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Tri-Valley Men s Senior Baseball League League Rules and Regulations

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- David Matthiesen — TVMSBL Quality Control Officer

Tri-Valley Men s Senior Baseball League
League Rules and Regulations
Revised Mar/2002

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1. Uniforms, Helmets, and Baseballs

1.a All teams must have full baseball uniforms consisting of caps, numbered baseball jerseys, baseball pants, belt, and appropriate socks and/or stirrups. Each player s uniform must be of similar design to his teammate s uniforms. Teams having sponsorship will be allowed to display the sponsor s name on their uniforms via patch, or the sponsor s name attached to their uniform shirt.

1.b No player will be allowed to participate in any TVMSBL event out of uniform without the consent of the opposing manager, or any TVMSBL official involved in the event.

1.c All TVMSBL players should have their team uniforms by the first game of the season. A grace period of two (2) weeks may be extended to newly activated players or for new teams to complete their uniforms.

1.d All batters and runners must wear helmets for both batting and running the bases. The helmets must be approved safety helmets for baseball and must have at least one (1) ear cover flap that faces toward the pitcher. If an umpire rules that a player removes his helmet intentionally when running the bases, the umpire shall issue a warning to the team, and advise that the next violation of this rule will result in the offending player being automatically called out .

1.e All TVMSBL teams will provide two new (2) Rawlings R100 (or approved TVMSBL) baseballs for each game. Each manager is encouraged to bring extra game balls to each game in the event baseballs are lost or deemed not useable by the umpires.

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1.f* Both wood and metal bats are allowed in all TVMSBL events, unless otherwise specified. All metal bats must have a protective grip. The maximum bat differential established by the TVMSBL is a minus five (-5) for any metal or aluminum type bat. If a player uses a bat exceeding this differential and a protest is made before the next pitch or play, the offending batter will be declared out.

1.g Metal cleats may be worn, but are not mandatory in TVMSBL events.

1.h Only commercially manufactured bat weighting or warm-up devices will be used in TVMSBL events.

1.i Neither batters nor pitchers may wear mirrored/reflective sunglasses if they are at all distracting to the pitcher/hitters as determined by the Home Plate umpire. Exception: prescription mirrored/reflective sunglasses may be allowed. Rule does not apply to other fielders and base runners.

2. Game Lengths, Run Rule, and Rain Outs

2.a All regular season single games are nine (9) innings or three hours, which ever occurs first. All regular season double headers are two games of seven (7) innings or 2 _ hours, which ever occurs first. Any inning that is started prior to the time limit shall be finished, even if it goes beyond the time limit. Scheduled Game Time shall be the Start Time of the time limit as long as field conditions are acceptable and at least one umpire is present.

2.a.1 Games suspended by the umpire(s) due to darkness or weather are considered complete if five (5) innings have been completed, (4 _ innings if the home team is ahead).

2.a.2 If there is a 15-run discrepancy at the end of seven (7) innings, (or 6 _ innings if the home team is ahead) in a scheduled nine (9) inning game, the game will be ruled final at this point.

2.a.3 If there is a 15-run discrepancy at the end of five (5) innings, (or 4 _ innings if the home team is ahead) in a scheduled seven (7) inning game, the game will be ruled final at this point.

2.b Any regular season games that are rained out **may not** be rescheduled by the league, unless they have play off ramifications. The teams may, with the concurrence of the league commissioner and league president, try to reschedule the game on off days.

2.c Any regular season games resulting in a tie at the end of the prescribed number of innings, with time left on the clock, will be continued. A game that ends in a tie due to the time limit or field conditions (i.e. darkness, rain, etc.) will go into the books as a **tie**.

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2.d Forfeit time shall be 15 minutes past the scheduled start time as long as at least one umpire is present and field conditions are acceptable. For scheduled double headers, forfeit time for game 2 shall be 30 minutes past the scheduled start time of game 1. If a game is started late due to a team originally having less than 8 players present at the scheduled start time, game time duration shall be reduced by the amount of time delayed.

3. Teams, Players. And Line-ups

3.a* A player is eligible to participate in the appropriate TVMSBL age division if at least their 28th, 38th, or 48th birthday occurs before the end of the current calendar year.

3.b Team rosters, player fees, proof of date of birth, player waiver forms, and team medical waivers, must be submitted to the TVMSBL league office by February 15th, or earlier if the TVMSBL League Board so requires. Rosters may change throughout the course of the regular season with League President approval.

3.c All players, prior to participating in a game, must have paid necessary National MSBL fees and have a signed waiver form ON FILE with the TVMSBL office/League President.

3.d* A team manager may bat as many players as he desires, with a minimum of nine (9). 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 eight (8) players and therefore bats only eight (8), the opposing team will have the option of batting eight (8) as well.

3.e* A manager may add batters to the bottom of the lineup at any time, but if a batter is pitch hit or run for (except under courtesy runners as outlined in section 5), the player may not reenter the batting order. (There is no batting order reentry rule in the TVMSBL.) The replaced player may remain in the game as a fielder/pitcher only. The original number of batters that start the game (and all additional batters added later) must be maintained throughout the game with the exception of a player who becomes injured during the game, then the starting number may be reduced by one and only one.

3.f If a player is forced to leave a game due to injury, a commitment or is ejected, a reserve player, not previously entered into the game as a hitter, must hit in the batters place. For injury, if no reserve is present, that spot is skipped and all batters move up accordingly, with no penalty to the affected team. For ejection or commitment, if no reserve is present, the spot in the batting order will remain and will constitute one (1) out every time it comes up in the batting order throughout the remainder of the game.

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3.g A team may start and complete a game with only eight (8) players in its lineup. It is allowed, and highly recommended, that a team borrow a player, from an opposing team with the opposing team manager's consent. The borrowed player will revert back to his own team whenever a ninth player shows up for the short-handed team.

3.h All players may be substituted for defensively, at any time, without affecting the player's offensive status in the line-up. If the pitcher is removed from the mound, he may re-enter to pitch only one time during 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.i Final team rosters must have no less than 14 players prior to first league game.

3.j* A team may declare at the time that lineups are exchanged prior to the start of play that batting order positions from 9 up (ie: 9, 10, 11, etc.) will be occupied by two (2) players in each specified batting position. That is 9A/9B, 10A/10B, 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. Singular batting order positions may be interspersed among A/B batting order positions (i.e. 9A/B, 10, 11A/B, 12) in any combination or added to the end of the batting order as desired (i.e. 9A/B, 10A/B, 11, 12, 13).

3.k The home team is responsible for keeping the official scorebook. **Last names and uniform numbers must be used in the scorebook** to allow for player identification for follow up inquiries that relate to playoff and national tournament participation that have minimum playing requirements.

3.l **A player must appear in at least 7 games during the league season to be eligible for post season playoffs. An official appearance is defined as 1) An official plate appearance; 2) a mound appearance that results in at least one recorded out, a BB, or HBP; 3) a pinch running appearance ONLY if it results in a stolen base or a run scored. Playing defense is NOT considered an appearance for eligibility requirements.** Preseason games do not count as participation for this rule. If a player is injured during the season and the commissioner and board of directors are notified prior to the next week's league game that the injury may affect playoff eligibility, the board may, by a formal written request of the team manager, allow the player to play in the playoffs without having played in 7 games on a case-by-case basis.

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4. Player Behavior and Team Responsibility

4.a There will be no beer or alcoholic beverages permitted at any TVMSBL field before, during, or after the game (exception: Steelhead Stadium as served by concession stand). The field refers to the general playing area, ancillary areas, AND the parking lots.

4.b No tobacco products are allowed on high school property in the State of California. No tobacco products will be allowed on or around the field at Camp Parks.

4.c The TVMSBL president or board reserves the right to reprimand, suspend, and or expel any player who abuses league rules, who does not exhibit a sense of sportsmanship to the league, or who plays without regard to the safety of other players, umpires, and/or spectators.

4.d Any TVMSBL player who is suspended, or expelled from the league for misconduct, or any other behavior deemed inappropriate by the TVMSBL Board, is **NOT** entitled to any refund or reimbursement of his league fees.

4.e Players **shall not** intentionally collide with any other player. In the case of a runner intentionally colliding with a fielder, the runner, at the umpire's discretion, may be called out and may be ejected from the game. All base runners must either slide, legally avoid the tag, or give up their right to a base (avoid a collision by stopping or leaving the base path) if the defensive player has possession of the ball, is in the act of receiving the ball, or is about to immediately receive the ball and will be able to make an apparent play on the base runner. Runners attempting to break up a double play must make a legitimate attempt to slide within reach of the intended base and it is up to the umpire's discretion if the amount of contact warrants an ejection or is deemed a "clean" play. If the defensive player is blocking the base or plate without the ball, obstruction shall be called and the runner will be awarded that base or bases he would have reached should there not have been obstruction. Obstruction does not relieve the base runner of the responsibility to avoid the collision other than by sliding legally.

4.f No TVMSBL player will throw, toss or otherwise abuse, any bat, batting helmet, or any other object during a TVMSBL event in a manner that is likely to cause, or causes injury to another player, umpire, and/or spectator. If a player is in violation of this rule an umpire may issue a warning to the player to refrain from this behavior, or in cases of repeat behavior, or excessive behavior as it applies to this rule, may eject the player from the game.

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4.g All TVMSBL managers are responsible for the conduct and behavior of their respective team's spectators. If a spectator becomes unruly, uncontrollable, verbally or physically threatening, or the umpire feels that the safety of umpires, players and/or other spectators may be in jeopardy, the umpire may rule the game forfeited by the team associated with the disruptive spectator.

5. Courtesy Runners

5.a Each team will be allowed two (2) courtesy runners per game. The player to make the last batted out must be the courtesy runner. Players that will need courtesy runners must have their manager notify the opposing team's manager and the umpires prior to the start of the game. Once the game begins and the full compliment of two (2) courtesy runners have not been used, only by obvious injury can an additional courtesy runner be used. In the event that a player becomes injured during the game and the maximum number of courtesy runners have already been designated, a pinch runner must be used and no courtesy runner will be allowed. The player being pinch run for is now out of the batting lineup with no re-entry. 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 remainder of the game and that will count as one of the two courtesy runners that the team can utilize. If a courtesy runner is requested, and no outs have been recorded in the game, (first inning only), the player in the furthest batting position from the non-runner will become the courtesy runner. In the case of a long inning, where a non-runner reaches base, if the proper courtesy runner is scheduled to bat while he is on base, the player in the furthest batting position from the non-runner will become the courtesy runner.

5.b The offensive team that is putting in a 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 a courtesy runner for this particular batter will be forfeited for the balance of the game. The 30 second time limit will begin when the umpire calls time to allow for the replacement runner.

5.c A catcher replacement runner will be used for each team's catcher when the catcher is on base and there is, or becomes two (2) outs. The catcher's replacement runner will be the player who made the last batted out, or is furthest from his position in the line-up. This rule is NOT optional, and will be adhered to by all teams, in all leagues.

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6. Pitchers

6.a No pitcher while pitching may wear white sleeves, nor may a pitcher wear a batting glove, wristband, or mirrored/reflective sunglasses while pitching (see rule 1.i).

6.b There will be one (1) intentional walk (thrown to the catcher) allowed per team, per game.

6.c If a pitcher hits four (4) batters in any one game, the pitcher must be removed from the pitching position, and he may not return to pitch in that game.

6.d No pitcher shall intentionally throw at a batter. If, in the judgment of the umpires, the pitcher intentionally throws at a batter, said pitcher will be immediately ejected from the game and will be subject to further league action.

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

7. Fielders

Defensive players in the infield are not allowed to "fake a tag" or "decoy" a catch that is intended to induce a slide by the runner. A "fake tag" or "decoy" is referred to as an action conveyed by a defensive player imitating a false catch or tagging motion in an attempt to get the player to slide unnecessarily. **Decoyed throws or motions by fielders decoying a double play are permitted.** As defined above, the umpire will treat "fake tags" or "decoyed catches" as obstruction and will rule in accordance with the obstruction rule. An umpire may issue one (1) ejection warning to a player who violates this rule and must eject a player if a second violation is observed. If a player's original obstruction action causes injury to another player, the umpire may eject the offending player without giving a warning.

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8. Ex-pro status and regulations

8.a* A player must not have played professional baseball (MLB, MLB affiliated minor leagues, or foreign professional leagues) during the same calendar year as the current TVMSBL season to be eligible to participate in a TVMSBL league.

9. General League Rules

9.a The governing rules for any and all on-field baseball situations and disputes shall follow this hierarchy: 1) TVMSBL Rules 2) MSBL National Rules 3) Major League Baseball American League Rules. Any scenario not covered by these rules will be decided by the TVMSBL Board.

9.b If a team forfeits two (2) or more games, it shall be subject to fines, suspensions, or possible expulsion from the league without refunds.

9.c Game protests can only be filed based on challenges of the umpire's interpretation of the rules covered in 9.a. Any TVMSBL team wanting to protest a league game must adhere to the following procedures:

(1) The team manager filing the protest will advise the home plate umpire that he is protesting the game and advise what his protest is based upon. This must be done before the next pitch or play, or in the case of an illegal player before the last out of the game,

(2) The umpire will mark in the "official scorebook", (the home team's), at the exact point in the game where the protest was lodged, and advise the opposing manager that the game is being played under protest,

(3) The team manager filing the protest has 24 hours, after the game ends, to notify the league commissioner of the teams involved and the basic protest information.

(4) The team manager filing the protest then has a total of 72 hours after the game ends to submit a formal written protest along with a check for \$50.00 to the league commissioner and protest committee.

(5) The TVMSBL Board shall render a decision within six (6) days of the date of the protested game. If the protest is upheld the \$50.00 fee will be returned to the manager. If the protest is denied the \$50.00 fee will be retained by the league.

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9.d If a protest is found to be valid, the league President may reschedule the protested game, which if rescheduled, will resume at the exact point in the game where the protest was filed. EXCEPTION: If the protest was for an illegal player, and upheld, the team using the illegal player will forfeit the game.

9.e Any protest during a "playoff game" or "championship game" will be resolved by the TVMSBL Board within 24 hours of the protest being filed. Best efforts will be made to resolve the protest at the time of the protest on the field if logistically possible.

9.f 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. Expansion teams or new teams to the TVMSBL will be added after the draft positions of the TVMSBL returning teams.

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10. Code of Conduct

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

10.a.1 Be guilty of physical attack as an aggressor upon any person on the field or in attendance, before, during, or after a game. Players and managers guilty of such conduct shall be immediately ejected from the game and shall remain suspended until their conduct can be reviewed by the TVMSBL Board.

10.a.2 Refuse to abide by official's decision. Players or managers guilty of such conduct shall be immediately ejected from the game and their actions shall be reviewed by the TVMSBL Board for further disciplinary action. Players or managers guilty of such conduct shall be subject to possible probation, suspension, and/or a fine as determined by the TVMSBL Board.

10.a.3 Be guilty of objectionable demonstrations of dissent at an official's decision. Players and managers guilty of such conduct shall be subject to possible ejection from the game.

10.a.4 Discuss with the umpire(s) a decision reached by such umpire(s), except for the manager or his designee who are authorized to participate in such discussions. Players guilty of such conduct shall be subject to possible ejection from the game.

10.a.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 possible probation, suspension, and/or a fine as determined by the TVMSBL Board.

10.a.6 Be guilty of a verbally abusive attack upon any player, manager, official, or spectator, before, during, or after a game. Players guilty of such conduct shall be immediately ejected from game and their actions shall be reviewed by the TVMSBL Board for further disciplinary action. Players guilty of such conduct shall be subject to possible suspension for the remainder of the season.

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10.a.7 Consume alcoholic beverages or use 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 ejected from the game and shall be subject to possible probation or suspension for the remainder of the season.

10.a.8 Smoke on the field of play or in the dugout. Players guilty of such conduct shall be ejected from the game after 1 warning.

10.b Penalties

10.b.1 The TVMSBL Board may suspend and/or fine any player or manager for such period and upon such terms as it may propose, for the conduct which in its opinion is prejudicial to the welfare, interest, reputation, or charter of the league.

10.b.2 Except as otherwise provided, the TVMSBL Board shall determine the appropriate action required for violations of the code of conduct, and shall report the decision to the player, manager, and the board of directors.

10.b.3 A player or manager found in violation of any provision delineated in the code of conduct, after already being placed on probation for the remainder of the season shall be suspended for the remainder of the season.

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10.b.4 Basic guidelines for suspensions and other penalties:

- May apply for Conduct rules 10.a.1 and 10.a.5. Any player, coach, manager, or team affiliate that is ejected or has a grievance on file for taking part in any aggressive physical contact (such as fighting), shall receive no less than a six (6) game suspension and may be subject to further suspension or expulsion from the TVMSBL depending on the involvement and intensity of the contact. If a punch is thrown, the suspension is indefinite until reviewed by the TVMSBL Board. Possible fine (\$100.00). NO APPEAL WILL BE ALLOWED.

(A) Anyone violating this rule shall automatically receive one (1) year of probation (this is not subject to appeal). If this rule is violated a second time while on probation, the individual in question shall be expelled from the TVMSBL.

(B) Anyone under investigation for harmful physical contact will not be allowed to play until the matter is resolved.

- May apply for Conduct rules 10.a.2, 10.a.3, and 10.a.6. Any player, coach, manager, or team affiliate that is ejected from a game and escalates the ejection into a heated argument, throws equipment, or verbally abuses others shall receive a two (2) game automatic suspension and shall be subject to review for possible probation and/or a fine (\$50.00) by the TVMSBL Board. NO APPEAL WILL BE ALLOWED.

- May apply for Conduct rules 10.a.2-10.a.5, 10.a.7, & 10.a.8. Any player, coach, manager, or team affiliate that is ejected from a game and accepts the ejection without further incident shall be subject to review and possible suspension, probation, and/or a fine (\$25.00) by the TVMSBL Board.

10.c Grievances and appeals

10.c.1 A grievance may be filed by an umpire, individual player, or manager of a team, provided that a grievance is formally submitted to the TVMSBL Board.

10.c.2 An appeal of any appeal eligible ruling may be filed with the TVMSBL Board by an individual player or by the manager of a team, provided that the appeal is formally submitted.

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11. Player Movement within the TVMSBL

11.a No player may switch teams within an age division during the season without the original team manager's release. A player may move to a team in a different age division provided the player does not owe the previous manager/team appropriate player fees, uniforms, or team equipment.

11.b All players will be eligible to play for any team in the TVMSBL if, after the season is completed, the player's manager "unconditionally releases" him from that team. Under these circumstances, no compensation will be given to the team losing the player, either from the league or from the team the released player elects to play with.

11.c If a manager elects NOT to "unconditionally release" a player from his team the player may be allowed to go to another specific team if, both managers of the teams involved agree to appropriate compensation, in the form of future draft pick(s) and/or trade(s). If any such agreement is made, it must be presented to the League Commissioner, in writing, for league approval.

11.d If a manager elects NOT to "unconditionally release" a player from his team, and NO other TVMSBL team can provide fair compensation for the player, the player may file a written request to the TVMSBL League Commissioner describing in detail his reason(s) for wanting to leave his team. This written request will be reviewed by the TVMSBL Board in an appropriate time frame, and their recommendations shall be forwarded to the League Commissioner for a final decision. All parties involved in such an issue will be advised by the League Commissioner of his decision in a timely fashion.

11.e If a player who complies with rule 11.d is not released from his team by the TVMSBL league, and still wishes to play in the TVMSBL, he MUST either play for the team that retained him, move to a different age division team subject to conditions in rule 11.a, or sit out the remainder of the season if it has started. For the following season, the player may become a free agent or re-enter the TVMSBL through the annual league tryouts and draft.

11.f Subject to conditions in rule 11.a, any player who is eligible to move age divisions may elect to leave his current age division team and play on any team within another age division. There will be NO compensation from the league/new team.