

SACRAMENTO MENS SENIOR BASEBALL LEAGUE

RULES AND REGULATIONS

The following document is a copy of the National MSBL Rules and Regulations (revised January 1, 2009) with our Local (Sacramento) League amendments, deletions, and additions. It is a compilation of the National Rules with our Standing Rules added or paraphrased. New rules that have been added since the last revision of the Standing Rules are also included herein. As rules are added, changed or amended, the changes will be added to the end of this document. Managers will also be notified as rules are changed so that they may print out the changes. Before each season, these changes will be incorporated into the main document, which will be e-mailed to the managers and posted on the SMSBL website.

Local League Notes: We follow Major League Baseball except where those rules are superseded by National MSBL Rules and/or Sacramento MSBL Rules below. In the following document, where a local Sacramento MSBL Rules supersedes the National rule, the Local rule is listed AFTER the lined-out National rule. National rules are in **blue**; Local changes and additions are in **black**. Standing Rules (SR) are referred to in this document.

MEN'S SENIOR BASEBALL LEAGUE & MEN'S ADULT BASEBALL LEAGUE

RULES AND REGULATIONS

REVISED January 1, 2009

This league was created to provide for men 18, 25, 35, 45 and 55 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 individual league President and his officers and anyone who abuses the league's code can be suspended or expelled from the league. These rules were established to serve as guidelines for all local league affiliates.

INDEX

1. Uniforms, Helmets, Baseballs and Other Equipment
2. Game Length, Run Rule and Rain-Outs
3. Teams, Players and Line-Ups
4. Player Behavior and Team Responsibility
5. Courtesy Runners
6. Pitchers
7. Ex-Pro Status and Regulations
8. General League Rules
9. Code of Conduct
10. *Requirements of Membership, Rosters, Fees, and Playoff Eligibility*
11. *Managers Meetings and Refunds*
12. *Expansion of By-Laws*

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 with at least one ear flap facing the pitcher 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. All base coaches must also wear helmets while on the field of play. The same rule will apply for all national tournament play.

1.c All leagues are encouraged to use official Rawlings MSBL baseballs: RMSBL. Each team should bring a minimum of 3 balls to each game. Only balls provided by the local league will be permitted.

~~**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. No metal bats exceeding 36" in length and/or a 2 5/8" diameter are permitted. If a player uses a bat exceeding this differential and a protest is made, the offending batter will be declared an out.~~

SR 49: All minus (-) 5 rated bats are disallowed in our leagues. Only minus (-) 3 bats are allowed. The penalty for such infraction is immediate ejection from the game with a three (3) to five (5) game suspension and probation for the remainder of the season. Further infractions will result in two (2) to three (3) years suspension or expulsion from the league for life. See SR's 16 & 17 under Chapter 9 Code of Conduct: Penalties.

Beginning in 2010, only Non-metal bats will be allowed in all League play.

1.e Metal cleats are permitted.

2. GAME LENGTH, RUN RULE AND RAIN-OUTS

~~**2.a** All games are 9 innings—~~

~~Re: **darkness**—7 innings complete—umpires discretion~~

Re: **rain** - 5 innings complete.

All league playoff games must be played to completion either by league standards, being a (7) inning or (9) 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, darkness or time limits.

SR 9: All games in the Spring League are nine (9) innings with a three (3) hour time limit. No inning shall be started with only fifteen (15) minutes or less to play within the time limit. There is a drop dead rule at the three (3) hour time limit, but may be continued for one last batter if it would possibility make a difference in the game and only then at the discretion of the umpire. Whatever the umpire decides is his decision and not for discussion!

SR 10: All games in the Summer League are seven (7) innings with a two and one half (2 1/2) hour time limit. No inning shall be started with only fifteen (15) minutes or less to play within the time limit. There is a drop dead rule at the two and one half (2 1/2) hour time limit, but may be continued for one last batter if it would possibly make a difference in the game and only then at the discretion of the umpire. Whatever the umpire decides is his decision and not for discussion!

SR 6: For both Spring and Summer League, five (5) innings or more shall constitute a complete game in both leagues in which the game is discontinued on account of rain or other restrictions including injury when time has expired.

Reason for above rules: SR 11: We generally have games following games so the time limits will be strictly enforced by the umpires in order that the following games will also play their full time. Therefore, if you want to complete your game then play at a pace that will allow your team to finish the necessary inning within the time frames allowed under the Club's rules! No exceptions!

2.b If there is a 15-run discrepancy at the end of 5 innings and the game has gone 2 hours and 30 minutes, 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 not be re-scheduled by the league, but may be made up at any time not conflicting with previously scheduled games. All make-up games must be agreed to by both managers and league notification must take place. Rain out games must be made up in order of cancellations. Tie games can be played to completion at a later date, again with the agreement of both teams and league notification. Final league standings will be determined by won/lost percentage. Ties will be decided by head-to-head competition first, followed by inter-division won-lost record.~~

SR8: A game that is cancelled for any reason may be completed at a later date as decided by the Board of Directors.

SR 7: A game ending in a tie score after seven or nine completed innings with the time being expired shall be recorded as a tie. If the time limit does not permit the completion of a full inning as time expires, and the home team is trailing in the score, the final score will be the score recorded at the end of the previously completed inning. If the home team is batting as time expires and they are leading then the recorded score will be the score as time expires. The game will not be completed at a later date unless under special circumstances, that being very limited in scope, at the discretion of the Board of Directors may be completed at a later date. See SR 7 under Chapter 12 Expansion of By-Laws.

Final League standings will be decided on a point system with a win being worth 2 (two) points, a tie worth 1 (one) point, a loss worth 0 (zero) points, and a forfeit worth -1 (negative one) point (**forfeit games shall be scored (RA/RF) as: forfeiting team = 0 runs vs. winning team = to a score no less than the number of innings scheduled (i.e. 0-9 for a nine inning game or 0-7 for a seven inning game)**). A tie in points will be decided in order by head-to-head record, runs against, runs scored, and coin flip. (This isn't a rule anywhere that I am aware of but it's how we operate. We should approve. – Dave)

~~**2.d** 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.~~

In the event of rain, the League will post the field conditions on the website. The League will notify the managers of both teams and the umpires.

3. TEAMS, PLAYERS AND LINEUPS

3.a A player is eligible to participate in an official league sanctioned game on the dates of either their 25th/35th/45th birthday or 18th birthday for MSBL and MABL respectively. Individual local leagues can use the cut-off date as the calendar year.

3.b New Players: ~~The league shall control the assignment to teams of all new players who have contacted the league in response to advertising or who have been referred to the league by any means. A player who has not played in any league game in either the current or previous year shall be regarded as a new player. A new player acquired by a team through that team's own recruiting efforts shall be subject to the control of the team and not the league.~~

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 local league decides to extend dates for final rosters.

Managers may add players after the beginning of the season by submitting the appropriate forms and paying the appropriate fee, subject to Chapter 10 (o).

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 10 (subject to the number of players available, if less than 10). Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game. If a team has only 9 (nine) players and therefore bats only 9, the opposing team will have the option of batting 9 as well.

League Note: We recognize a clear distinction between a league-member "player" and a batting/fielding "position" in the lineup. This means no forfeit shall occur if 9 or more individual players bat in less than 10 positions in the batting lineup, so long as the lineup/scorebook at the end of the game shows that the required number of players have batted.

3.f A manager may add batters to the bottom of the lineup at any time but if a batter is pinch hit or run for (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. 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, 3A/3B, 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 home plate umpire AND opposing team manager and/or 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 who 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 8 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 the team's 9th 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 players offensive status in the line-up. If the pitcher is removed, he may re-enter to pitch only one time during the course of the game, but not in the same inning. 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 consent of both managers and the league 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.

SR 22: All teams are required to maintain and pay for a minimum of fourteen (14) players on their roster. It is not recommend, but allowed that a team can pay the minimum fee for fourteen (14) players and maintain only twelve (12) players very early in the season, but must obtain the minimum of fourteen (14) players by the end of the third week of play. Under this scenario there will be no swapping, trading or changing of any players until that team has reached the minimum player requirement of fourteen (14) players! (See 10.h (SR 41) in Chapter 10). The penalty for such infraction is immediate ejection from the game of both the manager and player with a three (3) to five (5) game suspension and probation for the remainder of the season. Farther infractions will result in two (2) to three (3) years suspension or expulsion from the league for life. See SR's 16 & 17 under Chapter 9 Code of Conduct: Penalties. For more on rosters, see Chapter 10. Requirements of Membership, Rosters, Fees, and Playoff Eligibility.

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

4. PLAYERS BEHAVIOR AND TEAM RESPONSIBILITY

4.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 ancillary areas.

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

4.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 the league.

4.e The rules committee is concerned about ~~possible~~ unnecessary, ~~and~~ violent collisions that may occur with the catcher at home plate, and with infielders at all bases. The intent of this rule is to encourage base runners and defensive players to avoid such collisions whenever possible.

a. When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:

(1) Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked) or

(2) Whether the runner actually was attempting to reach the base (plate) or attempting to dislodge the ball from the fielder.

PENALTY—If the runner, a) could have avoided the collision and reached the base, or b) attempted to dislodge the ball, the runner shall be declared out even if the fielder loses possession of the ball. The ball is dead and all other base runners shall return to the last base touched at the time of the interference.

(3) If the fielder blocks the path of the base runner to the base (plate), the runner may make contact or slide into, a fielder as long as the runner is making a legitimate attempt to reach the base or plate.

(4) If the collision by the runner was flagrant, the runner shall be declared out and also ejected from the contest. The ball shall be declared dead.

b. If the defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and an immediate dead ball shall be called.

(1) If the base runner collides flagrantly, the runner shall be declared safe on the obstruction, but will be ejected from the contest. The ball is dead.

SR 71 Running rules to home plate: All of the rules for the bases will also apply at home plate. As a runner you are to slide or give up and at no time are you allowed to bowl over or take out the catcher. You may slide into home plate, but any rough tactics by the runner will result in immediate ejection. As a catcher you cannot block the plate if you do not have the ball. If you have the ball or are about to instantly receive the ball then you can block no more than the inside half of the plate if the ball is coming from inside the foul lines. If

the ball is coming from outside the foul lines then you can block half the plate if you have the ball or are about to instantly receive the ball. Upon receiving the ball as a catcher you can touch or swipe tag. But, at no time can you bull tag the runner. You have the gear, the runner doesn't, and therefore any rough tactics by the catcher will result in immediate ejection.

c. Decoy Rule

Any fielder may use a decoy only if it serves a strategic purpose. For example, if a fielder, who sees a man attempting to steal second base during a hit and run, looks upward into the sky and says that he's got the pop-up when in fact the ball has been hit on ground is a legal decoy as it may cause the runner to retreat to first base and prevent him from advancing.

However, if a fielder fakes a tag, forcing a player to slide, when there is no strategic purpose or apparent play, the runner will be ruled safe and all runners will advance one base.

SR 67: If a fake tag or illegal decoy causes unnecessary harm/injury, the result shall be immediate ejection from the game and at least 1 game suspension.

This is entirely an umpire judgment decision and not a rule that may be protested.

d. Force Play Slide Rule

The intent of the force-play-slide rule is to ensure the safety of the defensive player. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

- a. On any force play, the runner must slide on the ground and in a direct line between the two bases.

Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.

(1) "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground.

(2) "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

For SMSBL purposes, this means the runner's body must be within reach of the base by either a hand or a foot.

(3) If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.

- b. Contact with a fielder is legal and interference shall not be called if the runner:

(1) Makes a legal slide directly to the base, or

(2) Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play.

(3) Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.

(4) When the base runner slides beyond the base, but does not (a) make contact with, or (b) alter the play of the defensive player, interference shall not be called.

c. Actions by a runner are illegal and interference shall be called if:

(1) The runner slides or runs out of the base line in the direction of the fielder;

(2) The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;

(3) The runner's raised leg makes contact higher than the fielder's knee when in a standing position;

(4) The runner goes beyond the base and either makes contact with or alters the play of the fielder;

(a) Beyond the base" means any part of the offensive player's body makes contact with or alters the play of the fielder beyond the base.

(5) The runner slashes or kicks the fielder with either leg;

(6) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

PENALTY:

(1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.

(2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.

(3) If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.

(4) If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

Side Note: SR 66: The Sacramento MSBL/MABL Club is a non-violent, contact league! That means you must avoid harmful, unnecessary contact at all times. Our Club is made up of working people and non-professional ballplayers, and working people need to be able to work for a living.

4.f Each league 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.g 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.

SR 48: Any violation by the manager or player that has a direct effect upon the game shall subject the team to a forfeit or more at the discretion of the Board of Directors.

5. COURTESY 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. Once the game begins and the full complement of 2 courtesy runners has not been used, if a player sustains an injury, an additional courtesy runner may be used. In the event a player becomes injured during the game and the maximum number of courtesy runners (2) have already been designated, a pinch runner must be used and no courtesy runner will be allowed. ~~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.

If the catcher is the last batted out and there are two (2) outs, the previous batted out may be used instead.

5.b With two (2) outs, a courtesy runner will be allowed for the catcher at the option of the batting team.

6. PITCHERS

6.a No player while pitching may wear white or gray sleeves, nor may a pitcher wear a batting glove or wristband while pitching.

6.b One intentional walk per game will be allowed.

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

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

7. EX-PRO STATUS AND REGULATIONS

~~7.a A player must be out of pro-ball for 3 complete MSBL seasons before becoming eligible to participate in a MSBL league.~~ This is a general rule meant to stand as an example for other local MSBL leagues to examine. Local MSBL leagues may establish their own criteria for ex-pros as its individual board and managers see fit. Pro-ball refers to major and minor leagues. Independent leagues are to be considered separately. *(Sacramento MSBL allows any player regardless of time away from professional or independent ball).* For the World Series and Fall Classic, the following rules will pertain without exception:

In order to guarantee fairness to all, the ex-pro rules will be as follows:

National division

1. No team may have more than 5-ex-pros on their roster and no more than 25% of any team roster can be comprised of ex-professionals, no matter the time spent out of pro-ball.
2. No ex-pro may play, if he has been out of professional baseball for less than 3 complete MSBL seasons without the written permission from MSBL-National Rules Committee.

A player is not an ex-pro if:

A) the player is over 38 years old and he has been out of pro-ball for at least 3 complete seasons.

B) the player has been out of pro-ball for more than 8 years.

American division

No more than 3 ex-pros, as defined above, will be allowed on the roster without written permission from the National Tournament Rules Committee.

Continental division - Limit 1 ex-pro as defined above.

Federal/Mountain divisions – Limit 1 ex-pro as defined above. For 35+ & 45+, no ex-pros allowed as defined above.

Central division - No ex-pros allowed under any circumstances.

For National Tournament Play

25 and over - player becomes eligible on the date of his 25th birthday

35 and over - player becomes eligible if turns 35 during the calendar year

18 and over - player becomes eligible on the date of his 18th birthday

45 and over - player becomes eligible if turns 45 during the calendar year

50/55 and over - player becomes eligible if turns 50/55 during the calendar year

60/65 and over - player becomes eligible if turns 60/65 during the calendar year

Father/Son - minimum age for son is 16 years old

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. Individual leagues should evaluate circumstances before rendering a decision.

8.b All protests should be lodged to the league protest committee/board within 24 hours after the game for which the protest is made. All protests shall be decided by the league board of directors and/or protest committee.

8.c Only MSBL and MABL leagues are eligible for all MSBL and MABL sanctioned regional and national tournaments, unless waived by national tournament committee.

8.d Determination of eligibility to participate in MSBL regional and national tournament competition will be based solely on the decision of MSBL National Tournament Rules Committee. In general, no player will be allowed to participate in a regional or national tournament unless the player has participated in at least 50% of his regular season MSBL/MABL games.

8.e In order for a player to qualify and participate in his team's local league playoffs, tournaments and post-season events, he must participate in at least 50% of his team's regular season games. In order for a player to qualify as a pitcher he must make two plate appearances in one half of his team's regular season games played or pitch in 25% of this team's regular season total innings or pitch in 75% of his team's games. If such

a player fails to meet the requirements due to injury, a letter should be submitted to the league president explaining non-compliance. Local leagues retain the right to their own qualifications for local tournament only.

8.f In the case of a player whose team plays a regular season local league schedule that had 15 or fewer games, the player must play in a significant way in the greater of eight (8) games or 75% of the number of regular season games on the schedule. A player shall be deemed to have played in a game in a significant way if; (a) he has at least three (3) at bats in the game; or (b) plays at least four (4) innings in the field; or (c) plays at least three (3) innings in the field and has at least one at bat; or (d) plays at least three (3) innings in the field, has no at bats, but pitches the game. The National Rules Committee, and its conclusions, shall be binding.

8.g 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.h 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 25 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.

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.~~

SR 63: If a member, player, official or any other individual associated via membership or contract with this Club lays a hand upon, shoves or strikes, or threatens another member, player, official or any other individual associated via membership, contract or not associated with this Club shall be immediately suspended and shall remain suspended until their conduct is reviewed by the Board of Directors. The Board may impose a penalty congruous with the violation committed from one to two year(s) suspension or expulsion for 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. **Be guilty of objectionable demonstrations of dissent at an official's decision.** Players and managers guilty of such conduct shall be subject to suspension from further participation in the game.
4. **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.

5. **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.
6. **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.
7. **Be guilty of verbal abusive attack 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.
8. **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.
9. **Smoke on the field of play or in the dugout.** Players guilty of such conduct shall be immediately suspended from further participation in the game.
10. *SR 64: Any member ejected before, during or after a game depending on the violation shall be suspension for at least one game. An immediate appeal in writing to the League Commissioner with an acute justification that would dissuade the implementation of this penalty is at his discretion. Any serious violation in nature is beyond the scope of the Commissioner's authority and shall be referred to the Board of Directors.*
11. *SR 65: Any member that violates any other prohibitions as stated in Article XIII- Code of Conduct, Section 1 - Prohibitions: Shall be penalized as stated: Immediate ejection from the game, probation, suspension, immediate suspension until reviewed by the Board of Directors or expulsion from the league for life. These are minimum enforced penalties which may also be increased by the Board of Directors if the circumstances of the violation warrant additional punishment.*

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.
- *SR 16: Disciplinary action may be taken against a Club member who violates the Club's Articles of Incorporation, By-Laws, Code of Ethics, Code of Conduct, Standing Rules, Playing Rules or any and all other Rules so added or deemed to be in effect by the Club's Board of Directors.*
 - *SR 17: The Board of Directors may impose any or all of the following penalties:*
 - a. *A STATEMENT of violation(s) and a warning that future violations can result in stricter penalties.*
 - b. *A REPRIMAND with PROBATION stating the violation(s) and a warning that a future violation(s) can result in stricter penalties.*

c. A *SUSPENSION* from all Club activities for a period to be determined by the Board of Directors, with a statement of reason for the suspension and a warning that future violations can result in expulsion from the Club.

d. An *EXPULSION* from the Club.

- SR 18: All actions taken by the Board of Directors shall be in writing and a record thereof maintained in the Club files by the Club Secretary.

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 commissioner or appropriate board. The commissioner 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.~~
3. SR 19: A Club member who has a grievance against another Club member may submit it in writing to the Board of Directors for adjudication. The Board shall reply in writing to the member who files a grievance within fourteen (14) days of its receipt. A grievance deemed frivolous or vindictive by the Board shall not be acted upon and the member filing such grievance notified accordingly.
4. SR 20: A member of the Board of Directors who files a grievance, or against whom a grievance is filed, shall be automatically disqualified from the adjudication process.
5. SR 21: A Club member may appeal any action taken by the Board of Directors pursuant to any paragraph in the Standing Rules and particularly paragraphs 5,6,7,8 and 9 under Section 12 Expansion of By-Laws. The appeal must be in writing and must be received by the Board of Directors within seven (7) days of the action by the Board. The Board of Directors must reply in writing to an appeal within fourteen (14) days of its receipt. A member who has been expelled under paragraph 6 may request that his appeal be handled under the same terms as stated in Article XIV, Section 1,2, and or 3 of the By-Laws.

10. Requirements of Membership, Rosters, Fees, and Playoff Eligibility

10.a SR12: To be a member (player- manager- coach- officer- board member) of this Club you must be a member in good standing. Any references to members, players, managers, coaches, officers and board members throughout these Standing Rules will incorporate the entire group even though only one may be stated.

10.b SR 13: A member in good standing requires the following:

- a. All fees and any other financial obligations are to be paid in full.
- b. Be on a current roster and filed with the proper League officials.
- c. Have all required information and forms filed with the League.
- d. Not in violation of any of the Club's Code of Conduct in addition to the National Rules Code of Conduct listed in Section 9.
- e. Not in violation of any of the Club's By-Laws.
- f. Not in violation of any of the Club's Standing Rules.
- g. Not in violation of any other matter concerning the Club.

10.c SR 14: All players must pay to play. If you play and have not paid the full amount that is required you will be immediately ejected from the game, suspended from three (3) to five (5) games, placed on probation for the remainder of the season or expelled from the Club. If you are part of a team fee payment it is your responsibility to insure that you are listed as paid for that particular league. No one will be excused from this responsibility! Let everyone be forewarned in this matter concerning playing without paying!!

10.d SR 15: All players must also fill out and sign a participation form (from the team manager) in order to be cover under our insurance coverage. Failure to do so mayor will invalidate any and all coverage that is available to you as a player. If you play and have not completed all the necessary

paper requirements you will be immediately ejected from the game, suspended from three (3) to five (5) games, placed on probation for the remainder of the season or expelled from the Club. Again, if you are part of a team fee payment it is your responsibility to insure that you are listed as paid and that your participation form has been submitted for that particular league. No one will be excused from this responsibility! Let everyone be fore-warned in this matter concerning the participation form!

10.e SR 23: *Any team that does not pay the required amount or has not submitted the required information on or before the final date set by the Board of Directors for that league I season will be dropped from the Club and must reapply for league play the following league or year.*

11.f SR 39: *All team fees (total payment for all official players but not less than the minimum of fourteen (14) players) will be accompanied with a complete roster with all the information that is required by the Club no later than the final deadline set for that league by the Board for that Directors. There shall be absolutely no exception for the minimum team payment and its deadline! See paragraph number 11.f. for a slight exception for minimum roster players.*

11.g SR 40: *If the roster information for those players listed is incomplete and/or the required amount of money is not received, the money received will be deposited and the team will be put on hold until all information and/or money needed for those players has been received. If said information and I or money is not received by the final deadline all money will be returned and that team will not be included in that League for the year.*

10.h SR 41: *If the roster has less than the required minimum fourteen (14) players, but full payment and all the required forms have been received for at least twelve (12) players, the money will be deposited. Those vacant roster spots are required to be filled ASAP. Those players listed on the roster will become a permanently filled roster spots until the final two spots are filled. There will be absolutely no exchanging of names and/or other players for those filled roster spots until the minimum roster requirement has been met of fourteen (14) players. The penalty for such infraction is immediate ejection from the game with a three (3) to five (5) game suspension and probation for the remainder of the season. Further infractions will result in two (2) to three (3) years suspension or expulsion from the league for life. See SR's 16 & 17 under Chapter 9 Code of Conduct: Penalties.*

10.i SR 42: *A manager will only be allowed to fill roster spots up to the minimum if the minimum team fee has been paid. ~~All other additions will be paid at the full league rate or the half rate if in the second half of the season plus the National fee if not already paid.~~ All other additions are covered under section 10.o. The penalty for such infraction is immediate ejection from the game with a three (3) to five (5) game suspension and probation for the remainder of the season. Further infractions will result in two (2) to three (3) years suspension or expulsion from the league for life. See SR's 16 & 17 under Chapter 9 Code of Conduct: Penalties.*

10.j SR 43: *If a team is in full compliance (current roster with the proper matching dollars for that team) the manager may added to his roster by submitting a completed, "Player Participation," form with the required amount of money before that player is allowed to play. If the player is allowed to play before this these terms are met, the penalty for such infraction is immediate ejection from the game with a three (3) to five (5) game suspension and probation for the remainder of the season. Further infractions will result in two (2) to three (3) years suspension or expulsion from the league for life. See SR's 16 & 17 under Chapter 9 Code of Conduct: Penalties.*

10.k SR 44: *If a manager or a player knowingly or unknowingly allows an illegal player (any player not in compliances with Club Rules) to participate in a game will be subject to Club disciplinary action. The penalty for such infraction is immediate ejection from the game with a three (3) to five (5) game suspension and probation for the remainder of the season. Further infractions will result in two (2) to three (3) years suspension or expulsion from the league for life. See SR's 16 & 17 under Chapter 9 Code of Conduct: Penalties.*

10.l SR 45: *If a manager or a player knowingly or unknowingly changes, manipulate, swaps, trades players legal or illegal adds or removes players or any other illegal action not allowed by Club Rule*

he will be subject to Club disciplinary action. The penalty for such infraction is immediate ejection from the game with a three (3) to five (5) game suspension and probation for the remainder of the season. Farther infractions will result in two (2) to three (3) years suspension or expulsion from the league for life. See SR's 16 & 17 under Chapter 9 Code of Conduct: Penalties.

10.m SR 46: If a manager and I or players knowing or unknowing violate any rules of the Club they will be subject to Club disciplinary action. See SR's 16 & 17 under Chapter 9 Code of Conduct: Penalties.

10.n SR 47: If a manager adds a new player that is not within a reasonable age range for that league he will be subject to disciplinary action as deemed by the Board of Directors and for the disciplinary rules here by set by the Club's, "Standing Rules." The penalty for such infraction is immediate ejection from the game with a three (3) to five (5) game suspension and probation for the remainder of the season. Farther Infractions will result in two (2) to three (3) years suspension or expulsion from the league for life.

10.o SR 24, All managers will pay a total league team fee (based on a 14-player roster) plus the National fee, preferably in one or two checks from the manager or from the team's checking account. League fees are as follows:

- SR 29: Spring League fees are \$200.00 per player, plus \$26.00 National fee. SR 30: The minimum team fee for the Spring League is \$3164.00 [(14 players X (\$200.00 per player + \$26.00)]. For each roster spot over 14, the team fee increases by \$226.00 (\$200.00 + \$26.00).
- SR 35: The Summer League fees are \$300.00 per player, plus \$26.00 National fee. SR 38: The minimum team fee for the Summer League is \$4564.00 [(14 players X (\$300.00 per player + \$26.00)]. For each roster spot over 14, the team fee increases by \$326.00 (\$300.00 + \$26.00).
- SR 25: Each player is obligated to pay an extra \$26.00 fee to the Club which is then sent to the National MABL/MSBL. SR 26: The National fee (\$26.00) is paid by each member only one time per year. Therefore, if the player has paid the National fee (\$26.00) in our Spring League or any other MABL/MSBL League then they are only required to pay the SMSBL Spring League fee of \$200.00 and/or the Summer League fee of \$300.00. It is the responsibility of the players to produce evidence that they have already paid their National Dues so that the manager can properly submit the team roster so annotated with the correct adjusted team fee.
- If a team has paid the minimum team fee, a player may be added during the first half of the season (Spring or Summer) by paying a prorated fee based on the number of games remaining on the team's schedule plus the \$26.00 National fee, if applicable. This prorated fee is \$20 per game, not to exceed the total per player fee.
- If a team has paid the minimum team fee, a player may be added during the second half by paying half the League fees plus the \$26.00 National Fee, if applicable.
- SR 32: There are no half fees allowed until the second half of the season unless this will cause a NCAA eligibility violation for that player. The manager shall provide evidence of such NCAA eligibility problems for each player to receive this special exception.

10.p SR 28: It is the manager's responsibility to submit the correct adjusted team fee verified and supported by a roster so annotated with evidence from each player that has already paid their National Dues.

10.q In order for a player to be eligible for the playoffs, he must play in a minimum of 1/3 of the season's games (5 for the Spring and 7 for the Summer).

11. Managers Meetings and Refunds

11.a SR 51: The first Spring League manager's meeting will be held in November the previous year no less than 90 days prior to the start of the Spring League. SR 52: A minimum team deposit of \$1050.00 (\$75.00 X 14 players) will be required and received by the Club at a manager's meeting held 60 days prior to the start of the Spring League.

11.b SR 53: The final Spring League manager's meeting with the balance of all the money due, a complete minimum roster of 14 players, and all other necessary paper requirements for the Club shall be received no later than 30 days prior to the start of the Spring League. There will be no exception or extension of time to complete the above requirements! Failure to meet these requirements will forfeit your right to participate in the Spring League.

11.c SR 54 (modified): The Spring League is a weekend (Saturday & Sunday) league with games also on ~~Wednesday~~ other nights depending on the number of teams in the leagues and field availability. The Spring League will consist of four divisions. They will be bracketed according age to be determined prior to the start of the league.

11.d SR 56: The first Summer League manager's meeting will be held In March of that year no less than 120 days prior to the start of the Summer League. SR 57: A minimum team deposit of \$1050.00 (\$75.00 X 14 players) will be required and received by the Club at a manager's meeting held 90 days prior to the start of the Summer League.

11.e SR 58: A manager's meeting, if needed, may be held for the Summer League 60 days prior to the start of the Summer League.

11.f SR 59: The final Summer League manager's meeting with the balance of all the money due, a complete minimum roster of 14 players, and all other necessary paper requirements for the Club shall be received no later than 30 days prior to the start of the Summer League. There will be no exception or extension of time to complete the above requirements! Failure to meet these requirements will forfeit your right to participate in the Summer League.

11.g SR 60: The Summer League will consist of five to six divisions. They will be bracketed according the National MSBL / MABL age brackets.

11.h SR 61: All refunds will be handled under the same terms as stated in Article XIV, Section 3 of the By-Laws. It states that no refunds are allowed after the commencement of the season. Therefore, only special circumstances will be permitted and they will be very limited in scope and must be approved by seven (7) of the nine (9) Board Members. Generally, any consideration of any refund after commencement of the season can only be consider if at all after completion of the current season.

11.i SR 62: No refunds shall be made to a player who has been suspended or expelled from the Club.

12. Expansion of By-Laws

SR 1. The preceding rules will supersede the rules promulgated by the National Baseball League as well as expand, correct, explain, and support the enforcement of such rules of the corporation as herein stated within the corporate Bylaws pursuant to Article II - Purpose, Sections 1 - General Purpose, Section 2 Powers, Section 3 Applicable Law; Article VI - Board of Directors, Section a-Powers of the Board of Directors, subsection A.

SR 2. Expand Article II - Purpose. Section 1 - General Purpose: To allow and include player's age eighteen (18) years of age and older to play within and under the definition of the general purpose of the corporation.

SR 3. Expand Article VII, Section 1 - Authorized Officers: To create, expand or include the following additional officers: President Pro-Tern, Second Vice-President, Commissioners, and Player Agents.

SR 4. Expand Article IX. Section 2 - Qualifications: Change to: All Members shall be of good moral character and shall attain the age of 18 years during the calendar year in which they apply for membership. A member shall have the right to vote at any corporation meeting, either in person, or by proxy, and shall be eligible to hold any corporation office. There shall be but one vote for each member.

SR 5. Expand Article XII. Section 2 - Special Rules: Change to: A. The league shall be divided into as many divisions as is necessary to properly categorize each group of players within such certain age range as the Board of Directors may from time to time designate. One division shall be established for players 18 years of age and older and shall be known as the 18 - Plus Division. One division shall be established for players 25 years of age and older and shall be known as the 25 -Plus Division. One division shall be established for players 35 years of age and older and shall be known as the 35 - Plus Division. One division shall be established for players 45 years of age and older and shall be known as the 45 -Plus Division. One division shall be established for players 55 years of age and older and shall be known as the 55 - Plus Division. One division shall be established in a like manner for players 60 years of age and older and shall be known as the 60 - Plus Division. Players 25 - 35 - 45 - 55 - 60 years of age and older, may be selected by and placed on the rosters of the established teams in their respective division or in any division that is of a lower age category. Players aged 18 to 24 years, inclusively, may be selected by and placed on the rosters of the teams established only in the 18 - Plus Division. The player's age shall be the age he will attain during the calendar year of the season in progress. Exceptions to this restriction may be allowed on an individual basis, subject to the approval of the Board of Directors. The above ages and divisions are the intended goals of the Club, may not obtain the brackets until later. The objective for 2008 is that the age and division will be set at 18+, 28+,38+,48+, and 58+. It is suggested that as teams that you should recruit as close to those ages as soon as possible or your team will play in the bracket of your youngest player. A word to the wise!

SR 6. Expand Article XII, Section 2 - Special Rules: Change to: G. Nine innings shall constitute a complete game in the Spring league and seven innings shall constitute a complete game in the Summer league; however, five (5) innings or more shall constitute a complete game in both leagues in which the game is discontinued on account of rain or other restrictions including injury when time has expired.

SR 7. Expand Article XII. Section 2 - Special Rules: Change to: H. A game ending in a tie score after seven or nine completed innings with the time being expired shall be recorded as a tie. If the time limit does not permit the completion of a full inning as time expires, and the home team is trailing in the score, the final score will be the score recorded at the end of the previously completed inning. If the home team is batting as time expires and they are leading then the recorded score will be the score as time expires. The game will not be completed at a later date unless under special circumstances, that being very limited in scope, at the discretion of the Board of Directors may be completed at a later date.

SR 8. Expand Article XII, Section 2 - Special Rules: Change to: I. A game that is cancelled for any reason may be completed at a later date as decided by the Board of Directors.

All of the preceding Standing Rules are authorized, supported and enforced by and within the authority of the Sacramento Men's Senior Baseball League Bylaws pursuant to Article II, Section 3 - Applicable Law, Article XV, Section 6 - Validity of Action, Article XX - Construction of Bylaws and the State of California.