

Tri Valley Mens Senior/Adult Baseball League

League Information

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<http://www.tvmsbl.com>

<http://71.129.10.68/tvmsblstats>

2006 TVMSBL Board

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Umpire-In-Chief – Jack Townsend

2006 League Rules & Regulations

Any rules not specifically covered in this publication are to be interpreted according to the existing rules and guidelines of MSBL National and then the American League of Major League Baseball.

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1. Uniforms, Helmets, & 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 (2) new 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.

1.f For the TVMSBL 35+ and 45+ divisions, only wood bats are allowed during the regular season and playoffs. Both wood and metal bats are allowed in lower age divisions. All metal bats must have a protective grip. The maximum bat length-weight differential established by the TVMSBL is a minus three (-3) 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.

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

1.h Only "commercially manufactured" weighted bats or warm-up devices will be used in TVMSBL games for safety reasons.

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 Length, Run Rule, Rain Outs

2.a All "regular season" single games are scheduled for nine (9) innings or three (3) hours, which ever occurs first. All "regular season" double headers consist of one nine (9) inning game (or 3 hours) and one seven (7) inning game (or 2 ½ hours).

Any inning that is started prior to the time limit shall be finished, even if it goes beyond the time limit. By rule, a new inning is deemed to start upon the completion of the final out of the home team in the prior inning.

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 ½ innings if the home team is ahead).

2.a.2 If there is a 15-run discrepancy at any time after the end of seven (7) innings, (or 6 ½ 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 any time after the end of five (5) innings, (or 4 ½ innings if the home team is ahead) in a scheduled seven (7) inning game, the game will be ruled final.

2.b Any "regular season" games that are rained out **may not** be rescheduled by the league, unless they have playoff ramifications. The teams may, with the concurrence of the league commissioner and league president, try to reschedule the games 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 to start a new inning, 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**.

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 Game 1 was forfeited. 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.

2.e Game clock shall continue to run once the game officially starts with the exception of a major injury. Clock will run 10 minutes for all injury stoppages, but then stop if the injured person requires advanced care or cannot leave the field of play.

2.f The home team shall reside in the 3rd base dugout for single games. For doubleheaders, the home team in the first game will retain the 3rd Base dugout for both games. Exception: For Alhambra High School, home teams will have the 1st Base dugout instead.

3. Teams, Players, & Line-ups

3.a A player is eligible to participate in the appropriate TVMSBL age division if at least their 25th, 35th, or 45th birthday occurs before the end of the current calendar year. *2006 Exception – as a result of MSBL age division re-alignment, playoff-eligible players from the 2005 roster have been granted "grandfather" waivers when the entire team changed age divisions.

3.b Team rosters, player fees, proof of date of birth, and player waiver forms must be submitted to the TVMSBL league office by the 3rd weekend in February, or earlier if the TVMSBL League Board so requires. Rosters may change throughout the course of the regular season with division Commissioner 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 or the appropriate division's Commissioner.**

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 by injury or 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 with no automatic out penalty).

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3.f If a player is forced to leave a game due to injury, another 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 automatic out penalty to the affected team. For ejection or another 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.

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 rather than forfeit. The borrowed player will revert back to his own team whenever a ninth player shows up for the short-handed team. There is no automatic out penalty for the team that starts with (8) players or is reduced to (8) players by injury. If a team is reduced to (8) players by ejection or a player leaving, 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.

3.h All players may be substituted for defensively at any time without affecting the player's offensive status in the hitting line-up. **If a 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 (i.e.: 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 hit. 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. Single 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 scoreboard. **Last names and uniform numbers must be used in the scoreboard** to allow for player identification for follow up inquiries related to TVMSBL 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, all star, and tournament 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. Forfeits shall count as a "game played" by all players on the winning team's roster as of that date.

3.m The TVMSBL Board reserves the right to specifically and indefinitely disallow the TVMSBL membership of a player, manager, team official and/or team at the Board's sole discretion by a majority vote. This by law also applies to teams that have paid good faith pre-season refundable deposits as a petition to play in the league for the current year's season, but are removed at the Board's sole discretion and the deposit(s) returned.

4. Player Behavior & Team Responsibility

4.a **There will be absolutely no alcoholic beverages permitted at any TVMSBL field or any part of the facility property before, during, or after the game. The "field" refers to the general playing area, ancillary areas, AND the parking lots. Exception: Travis "Steelhead" Stadium as served by concession stand or in the picnic area.**

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 or manager who abuses league rules, who does not exhibit a sense of sportsmanship to the league, who plays without regard to safety, or who verbally or physically abuses any 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.1 This rule is not a "must slide" rule, but a "no collision" rule. All runners must either legally 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. When advancing to a base or the plate, the runner must avoid intentional forceful contact in an attempt to jar the ball loose from the fielder, injure the fielder, or employ an "illegal slide" in the judgment of the umpire. An "illegal slide" is defined as, but not limited to, "roll blocks", "two-leg takedowns", "high-spikes" slide (generally at or above fielder's knee), or making deliberate contact beyond the baseline of the intended base/plate. Runners attempting to "breathe up" a double play can do so with a legal slide, but the runner must perform a legal slide within reasonable reach of the intended base/plate if contact with the fielder is made. It is up to the umpire's discretion if the amount of deliberate and intentional contact warrants an automatic out, interference (if applicable), an ejection, or if it is deemed a "clean" baseball play based solely on TVMSBL rule 4.e.1.

4.e.2 If the defensive player is blocking any part of the base/plate WITHOUT POSSESSION of the ball and prohibits a direct slide into any part of the base/plate, obstruction SHALL be called and the runner will be awarded that base. Obstruction does not relieve the runner of the responsibility to avoid the collision and/or slide legally.

4.f No TVMSBL player will throw 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 eject the player without a warning if behavior is excessive or repeated as it applies to this rule. A warning by the umpire is not mandatory for ejection if so warranted.

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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 (or the furthest batter in the order at the beginning of a game). 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.**

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5.a (continued): 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 status 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 needed, 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 2nd-to-last batted out, etc. player or next furthest in the batting order 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 **must** be used for each team's catcher only 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 in the first inning. This rule is NOT optional, and will be adhered to by all teams, in all leagues.

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.

6.b There will only be one (1) intentional walk allowed per team, per game. All 4 pitches must be thrown to the catcher.

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, the 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.

6.f Unless replacing an injured pitcher after the inning has started, all pitchers are limited to 8 warm up pitches upon taking the mound and between innings.

7. Fielders

7.a Defensive players in the infield are not allowed to "fake a tag" that is intended to induce a slide by the runner. A "fake tag" or is referred to as an action conveyed by a defensive player imitating a 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" as "obstruction" and will rule in accordance with the obstruction rule. An umpire may issue one (1) ejection warning to a team whose player 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.

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. Independent League (non-affiliated) players are allowed.

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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.

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 or League President 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.

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 or 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 or 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 or managers 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 or managers 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 or managers guilty of such conduct shall be ejected from the game after 1 warning.

10.a.9 Approach the umpires' "congregation/dressing area" before, during, between, and after games without permission of the umpire crew. Players or managers guilty of such conduct may be ejected from the upcoming game and their actions shall be reviewed by the TVMSBL Board for further disciplinary action.

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.

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, 10.a.6, and 10.a.9.

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, and 10.a.7- 10.a.9.

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.

11. Player Movement within 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.

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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.

11.g If a team dissolves or leaves the TVMSBL, all players from that team are considered free agents.

11.h TVMSBL players are not permitted to play for non-TVMSBL tournament teams at the MSBL\MABL World Series without a waiver from the TVMSBL League President.

--The TVMSBL Board