(a) **Pitcher Not Ready.** In the event the batter is in the batter's box ready to hit, the umpire shall give the pitcher twenty seconds in which to deliver a pitch. If the pitcher fails to do so, the umpire shall call a ball. The umpire shall repeat this procedure until the pitcher complies with the instruction to deliver a pitch.

(b) **Batter Not Ready.** If the batter is not in the batter's box ready to hit, the umpire shall count ten seconds. If the batter is still not ready, the umpire shall call a strike. The umpire shall repeat this procedure until the batter complies with the instruction to be in the box ready to hit.

14. **Mercy Rule.** If there is a difference of ten (10) or more runs in the score of a game at the end of seven (7) innings, and the game is not subject to being ended because an applicable time limit has been exceeded, continuation of the game shall be at the option of the manager of the trailing team.

15. **Forfeits.** A team shall forfeit a game for having an insufficient number of players, or for having used an ineligible player, as described below:

- a) If a team has fewer than eight (8) eligible players at the scheduled start of a game and after a fifteen-minute grace period has expired, it shall forfeit that game.
- b) After the start of a game, if a team is reduced to having fewer than eight (8) eligible players available to play on defense, then it shall be required to forfeit.
- c) If the ejection of a player results in a team having fewer than eight (8) eligible players available to play on defense, then the manager of the team may appeal to an umpire to reinstate the player for defensive purposes only. If an umpire so agrees, the game shall continue. Otherwise, the game shall be declared a forfeit.
- d) If, at any time during or after a game, it is determined that a team used an ineligible player in a game, the team shall be declared to have forfeited the game.
- e) The official score of a forfeited game shall be 9 to 0, and the team that forfeits shall be assigned a loss in the standings. Individual statistics shall be recorded only for games which are forfeited after five (5) innings of play. In the event of a double forfeit, both teams shall be assigned losses in the standings.
- f) If a team forfeits two or more games during a season, it shall be subject to being fined, and/or suspended or expelled from participating in League activities.

16. **Eight Player Rule and Use of Courtesy Fielder.** If a team has eight (8) or more eligible players available at the scheduled start of a game, that game shall commence immediately. If at any time during a game, a team has exactly eight players available to play on defense, the opposing team **MAY** provide a ninth player, known as a "courtesy fielder," for defensive purposes.

- a) Players on the opposing team may take turns filling the ninth defensive position.
- b) No courtesy fielder shall be required to fill the positions of pitcher or catcher.
- c) The team with eight players shall take an automatic out in the ninth position in its batting order until a ninth player on its roster or a borrowed player (as described below) arrives to bat in that position.
- d) If the umpire judges that a courtesy fielder supplied by the opposing team has failed to make a reasonable effort to obtain an out on a batted ball or on a play involving a runner, the umpire shall declare the batter or runner out, and, unless the play forces any other runner or runners to advance, the umpire shall return the other runner or runners to the base or bases from which they started.
- e) If, in the opinion of the umpire, a courtesy fielder supplied by the opposing team has failed to make a reasonable effort to prevent a runner or runners from advancing on a play, the umpire shall return the runner or runners to the base or bases to which, in the umpire's judgment, the runner or runners are entitled.
- f) *Borrowed Player.* As an alternative to borrowing a courtesy fielder from the opposing team, a team with eight players may use a borrowed player. Such a player must be a member of the League and have paid his fees in full

for the current season. In such a case, the borrowed player may not be used as a pitcher or catcher. However, unlike a courtesy fielder, a borrowed player may take a turn at bat and/or serve as a base runner during the game.

**17. Designated Non-Runner/Courtesy Runners.** A team shall have the option of designating up to two players in its batting order as *designated non-runners (DNR)* to receive courtesy runners anytime the player so designated reaches base. Players that will need courtesy runners must have their manager notify the opposing manager at the start of the game. In the event a manager fails to declare a player as a designated non-runner before the start of the game, he may do so the first time that player reaches base. Each team will be allowed the maximum of two designated non-runners (DNR) per game. The player to make the last batted out must be used as the courtesy runner. If the full complement of two courtesy runners has not been used, then, in the event of an obvious injury, an additional batter may be classified as a DNR and be entitled to have a courtesy runner. In the event a player becomes injured during the game and the maximum number (2) of courtesy runners have already been designated, a pinch runner must be used and no courtesy runner will be allowed. If a batter who has been classified as a DNR opts to run, or forgets to get a courtesy runner and subsequently runs, he will lose his DNR status, and will not receive a courtesy runner for the remainder of the game.

a) In the event no batter has been put out, the courtesy runner shall be the last available player determined by proceeding in reverse order of the batting order, beginning with the last batter to complete a turn at bat. A player currently on base shall be unavailable to be selected as a courtesy runner.

b) If a player is serving as a courtesy runner, and if that player's turn to be in the on deck circle occurs while he is still on the bases, then a new courtesy runner shall be assigned by finding the last batter who did not reach base safely, is not currently on base, and is not at bat.

c) The failure to announce a courtesy runner, or the failure to insert the proper courtesy runner, or the use of an improper courtesy runner, shall cause the courtesy runner to be classified as an improper runner. The use of an improper runner shall entitle the defensive team to have the next play in which the runner advances safely to be declared null and void. In such event, a member of the defensive team must appeal the play to an umpire before the next pitch is thrown. Upon such appeal, if the umpire determines that an improper runner has been used, he shall declare the previous play to be null and void, and shall direct the offensive team to either use the original runner or a proper runner. If the play declared null and void shall have been one in which a pitch was made to the batter, then the pitch shall be counted as "no pitch," the batter shall remain in the batter's box, and the count shall revert to the count that existed before the pitch.

d) If a pinch runner enters the game to take the place of a courtesy runner, the manager of the offensive team must designate whether the pinch runner is being substituted in the batting order for the original runner or for the courtesy runner. Otherwise, it shall be assumed that the pinch runner has replaced the courtesy runner in the batting order.

**18. Catcher/Pitcher Runner.** With two outs, the catcher or pitcher, if he is on base, should receive a courtesy runner. This substitution has the purpose of permitting the catcher to put on his gear without delay. Further, if it is announced that a player who is on base is going to become the catcher when his team again takes the field on defense, that player should as noted above call for a courtesy runner, and that player must assume the catching position when his team returns to the field.

**19. Batters and Batting Order.** Once a team has eleven (11) or more players available to hit, team has option to designate a batting order of ten (10) players.

a) If a team has nine (9) or ten (10) players available, it may designate a batting order of nine (9) players without penalty. Once a team has eleven (11) or more players available to hit, it must designate at least ten (10) batters by immediately adding a tenth player to the bottom of the order. Teams may bat all legal available players.

b) The manager of a team may add one or more players to the bottom of the batting order at anytime. Any players so added shall be known as an "additional hitters." Once such a position has been added, it may not be deleted or skipped, except as permitted by the Compression Rule (Rule 22).

c) At anytime, a manager may pinch hit or pinch run for any player in the batting order. In such case, the player for whom the pinch hitter or pinch runner has been substituted may remain in the game for defensive purposes, but may not appear again as a hitter or runner.

d) Prior to the appearance of a substitute or additional hitter in the batting order, a manager must announce to the opposing team the addition or substitution of that player. The requirement to announce the appearance of substitute player in the batting order shall exist even if that player has appeared in the game defensively. An announcement is valid if the entry of the substitute player is announced to either the umpire or the manager of the opposing team. In the event of a failure to announce, the rules governing Batting Out of Turn shall apply.

**20. Compression Rule.** If a player who is in the batting order leaves the game or becomes unavailable as a batter for his team by reason of ejection, illness, injury, or emergency, a reserve player who has not yet entered the batting order must be assigned to the position vacated by the departing player. If no reserve is present, the vacated position shall be skipped without penalty, provided at least nine (9) players who are still eligible to hit remain in the batting order. If a team has an extra player they must insert that sub in to the vacated spot. If fewer than nine (9) eligible players remain in the batting order, then, for each batter fewer than nine (9), a vacated position in the batting order shall be charged with an automatic out, and no vacated position shall be skipped without penalty until the appropriate number of such outs has been charged.

**21. Defensive Substitution.** Free substitution, including exiting and reentering, shall apply to all positions except that of pitcher. In the event a pitcher is removed from the mound, and another player enters the game as a pitcher, the removed pitcher may not return to the mound again during that game in a subsequent inning except under the conditions that are defined elsewhere in these rules (See Rule 5.).

**22. Decoyed Throws.** If an infielder decoys a throw, either as a thrower or as a receiver, and thereby causes a runner to slide unnecessarily, then each runner shall be entitled to advance one base. A second decoy by the same player shall result in the immediate ejection of that player from the game.

**23. Collision Avoidance.** A runner who fails to make a reasonable effort to avoid a forceful collision with a fielder shall be declared out, and any other runner advancing on the play shall be required to return to the base from which he started. Contact with a fielder by a runner sliding into a base on a close play shall be permitted unless the contact is flagrant. In the event of a close play at the plate, the catcher (or other fielder) must give the runner some access to home plate, *otherwise, the runner shall be safe automatically*. A collision between the catcher (or other fielder) and the runner is permitted on such a play, but excessive force by the runner shall result in the runner being called out. In the event that an umpire determines that a runner has caused a flagrant collision with a fielder, the offending player shall be ejected from the game and shall be subject to disciplinary action by the League.

**24. Rosters.** A team shall provide the League with a Full Roster consisting of the names, addresses, and telephone numbers of all players under contract to the team. Any players added to the Active Roster must be

approved by the League president one (1) business day before those players can participate in games. Failure to do so shall result in a forfeit.

a) A team may declare a maximum of eighteen (18) players on its Active Roster, and, subject to these limits, may add or remove players from its roster, but may not add a player without the permission of the League. In addition, in the event of injury, a team may designate up to two players as being on Injured Reserve.

b) Any player who is removed from a team's Active Roster and is not placed on Injured Reserve may not be reinstated to the roster of the team from which he has been released until after the start of the next new season. Such a player shall be eligible to be assigned by the League to any other team.

c) A team must submit its Active Roster for the upcoming season at least one week prior to the date of the first game of the regular season.

d) A team may not include on its Active Roster a former major league player without the prior approval of the League president.

**25. Switching Teams.** No player shall switch teams during a calendar year without first being released from the roster of his current team. If a player's team refuses to grant him his unconditional release, the League shall supervise the player's reassignment. Further, the manager of either team that is a party to the switch shall be entitled to demand that the League form the League Director to determine the fairest resolution of any disputes arising from the switch. From time to time, the League shall issue written policies governing the conditions under which players may switch teams, and under which new teams may be formed by recruiting players who are under contract with existing teams. As a general policy, the League shall take any steps it deems appropriate to prevent the recruiting of players from existing teams for the purposes of creating teams that are stacked with talented players.

**26. Play-Off Roster:**

a) In order to be eligible to appear in play-off games, a player must be listed on his team's roster (including active and injured reserve) at least four (4) weeks prior to the date of the last scheduled game of the regular season. Further, if a player has appeared in fewer than half of his team's games, the League shall have the power to declare the player ineligible to appear in the play-offs for that team.

b) In the event a team's roster has been depleted by injuries or resignations, or in the event a team has lost players at specific defensive positions, that team may appeal to the League to include on its Play-off Roster players who would not otherwise be eligible under this rule. Players on the League's Unassigned List shall be considered candidates for this purpose, and shall be given priority over players who were members of the League for less than four (4) weeks.

**27. Access to Dugout by Non-Players.** Non-playing coaches and managers, as well as non-playing scorekeepers and bat boys (or bat girls) shall be permitted to sit in the dugout while a game is in progress, provided such persons are at least eighteen (18) years of age.

**28. Un-sportsman-like or Unruly Behavior.** The League shall establish committees, policies, and procedures for the purpose of reviewing and punishing un-sportsman-like or unruly behavior. Such policies, including those specified below, shall be presented to team managers and the team managers shall be responsible for the enforcement of such policies and punishments.

- a) There will be no beer or alcoholic beverages permitted at the field before, during or after the game. The field refers to the general playing area and parking lot.
- b) The League has the right to suspend or expel any member on any team who abuses League rules or who does not exhibit a sense of sportsmanship or who plays without regard for the safety of the umpires or other players.
- c) An umpire may expel any player, non-playing coach or manager from a game.
- d) Fighting among players or aggressive physical contact with an umpire will not be tolerated and players expelled from the game for either violation will be subject to suspension or expulsion from games by order of the League to the team's manager.

**29. Responsibilities of the Manager.** A team may have a single manager, or may have an administrative manager and a field manager. The manager (s) of a team shall be responsible to encourage good sportsmanship and to uphold the standard of ethics, major policies, and rules of the League. A manager who substantially fails to discharge his responsibilities shall be subject to being suspended and/or removed as manager. The manager (s) shall be responsible to:

- a) Pay, on a timely basis, all Team Fees required by the League;
- b) Provide the League with a complete and accurate current list of the names, addresses, and telephone numbers of players on the team's roster, and advise the League of changes to the information on that list in a timely fashion.
- c) Maintain a complete and accurate score book, and supply the League with batting and pitching statistics as required;
- d) Report the results of games to the League office one (1) business day after those games are completed, and provide sufficient details as required by the League;
- e) Keep players informed about the activities of the League and encourage players to participate in those activities.