

# **SOUTHERN NEW HAMPSHIRE MABL**

## **RULES AND REGULATIONS**

**REVISED February 27th, 2007**

This league was created to provide for men 18 years old and over an alternative to softball and enable us to play the game we all grew up playing. Adult attitudes must always prevail, no matter how competitive any league is. The responsibility that this ethic sustains will remain at the responsibility of the SNH MABL President and his officers and anyone who abuses the league's code can be suspended or expelled from the league.

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### **RULES**

#### **1. UNIFORMS, HELMETS AND BASEBALLS**

**1.a** All teams must have full baseball uniforms consisting of caps, numbered baseball jerseys, baseball pants, belt, sanitary socks and stirrups - each player's uniform must be of similar design to his teammates uniforms. Teams having sponsorship will be allowed the sponsors name on their uniforms via patch or uniform shirt.

a.1. No player out of uniform will be allowed to play without the opposing manager's consent.

a.2. All teams should have their uniforms by their first game. A grace period should be extended for newly activated players or for new teams to complete their uniforms.

**1.b** All batters and runners must wear helmets for both at bats and on base. There is no option to this rule. Full double-ear flap helmets are encouraged for at bats and are encouraged for the bases. Catchers must wear a helmet underneath their mask. The same rule will apply for all national tournament play.

**1.c** All teams are required to use the baseballs supplied to the teams by the SNH MABL. The home team will be responsible for providing the minimum of 6 baseballs to the game, giving the umpire 3 baseballs to start the game.

**1.d** Wood and metal bats are allowed and both will be permitted for all tournaments. The maximum bat differential established by the National organization is a minus 3 for any type of metal or aluminum bat, and/or must be BESR certified. If a player uses a bat exceeding this differential and a protest is made, the offending batter will be declared an out.

**1.e** Metal cleats are permitted.

**1.f** Jewelry is allowed to be worn at the player's own risk. All necklaces must be worn under the uniform.

## **2. GAME LENGTH, RUN RULE AND RAIN-OUTS**

**2.a** All regular season games are 7 innings -

Re: **darkness** - 5 innings complete – umpires discretion.

Re: **rain** - 5 innings complete – umpires discretion.

All league playoff games must be played to completion by league standards, being a (7) inning game. The umpire may suspend, cancel or call a game if, in their opinion, the safety of the players is compromised due to rain or darkness.

**2.b** If there is a 12-run discrepancy at the end of 5 innings the game will be ruled final at this point. This rule will not pertain in national and regional tournaments.

**2.c** Any games rained out will be rescheduled by the home team using any available field times, and must be agreed by both team managers. Proper notification must be given to both the league President and the umpiring association. Tie games can be played to completion at a later date, starting at the point where the game was suspended.

**2.d** Both participating managers and the umpiring crew will determine whether or not a game will begin. Once the game has commenced, the umpires hold sole discretion over the continuation of a game.

**2.e** In the event of rain, it is the responsibility of the scheduled home team to notify the umpires and opposing team of field conditions and possible cancellation of game, at least 1 hour before scheduled game time. In the event such notification does not take place, the home team solely will be responsible for any travel fees imposed by the umpiring organization. The home team also has the responsibility of preparing the field for the scheduled game.

**2.f** League standings will be determined by win/loss %, head-to-head play, then inter-division winning % if necessary.

### **3. TEAMS, PLAYERS AND LINEUPS**

**3.a** A player is eligible to participate in an official league sanctioned game on the date of his 18th birthday.

**3.b** New Players: Each team is responsible for recruiting their own players. If there are teams who cannot fill their rosters, there will be a draft held for all players with no team affiliations to participate in. Teams will chose players in a draft format, with the lowest seeded team from the previous year picking first.

**3.c** Team rosters must be submitted to the local league by opening day, including league and player fees, proof of date of birth, player waiver forms and team medical waiver form. Rosters may not be changed after the first league game unless:

- Players are lost to injuries.
- A player from their roster voluntarily quits for the remainder of the season.
- The board of directors approves the acquisition by a majority vote.

**3.d** All players, prior to participating in a game, must have signed waiver forms on file with the league.

**3.e** A team manager may bat as many players as he desires, with a minimum of 8 (an out will be recorded if there is no #9 batter each time through the batting order). Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game.

**3.f** A manager may add batters to the bottom of the lineup at any time but can not subtract batting spots once added. if a batter is pinch hit or run for more than once (except under courtesy runners as outlined in section 5), the player may not re-enter the game as a hitter but may remain in the game as a fielder or pitcher. Added players to the bottom of the lineup may be added as individual hitters or as A/B batters (see next section). Each team has a hitting and a defensive lineup that are independent of each other. Players may play in either lineup or both.

**3.g** A team MAY declare at the time that lineups are exchanged prior to the start of play that any batting order position can be occupied by two (2) players in each such batting position. That is, 9A/9B, 10, 11A/11B, 12, etc. The first time that position 9 gets an at bat, 9A would hit and the next time this slot hits, 9B would be up. Then 9A hits the third time this spot in the order comes up, and so on, alternating between these two players throughout the game. Once a team declares the use of this A/B system, it must continue using it for the remainder of the game. Hitters in the A/B position may be pinch hit for, just as any other player.

**3.h** All teams must announce offensive additions, substitutions, and/or changes to the opposing team manager and scorekeeper. Only after this has been done will the added player be deemed a legal substitution.

If a team fails to announce an offensive addition/change, the player will be called out as soon as he occupies the batter's box. and the lineup will revert back to the lineup in effect prior to the player entering the game. The unannounced player will not have officially entered the offensive lineup and is therefore still available offensively even though an out

has been assessed.

Example: Team A is batting 12 players and wishes to add a player to the bottom of the lineup (Player 13). Player 13 walks to the plate and is not announced to either the opposing team or home plate umpire. Once this player occupies his position in the batter's box, the umpire will immediately call him out for an illegal substitution and it will then go back to the number 1 position in the lineup. Player 13 is still available to be added to the lineup legally.

**3.i** If a player is forced to leave a game due to injury or ejection, a reserve player, not previously entered into the game as a hitter, must hit in the replaced hitter's place. If there are no reserves that can replace the individual, the spot is skipped and all hitters below that position move up. *The first time this vacated spot comes up in the batting order, an out will be assessed, after that one time, no out will be recorded for skipping the spot vacated by the displaced player.*

**3.j** A team must have 9 players for an official game and may borrow a player from an opposing team with the opposing manager's consent or may borrow a player from another team, also with the opposing manager's consent. If a team has to start the game with less than 9 players, they may choose to play the game with 8. However, each time the 9<sup>th</sup> slot comes up in the order, the team will be assessed an out. If the team's 9<sup>th</sup> player arrives after the start of the game, the borrowed player reverts back to his team.

**3.k** All players may be substituted for defensively, at any time, without affecting the player's offensive status in the line-up. If the pitcher is removed, he may not re-enter to pitch during the course of the game. The removed pitcher may play any other position after being removed or no position at all.

**3.l** No player may switch teams without the majority vote of all managers and the approval of the SNH MABL President. If this does not meet with approval, the player must sit out one calendar year from competition, from the last date of his playing, or re-enter the league's next draft, making himself available to any team for selection. In the event a team disbands during the season or at season's conclusion, all players with 3 years seniority in the league will become automatic free agents and will be permitted to play for any desired team. Players not having 3 years in the league will re-enter the draft. If a player is not invited back by his manager, he must be given his release so that he may go to the team of his choosing or re-enter the draft. If a player is invited back to play and he desires not to play for his former team and cannot be successfully traded, he must sit out one entire year or re-enter the draft, making himself available to all teams.

**3.m** In the event a player wishes to leave his existing team and form a new team, he may do so. No other player can be taken from the existing team without the consent of the existing team's manager. No other players may be taken from any other team without the respective team manager's approval.

**3.n** Final team rosters must have no less than 12 players.

**3.o** Last names must be used in the scorebook to allow for player identification for follow up inquiries that relate to playoff and national tournament participation requiring minimum playing requirements.

**3.p** No player may change teams after the 8<sup>th</sup> game of the season without a majority vote from the board of directors.

**3.q.** Players may leave the game at any time, and re-enter at any position (except pitchers), but must re-enter the batting lineup in the same spot. The only time a player can not re-enter, is if he is pinch ran for.

**3.r.** Each team has the use of the “flex player position.” This player is defined as playing any defensive position without entering the batting order.

#### **4. PLAYERS BEHAVIOR AND TEAM RESPONSIBILITY**

**4.a** The league has the right to suspend or expel any team member who abuses league rules or who does not exhibit a sense of sportsmanship or who plays without regard to the safety of the umpires or other players.

**4.b** An umpire has sole discretion to expel any player or manager from the game.

**4.c** 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 the league.

**4.d** Players shall not intentionally collide with any other players. In the case of a runner intentionally colliding with a fielder, the runner will be called out and may, at the umpire's discretion, be expelled from the game. All base runners must either slide or give up their right to a base (avoid a collision by stopping or leaving a base path) if the defensive player (e.g. catcher) has possession of the ball, is in the act of receiving the ball, or is about to immediately receive the ball and will be able to make an apparent play on the base runner. If a defensive player is not in possession of the ball, is not in the act of receiving the ball, or is not about to immediately receive the ball so that he is able to record an out (apparent play. at any base), he cannot block the base (e.g. home plate) or be in the base path so as to impede (obstruct) the base runner's right to that base. Under such circumstances, the defensive player shall be responsible to avoid collision. If a collision does occur under these circumstances, the runner will always be considered safe and the obstruction rule shall be enforced. The defensive player may be ejected from the game (if the action is intentional, he must be ejected), and will be suspended from league play if the obstruction is judged to be flagrant.

**4.e** Each team must set its own standards of player/team sportsmanship, but must encourage suspensions for infractions unbecoming to the image and policies of the league.

**4.f** Failure to abide by age regulations - the managers must all recognize their responsibility to the league and the perpetuity of it as to not cross the line where winning is more important than playing. An opposing manager may at anytime have the right to question a player's age. If a manager wants to lodge a protest, proof of age and residence must be mailed to the manager who lodged his protest by Friday of the following week. If an under age player is detected, penalties whether to the individual or team will be decided by the league president and board of directors. As a national precedent, the penalties will be forfeiture of all games in which the under-age player participated in and a minimum two-year suspension. If the manager had prior knowledge, he is subject to similar suspension.

#### **5. COURTESY& PINCH RUNNERS**

**5.a** Players that will need courtesy runners, must have their manager notify the opposing manager prior to the start of the game. If not so notified, the opposing manager may deny the request. Each team will be allowed a maximum of 2 players per game who can be run

for each time that they reach base. The individual who runs for these player(s) needing a courtesy runner is not determined ahead of time. It is always the last batted out who must run for the person needing the courtesy runner. If a batter (designated as needing a courtesy runner) opts to run, or forgets to get a courtesy runner and subsequently runs, he will lose his courtesy runner for the remaining portion of the game. The offensive team that is replacing the courtesy runner has 30 seconds to make the runner change. If the runner is not replaced within this time period, the original runner must run and the right to use the courtesy runner for this particular batter will be forfeited for the balance of the game. The 30 second time limit will begin at the time the umpire calls for time to allow replacement for the runner.

**5.b.** A player may be run for by any player not in the current line-up. If a player is pinch ran for, he can not re-enter the game in any spot, unless he enters the game as a pitcher.

## **6. PITCHERS**

**6.a** No player while pitching may wear white sleeves visible under their uniform, nor may a pitcher wear a batting glove or wristband while pitching.

**6.b** If a pitcher hits 4 batters in any one game, the pitcher must be removed on the fourth hit batsman.

**6.c** There is no regulation as to how many innings a pitcher may pitch in a game or a week.

**6.d** A pitcher must remove any jewelry at the request of the opposing team.

## **7. FIELDERS**

**7.a.** Infielders are not allowed to decoy a throw or catch. If a decoy throw or catch is detected, all runners shall be allowed to advance one base beyond the base held after all play stops. If the same fielder decoys twice in the same game, the fielder shall be expelled from the game. Decoying is referred to as a false catch or throw done in an attempt to get the player to slide unnecessarily, where no strategic value is gained.

## **8. GENERAL LEAGUE RULES**

**8.a** Two forfeits by any team could mean immediate expulsion from the league with no money refunded to the team. SNH MABL board of directors will evaluate circumstances before rendering a decision. Once a team has forfeited two games, they must provide an additional \$200 deposit before any they will be allowed to play any additional games. Three forfeits is automatic expulsion from the league.

**8.b** All protests should be lodged to a member of the SNH MABL **executive board** within 24 hours after the game for which the protest is made. All protests shall be decided by the league board of directors.

**8.c** In order for a player to qualify and participate in the SNH MABL playoffs, tournaments and post-season events, he must participate in at least 50% of his team's regular season games. Participation is defined as either 2 defensive innings, or 1 at bat. If such a player fails to meet the requirements due to injury, a letter should be submitted to the league president explaining non-compliance. All players not meeting eligibility requirements will require a majority vote by the board of directors for extenuating circumstances.

**8.d** The regular season consists of 18 games. If for some reason a team plays less than 18 games, playoff eligibility will be adjusted as follows:

**18 games – 9 games played**

**Pitchers:**

**17 games – 8 games played**

**4 Innings= 1 game**

**16 games – 8 games played**

**24 Innings for season**

**8.e** Each year, all players on the league's waiting list will be invited to a draft. The annual draft will be conducted in a manner to allow parity in leagues by having the prior year's teams with the lowest finishing records drafting first.

**8.f** In regard to the Men's Adult Baseball League, players upon reaching the age of 28 do not automatically have to enter the senior division. When desired, MABL players, unless entering as a full team, when reaching age 28 will enter the senior division draft. MABL players already entered into the league **cannot** be solicited to join senior division teams and when entering into the senior division must go through the draft, unless entering as a full team.

**8.g** Managers and team captains are the only persons allowed to discuss calls, go over ground rules in the pre-game, and make appeals with the umpires.

**8.h** A roster deadline will be in effect. After a team has played 55% of it's games, it may not add players to it's roster, unless injury occurs and the player is placed on I.R., or if a player quits for the remainder of the season, is removed from the roster by the team manager, or is expelled from the league by the board. A team may add a player after the deadline if he has been on the team's official team roster in season's past, however the playoff qualification of playing in 50% of a teams games will still apply.

**8.i** The SNH MABL board of directors will vote at the start of each season on the schedule, division(s), and playoff structure.

## **9. CODE OF CONDUCT**

### **Prohibitions**

Managers and players shall conduct themselves in a sportsmanlike manner at all times. No manager or player shall commit the following:

1. **Lay a hand upon, shove or strike, or threaten an official.** Players and managers guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until his conduct is reviewed by the board of directors. Players and managers guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.
2. **Refuse to abide by an official's decision.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until his conduct is reviewed by the board of directors. Players guilty of such conduct shall be subject to probation or suspension for the remainder of the season.
3. **Discuss with an official or officials the decision reached by such official or officials, except for the manager or his designee who are authorized to participate**

- in such discussions.** Players guilty of such conduct shall be subject to suspension from further participation in the game.
4. **Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to probation or suspension for the remainder of the season.
  5. **Be guilty of physical attack as an aggressor upon any player, manager, official, or spectator, before, during, or after a game.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until their conduct is reviewed by the board of directors. Players guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.
  6. **Consume alcoholic beverages or illegal drugs during the game or be upon the field of play at any time in an intoxicated condition.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to probation or suspension for the remainder of the season.

### **Penalties**

1. The board of directors may, by vote of the majority of the directors, suspend any player or manager for such a period and upon such terms as it may propose, for the conduct with in its opinion is prejudicial to the welfare, interest, reputation, or charter of the league.
2. Except as otherwise provided, the commissioners shall determine the appropriate action required for violations of the codes of conduct, and shall report their decision to the player, manager and the board of directors.
3. A player found in violation of any provision delineated in the codes of conduct, after being placed on probation for the remainder of the season shall be suspended for the remainder of the season.
4. Any player found in violation of any provisions delineated in the codes of conduct, after being suspended from further participation in a game shall be suspended for the remainder of the season.
5. Ejections from a game will result in a suspension of at least one game.
6. Playing under suspension will result from expulsion from the league from the remainder of the season.

### **Grievances, protests, and appeals**

1. Grievances may be filed by an individual player or by the manager of a team provided that a grievance is formally submitted to the President and/or the SNH MABL board of directors. The President shall adjudicate all such grievances and shall report any action taken to the board of directors.
2. An appeal of any action or ruling may be filed with the board of directors by an individual player or by the manager of a team provided that the appeal is formally submitted. However, all decisions by the board of directors are final and not subject to appeal.