

OKC Parks



Adult Baseball Rules

2020-2021

OKC PARKS MISSION

Provide cultural, social and recreational opportunities to residents and visitors so they can have enriching life-long experiences.

OKC PARKS VISION

OKC Parks seeks to inspire our community to explore, learn, play and grow.

OBJECTIVE

The OKC Men's Baseball League was created to provide men 18 years and older an alternative to softball -- enabling us to play the game we all grew up playing.

GAME TIME

To find games schedules please visit <http://www.teamsideline.com/okc>

Game times and schedules could change to accommodate the league due to weather forfeits or other.

It shall be the responsibility of each coach to see that the team appears for each of scheduled league games. Failure to appear will result in forfeiture of the game. There will be a 10 minute grace period for teams. At this point the clock will start at the official game time. However, a team does not have enough players by the end of the grace period, then the result is a forfeit.

LEAGUE RULES

1. Uniforms, Helmets, Bats, Shoes, and Baseballs

1.1. All teams must have full baseball uniforms consisting of caps, numbered jerseys (no duplicate numbers), baseball pants, and baseball socks, or stirrups. Each player's uniform must be of similar design to his teammates' uniform. Teams having sponsorship will be allowed the sponsor's name on their uniforms via a patch or uniform shirt. Seek League approval for all sponsorships. No jeans, shorts, nor sweatpants allowed to be declared a uniform.

1.2. All teams must have their uniforms by the first game. No grace period will be provided for newly activated players or for new teams needing uniforms. Teams that are not in compliance with the league's uniform requirements are subject to fines and/or cessation of activity. If you are not in proper uniform, you cannot play.

1.3. All batters and runners must wear protective helmets at all times. Full double-ear flap helmets are strongly encouraged for at-bats and base runners; however, a helmet must have at least one ear flap which faces the pitcher when batting. Catchers are required to wear a skullcap helmet underneath their mask or a hockey catcher's helmet manufactured for baseball players. Base Coaches must always wear protective skull caps or double-eared helmets while in the coaching boxes.

1.4. Baseballs are required to meet league needs. No baseballs with logos of Little, Pony, or Select League markings are allowed in games. Approved baseballs for league play include Rawlings MSBL baseballs; Diamond models; Wilson 1010C, A1040, A1010; Riddell Pro Edge BB-ML and any other brand that are marked for adult leagues.

1.5. Bats must be baseball-approved wood for league play. Composite bats are allowed as long as the barrel is made of wood.

1.6. Baseball shoes with metal cleats are permitted for league or play.

2. Game Length, Run Rule, Rain Outs, and League Standings

2.1. All games are 7 innings or a 2 hour and 30 minutes time limit. The next inning is triggered the instant the third out in the home half is made. In order to complete a 7-inning game within 2 hours and 30 minutes, a TWO (2) Minute time period will be enforced between innings. Pitchers are strongly encouraged to throw their warm-up pitches within the two minutes time period. After the time has expired, the plate umpire can begin calling balls or strikes to expedite the game. In the event of rain, four complete innings (3 ½ innings if the home team is ahead) would constitute a regulation game. The umpires may suspend, cancel, or stop a game, if, in their opinions, the safety of the players is jeopardized due to rain, darkness, or field conditions. Managers are responsible for starting the game on time as scheduled. Umpires will announce game time and keep official time including any delays during the game. The actual game can

start after the scheduled time due to numerous circumstances. Clock will start when umpires declare "Play Ball".

2.2. Games can end in a tie. However, one extra inning can be played after 32:30 has been reached if a game is tied at that point. The tie-breaking inning can be the 6th or the 13th, depending on the circumstances. There will be no reverting back to the last completed inning to determine a winner in local league play. Ties will count as ½ win and ½ losses, percentage-wise. In the interest of fairness, this rule even applies to the last scheduled game of the day.

2.3. If there is a 12 run discrepancy after 5 innings (4 ½ if the home team is ahead), the game will be ruled final at this point.

2.4. Predicting the weather is difficult at best. Concerning games starts when the weather is "rumbling" somewhere in vast territory of play, League officials will determine the status of probable rainout games prior to the game time, whenever possible, via the rainout number. All members are encouraged to have that number available if doubt exists as to whether a game will be played that day. The main purpose of this effort is to prevent teams from traveling great distances only to discover the field is too wet to play on. However, once the game has started, the umpires will make the decision as to whether to continue play or stop. Rained out games will be rescheduled as time permits.

2.5. Cancelled games are those taken off the schedule because a team has dropped from the league play or has decided it is unable to field enough players for a game and is forfeiting it. Cancelled games will not be rescheduled.

2.6. League standings will be determined by win/lost percentages. Always check the posted standings for accuracy.

3. Players (Age and Birthdays), Teams, Forfeits, and Lineups (Offense, Defense, Minimums)

3.1. A player is eligible to participate in an official league sanctioned event or game on his 18th birthday. Each player must complete and sign a waiver, each year, and prior to participating in any event.

3.2. Team Rosters and Waivers must be submitted to the League before opening day. Each manager will be notified when the deadline for submission is established each year. Team rosters must carry at least 12 players. Each player is a member of that team for two (2) full years unless released. The league president holds the originals of rosters and waivers. Managers must have a copy of their rosters and waivers along with photo ID's for his team, if and when they are called upon to provide proof of age. Any opposing manager can ask to verify a player's eligibility (see Rule 4.12). Rosters may be changed after the first league game under the following conditions:

3.2.1. Any time (added or deleted) through August 1 each year for eligibility in post-season local tournaments.

3.2.2. Any time after August 1 each year (additions only) but ineligible for post-season local tournaments.

3.2.3. Players lost to injuries.

3.2.4. A player voluntarily quits for the remainder of the season.

3.2.5. A player triggers a request (to current manager) to change teams during the season. The player is released from his current team via a Player Release Form signed and dated by his Manager. The manager is not compelled to provide the release. If done, the player becomes a free agent in that age division. He is free to choose to play for another team who wishes his services. Team fees paid by the player to the releasing manager will not be refunded or prorated. This issue must be addressed between player and manager prior to securing a release. Any new fee will be at discretion of gaining manager. A new waiver and roster must be submitted to the league president by the gaining team. This action must be completed no less than 48 hours before the next scheduled game of the gaining team. The transferring player cannot play for the new team until the league president acknowledges the transfer to the gaining manager. If the transfer occurs prior to August 1, the player is eligible for post-season play with the gaining team. Managers should not exceed the 24-player roster limit at any time. A player can transfer only once during the current season. This action is applicable only to player movement within the same age division. If a player becomes eligible during the season for the older division, then he is free to move up without obtaining a release. His primary team remains his current team he started the season with unless the manager states otherwise.

3.2.6. A team with an ineligible roster player will be subject to a forfeit for each game in which the ineligible player participated.

3.3. All players, managers, coaches, and "in dugout" scorekeepers or other personnel, prior to participating in any game, must have signed a waiver form, be on the roster, and be on file with the league.

3.4. Forfeits are poison to any league. Two (2) forfeits by any team in one season is cause for expulsion from the league without refund. The league president will address any trends with a team that has one forfeit and present all options. A team must have seven (7) players to avert a forfeit. An 8th player can be from the opposing team. A team can play with 8 players without penalty of an out being recorded for the blank 9th player. A manager may ask any player (a maximum of two) within the league that is in good standing and age qualified to play for his team for that game. These players are known as "guest players". Should a manager have 7 regular players, he may call upon two guests to avert a forfeit. The guest players can be in their respective uniforms. No additional waivers are required since the guest players are members of the league. The opposing manager must be informed of this decision and cannot disallow it. Should the proper teammate show up for the game after it has started, the guest players may

continue to play that game should the manager choose to keep them on the field. It is encouraged that the guest player(s) stop playing, but it is not required they stop.

3.5. A manager may ask a person who is not currently a member of the league to play in one game using a special one-game waiver. A signed waiver is required prior to the non-member player stepping upon the field. The non-member player must be in a matching uniform. The manager submits the waiver to the league president as soon after the game as possible. The intent of this rule is to allow a manager flexibility to tryout a player during the season, or prevent a forfeit, or to offer a guest (brother-in-law, father, visitor, etc.) an opportunity to experience our league. All players must adhere to league rules and standards set forth herein

3.6. Unless the league has given previous notice that the game has been postponed or delayed in starting, the umpires will be at home plate 10 minutes prior to start time to begin pre-game briefing with the opposing managers. In sequence:

3.6.1. The home manager shall give his batting order to umpire in chief, in duplicate.

3.6.2. Next, the visiting manager shall give his batting order to umpire chief, in duplicate.

3.6.3. The umpire in chief shall make certain the original and copies of the respective batting orders are identical, includes all substitutes, each player having his own unique numbered jersey, and any non-runners (NR/CR) designated. Then the umpire in chief will tender a copy of each batting order to the opposing manager. The copy retained by the umpire in chief shall be the official batting order. No changes shall be made by either manager, except as provided in the substitution rules.

3.6.4. As soon as the batting orders are accepted by the umpire in chief, the umpires oversee the playing field. From that moment they shall have sole authority as granted by league rules to conduct the game. Obvious errors in the batting order, which are noticed by the umpire in chief before he calls "play ball" for the start of the game, should be called to the attention of the managers of the team(s) in error, so proper corrections can be made. Teams should not be trapped later by some mistake that obviously was inadvertent and which can be corrected before the game starts.

3.7. Each team has hitting and defensive lineups that are independent of each other. Players may play in either lineup or both. Just the hitting lineup is offered to the umpire in chief at home plate. Defensive moves, except for pitching changes, need not be announced to umpires or opposing managers.

3.8. The batting order shall be followed throughout the game unless a player is substituted for another. In that case the substitute shall take the place of the starter player in the batting order. A starter can reenter the game, once, in the same batting order position he left. A substitute, once removed from the batting

order, cannot re-enter the game as a batter. A substitute can be made for the starter anytime, except the initial at bat. The starter must bat once prior to substitution. Once inserted in the batting order, the substitute must have at least one plate appearance prior to being removed from the batting order. A substitute can be made for a substitute. Depending upon the timing (late in the game), a substitute does not have to appear at the plate; he only must bat should his turn come up prior to the end of the game. The manager may bat as many players as he desires, with a minimum of 9, always (except as published in Rule 3.4). Batters can be added to the bottom of the order at any time with an announcement to the umpire in chief. Once in the batting order, batters cannot be deleted or skipped over. The A/B batting order rule is available for managers to utilize in local league play. This rule allows a manager to designate any position in his batting order the a) hitter and the b) hitter. Each hitter will alternate in the slot throughout the game. The a) batter hits first; then the next time that slot makes a plate appearance, the b) batter steps up, and so on. To minimize confusion, no substitutes are to be made for a) and b) hitters at any time during the game. Managers are urged to “think through” on the use of A/B batting order when no substitutions are available for those slots. A player, arriving late, who is not listed on the original tendered batting order lineup card, is ineligible for that game. Note: All managers submit lineup card prior to any game. Always list all players on the team whether they plan to be at the game or not. Remember, an opposing manager can ask to verify eligibility of a player.

3.9. A manager may add batters to the bottom of the lineup at any time provided the batter(s) have not been in the offensive lineup. Once in the batting lineup, such batters may not be taken out except as provided for in Rule 3.10, below. Offensive Re-Entry entitles a starting offensive player who was removed from the lineup and replaced by a substitute to re-enter the batting order under the following conditions:

- 3.9.1. Substitute must have had one at bat, and
- 3.9.2. Starter must re-enter the lineup in the original batting position, or
- 3.9.3. As provided for in Rule 8.3, Injury Rule. Note: A substitution, once removed from the offensive lineup, cannot re-enter the batting order, except through Rule 8.1, Injury Rule.

3.10. If a player is forced to leave a game (manager’s choice, another commitment, ejection, or injury), the following player substitution procedures will be followed provided that Rule 3.9, above, does not apply:

- 3.10.1. An eligible substitute not previously in the game as a hitter will fill the vacated position.
- 3.10.2. If no substitute is available, then that offensive spot is skipped (condensed) with penalties as follows:

3.10.2.1. The loss of one batter – no penalty.

3.10.2.2. The loss of two batters – record one out.

3.10.2.3. The loss of three batters – record two outs

3.10.2.4. Anytime the offensive lineup drops from 9 to 8, record one out when missing batter would have come to the plate.

3.10.2.5. Less than eight (8) batters – forfeit.

3.11. An opposing manager must grant a 15-minute grace period in waiting for the 8th opponent player to arrive. The game length will be reduced each minute the wait occurred. For a full 15-minute wait, a 3-hour game will only last 2 hours 45 minutes. After the grace period has expired and the 8th player has not arrived, the 8th player can come from the opposing team, with manager consent. It can be a "revolving" player. The "short" team need only bat 7 of their players. The "revolving" player can bat for his own team. However, if a forfeit, the forfeiting team will pay both umpire fees, immediately.

3.12. Managers must give notice to the umpire in chief of any changes to the batting order. Each new batter must make an announcement as further assurance. If No Announcement is made, the batter is declared out should he reach base. If during the at-bat, the Announcement is made, no penalty. No notice is required of defensive player changes, except for the pitcher. A trip to the mound requires a time out call. Two trips to the mound in one inning require the manager to replace the pitcher.

3.13. No player may switch teams without knowledge and consent of their current manager and the league (see Rule 3.2). If this procedure does not meet with the player's approval, the player must sit out one (1) calendar year from competition, from the last date of his playing. If in good standing as a member with the league, a player may re-enter field of play within one year by participating in the league's tryout/draft when it occurs, thereby making him available to any team for selection. The Release Form is the best method of changing teams.

3.14. In the event a team disbands during the season or at the season's conclusion, all players in good standing with the league will become unrestricted free agents. They are permitted to play with any team they qualify for, within their age restrictions.

3.15. If a player is invited back to play and desires not to play for his current team, the player must either obtain a Release Form from his current manager or enter the next tryout/draft. This rule is not intended to restrict players from leaving one age bracket to play in another age bracket at the conclusion of the season.

3.16. In the event a player wishes to leave his existing team and potentially form a new team, he may do so, but only at the conclusion of the current season. No other players can be taken from the existing team without written consent of the existing team's manager. No other player may be taken from any other team without the written consent of the respective team's manager. The league president will interview all manager-candidates

3.17. Final team rosters must have no less than Twelve (12) eligible players. Teams must maintain this minimum throughout the season.

4. Manager's (Team) Responsibility and Player's Behavior

4.1. Absolutely NO beer, alcohol of any kind, or illicit drugs are permitted anywhere on the premises of the host field

4.2. The league has a right to suspend, fine, or expel any team member who abuses league rules or who does not exhibit a sense of good sportsmanship or who plays without regard to safety of the umpires or other players. All members sign a waiver stating that they will play baseball with class at all times and help protect our excellent image and reputation.

4.3. An umpire (See Rule 11.00) has sole discretion to eject any player or manager from a game. Should the umpire desire, the player or manager who is ejected must leave the area within Five (5) minutes of the ejection. Failure to do so can result in that game being forfeited.

4.4. Fighting among players and managers or aggressive contact with an umpire will not be tolerated. Players ejected from a game for either violation will be subject to suspensions, fines, and/or banishment from the league.

4.5. Collision Rule: Players shall not intentionally collide with any other player. This is an umpire's judgment decision. In order to parallel the National World Series format on this very sensitive subject, the league will follow suit and declare that any player judged to have caused an intentional collision will be ejected from the game, immediately. Either GIVE IT UP or SLIDE. The inadvertent collision puts emphasis on the judgment of the umpires. Their decision is final. Managers can be given an opportunity to voice their inputs, but only in a civil manner. However,

the umpires need not wait for any manager's input. The severity of the ejection rests solely with the player being ejected. It is strongly suggested that such player or players simply accept the call and walk away. Any other action will be grounds for missing some additional games. The National MSBL deals with this situation quickly and harshly when strangers collide with each other. We can certainly do better when we collide with one of our friends. So, take note: Avoid intentional collisions: Either Give it up or Slide to any base or home plate.

4.6. Obstruction Rule: This rule is an umpire's judgment call. If a defensive player is not in possession of the ball, or is not immediately in the act of receiving the ball, then he cannot block the base or plate or even be in the base path so as to impede (obstruct) the runner's right to the base. If a collision occurs, see Rule 4.5, above. Someone can be ejected from the game.

4.7. No fielder will fake a tag on any runner with the intent to make the runner slide. First offense will bring a warning to the player and the team. Second offense by any team member will be cause for ejection.

4.8. The league must set the highest standards of player/team sportsmanship and decorum. The league will enforce penalties (i.e. suspensions, expulsions, etc.) for infractions that are not in keeping with the policies of the league. These standards also apply to individual conduct (by players, managers, and fans) not in the best interest of the league.

4.9. Managers are solely responsible for the actions of their players and their spectators. Each manager has the opportunity to inject his influence on the situation subsequent to league officials taking action. Managers will be given every opportunity to control any situation that occurs. Managers will ensure that their teams do not ridicule or taunt the umpires.

4.10. Only managers can discuss matters relevant to the game with the umpires. Players are not permitted to engage an umpire in such matters. Umpires can declare a forfeit of the game in violation of this rule

4.11. Managers cannot and will not make informal agreements to play a game. All games will be played in accordance with the standards defined in the rules and regulations established by the league and the Official Rules of Major League Baseball.

4.12. Managers and/or players who fail to abide by the age regulations have crossed the line where winning is more important than playing the game. It is not necessary to cross the line, ever. If a manager has prior knowledge of such an act, he is subject to penalties.

4.13. Both teams are to ensure dugouts are cleaned, trash is put away

5. Courtesy (Non-) Runners

5.1. The Courtesy runner (or non-runner) is a privilege permitted to no more than TWO (2) players on any team per game. Prior to submitting the lineup to the umpires, the manager can choose two players and designate them as (CR) or (NR) on the card. This privilege is extended to the players, not the position (i.e. pitchers, catchers, etc.). Players who will need courtesy runners will be extended the privilege at the sole discretion of the manager. Notification will take place during the pre-game meeting with the opposing manager and umpires. If no notification is provided, the team failing to do so will not be allowed courtesy runners for that game. The player making the last out must run for the CR/NR. If early in the game (1st inning), and the CR/NR gets on base before an out is made, then the last batter in the batting order must run. For league play, the CR/NR designee can run at any time without penalty of losing the privilege during that game.

5.2. In order to speed up the game, courtesy runners may be used for the pitcher and catcher of record regardless if they are listed as a NR/CR on the lineup card.

5.3. A batter designated as CR/NR has the option to run or not. The decision must be made prior to the next pitch after the batter/runner has reached base safely. The player that made the last out should be ready to assume his role as runner, promptly. The exchange of the CR/NR should not take more than 30 seconds. Umpires can stop the exchange process if excessive time is being wasted and make the batter be the runner in order to continue the game in a timely manner.

6. Pitchers

6.1. While pitching in league play or locally hosted tournaments, no pitcher can create artificial distractions. No pitcher may wear white or gray sleeves or wristbands. No pitchers may wear a batting glove. Black (only) forearm bands, elbow bands, or bicep bands on the pitching arm are permitted. However, the umpire in chief will make the final determination regarding any pitcher distractions, as necessary.

6.2. Intentional walks are permitted in league play. Pitchers do not need to throw pitches. Batter may take the base by pitcher notifying the umpire

6.3. If a pitcher hits THREE (3) batters in any one game, the pitcher must be removed from the mound, and cannot re-enter as a pitcher in that game. 6.4. If the pitcher is removed from the mound at manager's sole discretion, he may be re-entered, only once to pitch again during that game. However, only after 3 consecutive outs are recorded can a pitcher be reinstated. The removed pitcher may play in any other position after being removed or play no position at all prior to re-entering.

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

6.6. Two formal trips to the mound in the same inning require the pitcher be removed from the mound on the 2nd visit. Managers who are players on the field should designate an alternate to perform the task in order to prevent confusion or create an inadvertent declaration by the umpires of the 2nd trip. This designation should be done during the pre-game meeting at home plate.

7. Ex Pro Players Status and Regulations

7.1. For all league play an ex-pro player must be completely out of pro-ball as a player and cannot have played professional ball during that season. Pro-ball refers to major, minor, and independent league teams where is player is compensated to play baseball.

8. Injury Rule

8.1. An injury to anyone during a game can be serious enough to stop that game at that moment. Managers and umpires are expected to do the prudent things required should a serious injury occur to any players or fans.

Should the game be stopped to address an injured player (wait for the ambulance, properly prepare a player for removal from the field, etc.), the game clock will be stopped and annotated (number of outs, base runners, innings, etc.) as not to short the game time of 3 hours. Both managers and umpires will agree to amount of “stopped” time prior to resuming the game.

8.2. An injured player is considered injured if (1) he says he is or (2) the manager says so or (3) the umpire so states or (4) if it is very obvious. In any case, an injured player is cause for play to stop as soon as practical (time out being called as soon as possible) after the injury. Aid will be rendered.

8.3. Managers are to take charge of the situation and render any help deemed appropriate. Any managers who witness the incident should be prepared to recall the details later for possible insurance purposes.

8.4. An eligible substitute player can replace an injured player who is removed from the batting order or game. If no substitutes are available, then a starter, who previously had been substituted for, can reenter the game in a different batting order position to fill the vacated spot. Note: this is the only time that a batting order shift can take place once the game is in progress.

8.5. Once an injury is declared, the injured player must be removed from the game. The injured player cannot return to that game in any position at any time. No injured player is allowed to play in a game. Timing of the announcement of an injury can be crucial. Example: a batter slides into second base attempting to stretch his hit into a double and is thrown out for the third out of inning. In the process of sliding, he twists his ankle. Is he injured? Only if he says he is. His next requirement to appear during the game is his next batting appearance. He may be able to “rub” it out by then

8.6. Blood Rule: No player may continue to play baseball while bleeding. The player must stop the bleeding (off the field) to the umpire’s satisfaction prior to continuing the game. The umpire can stop the game, but not the game clock, to allow some time for the player to address his wound.

8.7. All managers are highly encouraged to have First Aid Kits available during games.

9. General League Rules

9.1. Forfeits are poison. Forfeits will not be tolerated. Any team that has two (2) forfeits is subject to immediate expulsion from the league with no money refunded to the team. After the first forfeit, the entire team is suspended from further play pending the manager's assurance to the league president of the team's commitment to continue. Two forfeits attack an individual's eligibility to continue playing, at all. And further, he could lose the opportunity to play any tournament baseball this league might attend. The best policy about this issue is to give it serious consideration and do not forfeit, ever. If a player commits to play baseball on a team, then be there. Do not depend on your teammates to cover for you. Forfeits are poison. Forfeits will not be tolerated.

9.2. The league will attempt to re-schedule all rained out game when weather is more predictable. At the earliest possible moment prior to the scheduled start time, any announcements regarding the weather that day will be issued on a common rainout line. Managers, players, and umpires should simply call and listen to the announcements. Expect some delays if many are calling at the same time.

9.3 PROTEST: A manager can inform an umpire of a protest at any time. However, only rules of our league can be protested, not judgment calls. A \$100.00 protest fee must immediately be given to the umpires when a protest is suggested. The game will be stopped, the situation described in the home team's scorebook (base runners, outs, innings, nature of protest, etc.). The procedures to follow are outlined below:

9.5.1. When a situation dictates a manager to suggest a protest, the umpire in chief will continue the game unless one manager specifically states he is protesting the game. If one manager so states, then: Collect the \$100.00.

9.5.2. The umpire in chief is to stop the game clock for no more than five (5) minutes. Address the following details and if no determination on the validity of the protest can be made, then resume the game, promptly. If a determination/ruling can be made one should be made prior to continuing the game.

9.5.3. Notify opposing manager and annotate the brief description of the situation in the home team book.

9.5.4. Then the game will re-start under protest to its natural conclusion.

9.5.5. The protesting manager emails his written version to the league.

9.5.6. One properly submitted the league president will address the details as appropriate. A protest can be withdrawn at any time

9.5.7. If the protest is found to be valid, the protest fee will be refunded, and appropriate action will be rendered.

9.5.8. If protest is found to be invalid, the fee is forfeited to the umpires and the game results will stand.

9.6. The league makes every attempt to supply two (2) umpires for each game. If no umpires' show up for a game, the game will be postponed and rescheduled. If only one umpire shows up, the game must be played. Both managers are to pay the sole umpire to start the game. Each manager will call the Chief Umpire to notify him of the problem. Should an umpire arrive late, he must address his partner for a portion of the pay.

10. Code of Conduct

10.1. When it comes to conduct, each member of the league is responsible to ensure that such conduct reflects great credit upon our league. This section of our Rules is the most important of all because it has helped us build a superior image and reputation for adult amateur baseball. Each member of the league has signed a waiver that states they will comply with our rules. All managers and players are representatives of the league. They shall conduct themselves in a sportsmanlike manner at all times. Should their actions come under the review of the League Director as outlined below, then the Director will determine results.

10.2. No Manager or Player shall commit the following:

10.2.1. Lay a hand upon, shove, stick or threaten an official. Players and managers guilty of such conduct will be immediately suspended from further participation in the game and shall remain suspended until the Board of Directors reviews his conduct. 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.

10.2.2. Refuse to abide by an official's decision. Anyone guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the Board of Directors review his conduct. Players and managers guilty of such conduct shall be subject to probation or suspension or both for the remainder of the season.

10.2.3. Be guilty of objectionable demonstration of dissent at an official's decision. Players and managers guilty of such conduct shall be subject to ejection from the game.

10.2.4. Discuss with an official the decision reached by such official, except for the manager or his designee who are authorized to participate in such discussions. Players guilty of such conduct shall be subject to ejection from the game.

10.2.5. 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 ejected from the game and shall be subject to probation or suspension or both for the remainder of the season.

10.2.6. Be guilty of physical attack as an aggressor upon any player, manager, official, or spectator before, during, or after a game.

Players and managers guilty of such conduct will be immediately ejected from the game and shall remain suspended until the Board of Directors reviews his conduct. 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.

10.2.7. Be guilty of verbal abuse, or an attack upon any player, manager, official, or spectator before, during, or after a game. Players and managers guilty of such conduct will be immediately ejected from the game and shall remain suspended until the League Director reviews his conduct. Players and managers guilty of such conduct shall be subject to suspension for the remainder of the season.

10.2.8. Consume alcohol beverages or illegal drugs during a game or be upon the field at any time in an intoxicated condition. Players

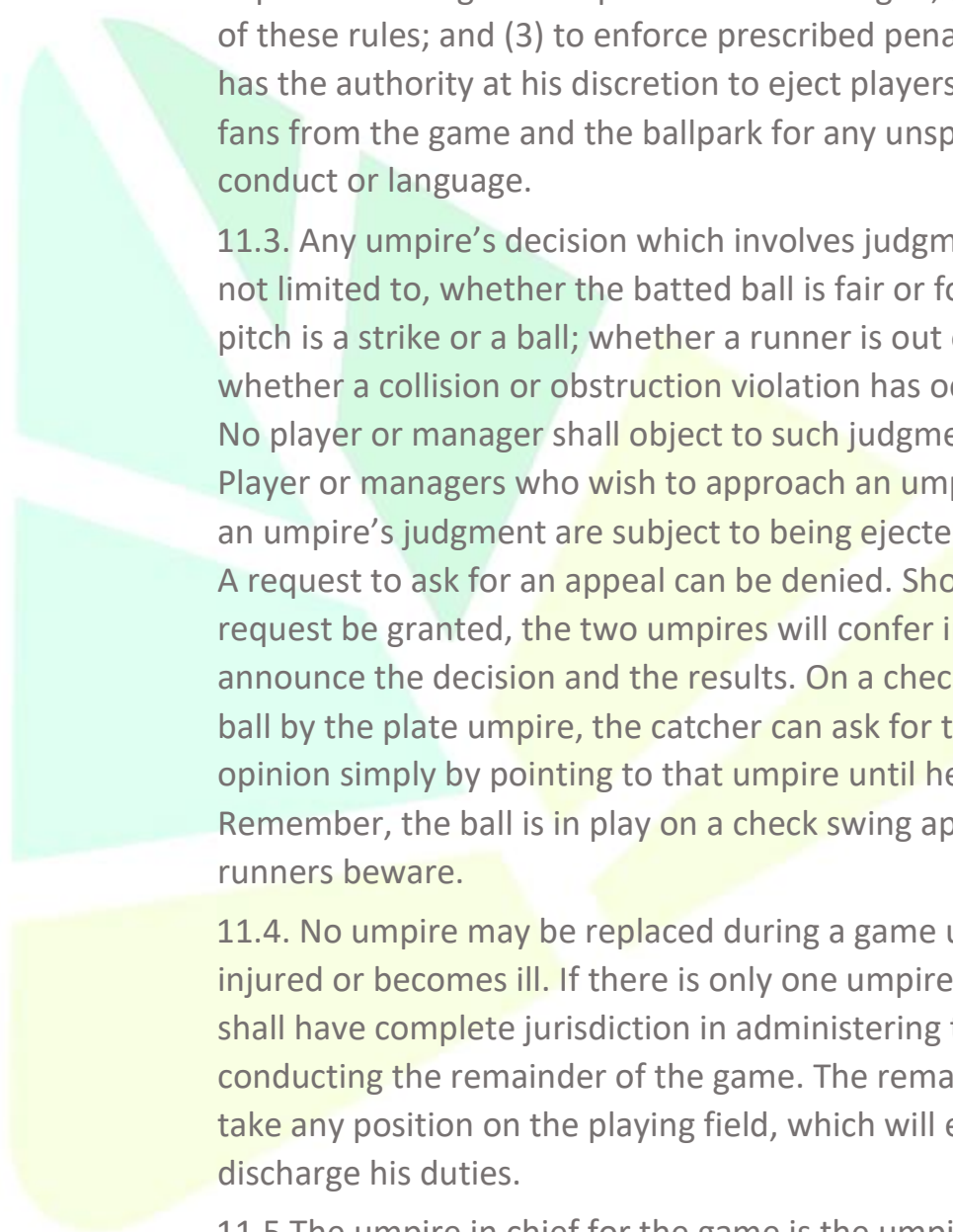
and managers guilty of such conduct will be immediately ejected from the game and shall remain suspended until the League Director reviews his conduct. Players and managers guilty of such conduct shall be subject to suspension for the remainder of the season.

10.3. The player will be notified through his manager of the date, time, and location of the League Director meeting to address the particular incident. Both player and manager are invited to be present at the meeting. The incident will be discussed either with the player or his manager on behalf of his player. After the discussion, the player and his manager will be dismissed. The league president will then notify the player through his manager of the resulting decision and any further disciplinary action, if any.

11. The Umpires

11.1 GENERAL INSTRUCTIONS TO UMPIRES- Umpires, on the field, should not indulge in conversation with players. Keep out of the coaching box and do not talk to the coach on duty. Keep your uniform in good, clean, pressed condition. Be active and alert on the field. Be courteous, always, to club officials; yet tolerate no disrespect directed toward you. When you enter a ballpark, your sole duty is to umpire a ball game as the representative of baseball. Do not allow criticism to keep you from studying out bad situations that may lead to protested games. Carry your rulebook. It is better to consult the rules and hold up the game for a while to decide a knotty problem than to have a game thrown out on protest and replayed from the point of protest. Keep the game moving! A ballgame is often helped by energetic and earnest work of the umpires. Demonstrate patience and self-control. Never attempt to “even up” after making a bad call. Make all decisions as you see them. Ask your partner for assistance, if necessary. Ensure you and your partner know your signals between each other. Umpire dignity is important but never as important as being right. Be in the proper position to make the call.

11.2. The league director shall appoint one Chief Umpire to coordinate the activities of all the league umpires. The Chief



Umpire selects his corps of umpires with input from the league president. Once chosen each umpire is a representative of the league and is authorized and required to enforce all league rules. Each umpire has the authority to order a player, coach, manager or fan to do or to refrain from doing anything that (1) negatively impacts the image and reputation of the league; (2) administering of these rules; and (3) to enforce prescribed penalties. Each umpire has the authority at his discretion to eject players, managers, or fans from the game and the ballpark for any unsportsmanlike conduct or language.

11.3. Any umpire's decision which involves judgment, such as, but not limited to, whether the batted ball is fair or foul; whether the pitch is a strike or a ball; whether a runner is out or safe; or whether a collision or obstruction violation has occurred, is final. No player or manager shall object to such judgment decisions. Player or managers who wish to approach an umpire to question an umpire's judgment are subject to being ejected from the game. A request to ask for an appeal can be denied. Should an appeal request be granted, the two umpires will confer in private and announce the decision and the results. On a check swing called a ball by the plate umpire, the catcher can ask for the other umpire's opinion simply by pointing to that umpire until he makes the call. Remember, the ball is in play on a check swing appeal. Base runners beware.

11.4. No umpire may be replaced during a game unless he is injured or becomes ill. If there is only one umpire at that point, he shall have complete jurisdiction in administering the rules and conducting the remainder of the game. The remaining umpire may take any position on the playing field, which will enable him to discharge his duties.

11.5 The umpire in chief for the game is the umpire behind the plate. His duties are to conduct the game and implement decisions as required when required. The field umpire primarily calls the actions occurring on the bases and will coordinate as required with this partner.

11.6. Should the umpires make different calls on the same play, then they will consult in privacy to determine the correct call. Once the results are announced, either manager may ask for an explanation.

11.7. The umpires shall report to the Chief Umpire the results of each game at the end of the day. This report will include any incidents during the game(s).

