

OFFICIAL EDITION
ST LOUIS MEN'S BASEBALL LEAGUE
RULES AND REGULATIONS

Updated June 22, 2020

2020 changes are highlighted in YELLOW

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1. UNIFORMS AND EQUIPMENT

a. Uniforms

(1) All teams must have full baseball uniforms consisting of caps, baseball jerseys of the same color, baseball pants (absolutely no shorts), belt, and baseball socks and/or stirrups. Every player's uniform must be of similar design to their teammates' uniforms. All uniform shirts must be numbered, with no duplicate numbers on the same team. Teams having sponsorship will be allowed to have their sponsor name on their uniforms via patch, uniform shirt, and/or cap. The STLMBL Board (hereafter referred to as "Board") shall approve all team names and has the right to deny use of certain team names that are considered to be in poor taste, socially unacceptable, or detrimental to the credibility of the STLMBL League (hereafter referred to as "League").

(2) No player out of uniform will be allowed to play without the opposing manager's consent. The manager of the out of uniform player must request permission of the opposing manager prior to the start of the game or at the time when the out of uniform player arrives at the field and prior to his participation.

(3) All teams should have their uniforms by their first game. A grace period of three (3) weeks will be allowed to get complete uniforms for newly-activated players and/or new teams.

b. Helmets. All players must wear helmets when batting and running the bases. There is no exception to this rule. Single ear-flap helmets with a protective ear flap facing the pitcher are allowed. Full double ear-flap helmets are encouraged. The umpire shall suspend play until all baserunners are wearing approved helmets. Catchers are required to wear a helmet underneath their mask.

c. Metal Cleats. Metal cleats/spikes are permitted for use during play, with some exceptions listed immediately below. Failure to comply with the NO METAL CLEATS rule on these fields will result in immediate ejection by umpire and punishment by the league to the player(s) involved as well as the team managers. This punishment will be imposed by the STLMBL Commissioner (hereafter referred to as "Commissioner") and Board as they see fit to compensate for any damage done and can be appealed. Metal cleats or spikes are permitted on all fields with the **exception** of the following:

(1) **Sauget Field, and any other field that uses an artificial pitcher's mound:** Metal cleats are **NOT PERMITTED** on any part of the pitcher's mound; only turf shoes, molded rubber, or molded plastic cleats are permitted.

(2) **GCS Stadium and Saint Louis University Baseball Field:** Metal cleats are **NOT PERMITTED** in any part of the Stadium.

d. **Baseballs.** Only baseballs provided by the League will be permitted.

e. **Bats.** Traditional wood and composite-wood bats can be used in any age Division. BBCOR bats are restricted to the 18+ age Divisions. The 30 and 40 age divisions are restricted to wood bats only. The maximum bat differential established by the League is a minus three (-3). All metal bats must have the BBCOR tag to be considered legal. No metal bats exceeding 36" in length and/or a 2 5/8" diameter are permitted. If a player uses a bat exceeding the limits or is not BBCOR, the offending batter will be called out and immediately ejected from the game, with any baserunners returning to the base they held prior to the at-bat. Being in the batter's box with an illegal bat constitutes illegal use, as does swinging the bat. The discovery of an illegal bat may be made by the umpire, opposing manager, or opposing player any time of suspected use. Umpires will make judgment rulings on bats by the BBCOR tag and manufacturer's weight and barrel diameter markings. Bats without the BBCOR tag or with an unreadable BBCOR tag will be considered illegal. There will be no appeal and the umpire's ruling is final. Upon a second offense of using an illegal bat, the batter will be suspended immediately for one (1) year, and the manager will be suspended for three (3) consecutive games that can carry over to the playoffs. Suspension rules also apply to tampered BBCOR bats.

2. GAME LENGTH, LINEUPS, AND FORFEITS

a. **Game Length.** All League games are scheduled for seven innings. The umpire(s) will be the official keeper(s) of game time. **Game time shall begin upon the FIRST PITCH of the game.**

(1) **Time Limits.** No inning shall start after the game time has reached two hours and five minutes (on Mondays through Thursdays); or two hours and 15 minutes (on Fridays through Sundays).

(a) **Safety Delay.** When the angle of the sun creates an unsafe situation, at the umpire's discretion, there can be a 20 minute delay of game, with 10 minutes being added to the time limit. This will allow all scheduled games that day to share the delay; otherwise only the late game would be impacted when their lights go out 20 minutes early.

(2) **Ties.** For regular season (non-playoff) games, any amount of extra innings beyond the seven scheduled innings may be played within the time limits outlined above. However, as soon as time expires, if the game remains tied at the conclusion of the inning in which time expired, play shall continue for no more than two additional innings until the visiting team has scored more total runs than the home team at the end of any completed inning, or the home team scores the winning run in any uncompleted inning. If the score is still tied after the two additional innings mentioned above, the result will be a tie.

(3) **Run Rule.** For regular season (non-playoff) games, in the event of a 12-run or greater difference in score after five complete innings, or four and a half innings with the home team leading, the game shall be halted and the team leading by 12 or more runs shall be declared the winner. If the home team is leading by less than 12 runs in the bottom of any inning after five innings have been completed and proceeds to score enough runs to reach a 12-run differential in the bottom half of the inning, the game shall be halted immediately and the home team shall be declared the winner.

b. **Regulation Games.** A game is a regulation game if it has five complete innings; or four and a half innings if the home team is leading at the conclusion of the top of the fifth inning. In the event of inclement weather, or adverse playing conditions during the game, the umpire may halt the game if, in

his or her opinion, the safety of the players is compromised. If a game is called, the final score reverts back to the end of the previous complete inning. If the game does not qualify as a regulation game, then it will be ruled a “no game;” in which case it will, if rescheduled, be started from the beginning.

c. **Rescheduling of Called or Cancelled Games.** If possible, scheduled games that are cancelled or ruled “no game” may be rescheduled by the League. If the game will have an effect on the League’s standings, every attempt will be made to reschedule to a time that does not conflict with other previously scheduled League games. Any rescheduled game may be rescheduled to any available field, at the Board's discretion.

d. **Lineups.** Lineups must be submitted to the opposing manager prior to game time. If, at the end of one-half inning, a team still fails to provide a lineup card, they will automatically forfeit the game. Managers are encouraged to pay close attention to lineup detail because this is vital to securing accurate playoff-eligible rosters for the League (see the “Playoffs” section later in this document).

(1) The lineup card will reflect the correct batting order and players present, listed by number, last name and, if more than one player on the team has the same last name, first initial. Last names must be used in the scorebook and lineup card to allow for player identification on follow up inquiries that relate to playoff participation requiring minimum playing requirements. All non-batting players, including those arriving after the game started, should be listed in the scorebook below the batting order in the event a record of attended games is needed. Injured players that do not play in that game will receive credit for the game played if they are listed on the lineup card and present for a minimum of three innings. Injured players participating in a game will be given game credit for that game.

(2) Each manager is responsible for maintaining a scorebook at each game and for posting the game score and players present on the official League website for his team. No players will be given game credit if a team fails to post the game score and players present within seven days of the game. Once a manager posts the score and game credits, an e-mail will be sent to the opposing manager asking them to verify this information. The opposing manager will “approve” or “reject” within seven days. Failure to “approve” or “reject” within seven days will automatically “approve” the data. Once approved, teams may NOT go back at a later date to dispute the data.

e. **Forfeits.** In the event a team does not have enough players to start and/or complete a game, the opposing manager may allow up to two players from his team to join the team that is short in order to complete the game. If the opposing manager does not have players to give or does not wish to do so, the game is an official forfeit. The final score on a forfeited game will be 7-0 (one run awarded for each inning to have been played). There are four types of forfeits, each with differing penalties:

(1) **Mulligan Forfeit (Sauget Field Only).** For games at Sauget Field only, managers may alert the Commissioner 72 hours in advance of a pending forfeit by their team. The opposing team will receive full game credit for that game once the game is played, and the forfeiting team shall pay no fine or additional fee.

(2) **Foreseen Forfeit.** If a manager knows in advance that he cannot field a team for a game, he is to contact the Commissioner or division president at least eight hours in advance to avoid umpire fees. Such a forfeit will be considered a ‘foreseen’ forfeit. The winning team’s entire roster will be credited for a game played on a foreseen forfeit win. The forfeiting team in a foreseen forfeit will be penalized \$200 payable to the League prior to their next game. The forfeiting team’s players will not be given any game credit for a foreseen forfeit; however, the forfeited game will count as a game played for that team in calculating the 50 percent Clause for playoff eligibility. A portion of the monetary fines imposed will be credited to the winning team for the following season.

(3) **Unforeseen Forfeit.** If a team shows up without enough players to complete a game and cannot get enough players from the opposing team, the forfeiture will be considered an unforeseen

forfeit. The forfeiting team in an unforeseen forfeit will be penalized \$300 payable to the League prior to the next game. The losing team(s) players on an unforeseen forfeit will receive no game credit; however, the forfeited game will count as a game played for that team in calculating the 50 percent Clause for playoff eligibility. All of the players on the winning team will get a game credit. A portion of the monetary fines imposed will be credited to the winning team for the following season.

(4) **Double Forfeit.** Should both teams show up without enough players, both teams will be penalized \$300 payable to the League prior to the next game; no player on any of the two teams will receive a game credit; and each team will be awarded a loss. In addition, neither team will receive funds for the next season.

f. **Home Team Responsibilities.** Home teams shall be allowed primary scorekeeping responsibility, with the ability to delegate this to the visiting team if both managers agree. Home teams shall play from the first base dugout, unless both managers agree otherwise. Home teams shall have primary responsibility for pregame preparation (unlocking the field, un-tarping, lights, etc.) as well as postgame actions (locking gates, tarping, turning off lights, etc.).

3. PLAYER ELIGIBILITY, ROSTERS, WAIVERS, and LEAGUE FEES

a. **Player Eligibility.** To be eligible to play, a player must be age-eligible for the division being played, properly rostered, have a properly-signed Player Participation Contract/Waiver (hereafter referred to as "Participation Waiver"); any Board-mandated health-related waivers (hereafter referred to as "Health Waiver") on file with the League; and be in good fiscal standing with both the League and his manager, pursuant to the provisions of the paragraphs below.

(1) **Age Eligibility.** A player must meet the minimum age eligibility to participate in an official League sanctioned game. Players in the 18+ division, hereafter referred to as the "18+ JAY DAVIS Division," shall be eligible if their 18th birthday falls in the calendar year of the playing season. All players in the 30+ and 40+ divisions must be at least 30 and 40 respectively or will reach their 30th or 40th birthday respectively anytime during the calendar year of the playing season.

(2) **Underage Exemption Players.** Teams in the 30+ and 40+ divisions will be allowed three (3) under-age "exemption" players on their roster:

(a) These players must turn at least 28 years old (for the 30+ Division) or 38 years old (for the 40+ Division) at some point during the calendar year of the playing season.

(b) Underage exemption players shall not be allowed to pitch.

b. **Rosters.** To be eligible to play, teams must submit proper team rosters, fees, and all player waivers to the League at least two weeks prior to the first scheduled game, with the exact date to be determined by the Board. Managers are ultimately responsible for proper and properly-submitted rosters, waivers, and fees for their team. It is recommended that team rosters consist of AT LEAST 18 players. The team manager is responsible for: verifying each player on his team is of legal age; securing all player identification; and having a copy of all players' identification at every game. Any player or manager who misrepresents the legal identification of a player, including age, shall face League disciplinary action up to and including expulsion from the League.

(1) **Players Switching Teams.** Once player is on a submitted roster, that player may not switch teams within that team's division without the consent of both managers and the division president. The player must complete his transfer (notification to and consents from the managers and division president) by July 1st of the playing season and must play between the two teams enough games equal to or greater than half the games his new team's League scheduled games in order to be eligible for the playoffs on his new team. A player can change teams after the mid-season point (the first half of games

completed for the team) for a team; however, the games played with his previous team will not count towards his playoff eligibility. If consent is not approved, the player must play for the original team or not participate the remainder of the season. The player is free to play for another team on a following season; providing the player does not owe the previous manager or team any unpaid player fees, uniforms, or team equipment. If the player is thus ineligible to play for a different team, then the prospective losing manager must contact the division president. In this case, the Board will ensure that appropriate and effective restitution is made before the player may play for another team.

(2) **Roster Additions.** A manager may add a player to his roster after the original roster submission deadline. The player must meet the age requirements of the division. The manager must submit the player's name, as well as the properly completed Waiver(s) to the League's secretary prior to the player participating in a League game. Each player added after the original roster submission deadline must have played one (1) game for the team they intend to participate in the playoffs with by mid-season point (the first half of games completed for the team) for a team.

c. **Player Participation Contract / Waivers** Each year, all players, prior to participating in a game, must have a self-signed Participation Waiver on file with the League. In addition to the Participation Waiver, players also must have all self-signed Health Waivers on file with the League. This process can be completed online, or via a paper copy turned into the League's secretary. Any player or manager who neglects or misrepresents the waiver process shall face League disciplinary action up to and including expulsion from the League.

d. **League Fees.** Team fees are due on the dates published by the Board. Teams not paid once the season starts will suffer a type of forfeit designated by the Board for their games until the balance due is paid in full.

4. BATTING

a. **Number of Batters.** A team manager may bat as many players as desired, but must bat a minimum of 10. This rule is subject to the number of players available. If less than 10 players are available, the manager must bat all available players. The 18+ JAY DAVIS Division teams will bat a minimum of nine players in all games. If a team has only eight or nine players and therefore bats eight or nine, the opposing team has the option of batting the same number.

b. **Adding or Substituting Batters.** A manager may add batters to the bottom of the lineup at any time, but if a batter is substituted for a pinch hitter or pinch runner (except under courtesy runners as outlined later in this document), the substituted batter may not re-enter the game as a batter, but may remain in the game as a fielder or pitcher. Each team has a hitting lineup and a defensive lineup that are independent of each other. Players may play in either lineup, or both.

c. **Removal of Batter.** If a batter is forced to leave a game due to injury, other commitments or ejection, then a reserve player, not previously entered into the game as a batter, must hit in the departed batter's place. If no reserve is present the following will apply:

(1) If the forced removal occurs prior to the sixth inning (during innings 1-5), then that spot is skipped and all batters move up accordingly, with no penalty to the affected team.

(2) If the batter removal occurs after the fifth inning (during innings six and above), then that spot will be left open and ruled an automatic out. This shall be enforced by the opposing manager by his or her notifying the umpire each time that open batting order slot comes up.

d. **"A/B" Batting Lineups.** If a team has more than ten players, the manager may use an "A/B" batting lineup: the manager declares when lineups are exchanged (prior to the start of play) a lineup with batting order positions from nine on down (i.e.: nine, 10, 11, etc.) occupied by two players in each such

batting position. That is, 9A/9B, 10A/10B, etc. The first time position nine 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 manager declares the use of this A/B system, he must continue using it for the remainder of the game. Batters in an A/B lineup may be pinch hit for, just as any other player. If a "Removal of Batter" situation (previously covered) occurs for only one of the "A/B" positions, and for which there is no replacement batter available, the removed batter will be skipped over without penalty. If a "Removal of Batter" situation occurs for both of the "A/B" batters in the same batting slot, and for which no replacement is available, then the Removal of Batter rule applies to that batting slot.

e. As covered previously in the "Lineups" portion, all non-batting players, including those arriving after the start of the game, should be listed in the scorebook below the batting order in the event a record of attended games is needed.

5. BASE RUNNING

a. **Legitimate Contact.** The Rules Committee is concerned about possible unnecessary and violent collisions that may occur with the catcher at home plate, and with infielders at all bases. The intent of this rule is to encourage baserunners and defensive players to avoid such collisions whenever possible. If a fielder blocks the path of the baserunner to a base or home plate, the runner may make contact, or slide into, a fielder as long as the runner is making a legitimate attempt to reach the base or plate.

b. **Collisions With No Obstruction Called.** When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:

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

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

(3) Whether the collision caused by the runner was flagrant.

(4) PENALTY. If the runner either 1) could have avoided the collision and reached the base, or 2) attempted to dislodge the ball; then the runner shall be declared out even if the fielder loses possession of the ball. The ball shall be declared dead and all other baserunners shall return to the last base touched at the time of the interference. In addition, if the collision caused by the runner was flagrant, then the runner shall also be ejected from the contest.

c. **Collisions on Obstruction Calls.** If the defensive player blocks the base, home plate, or baseline clearly without possession of the ball, obstruction shall be called. The runner is safe and an immediate dead ball shall be called. If the baserunner collides flagrantly, then the runner shall be declared safe on the obstruction, but will be ejected from the contest. The ball shall be declared dead.

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

(1) On any force play, the runner must slide "on the ground" and in a direct line between the two bases. Exception—a runner need not slide "directly into a base" as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.

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

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

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

(3) Contact with a fielder is legal and interference shall not be called if the runner conducts any of the following actions:

(a) Makes a legal slide directly to the base.

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

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

(d) Slides beyond the base, but does not (a) make contact with, or (b) alter the play of the defensive player.

(4) Actions by a runner are illegal and interference shall be called if the runner conducts any of the following actions:

(a) Slides or runs out of the baseline in the direction of the fielder.

(b) Uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder.

(c) Raised his leg to make contact higher than the fielder's knee when in a standing position.

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

(e) Slashes or kicks the fielder with either leg.

(f) Illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

(5) **PENALTY for Interference**

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

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

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

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

b. **Decoy Rule.** Any fielder may use a decoy only if it serves a strategic purpose. For example, if a fielder sees a man attempting to steal second base during a hit and run, and looks upward into the sky and says that he's got the pop-up when in fact the ball has been hit on ground is a legal decoy as it may cause the runner to retreat to first base and prevent him from advancing. However, if a fielder fakes a tag, forcing a player to slide, when there is no strategic purpose or apparent play, the runner will be ruled safe and all runners will advance one base. This is entirely an umpire judgment decision and not a rule that may be protested.

e. **Courtesy Runners**

(1) For the **18+ JAY DAVIS Division**, a catcher may be allowed a courtesy runner with less than two (2) outs if it is agreed upon by both managers.

(2) For the 30+ and 40+ Divisions, the following rules apply.

(a) **Each team will be allowed the maximum of three (3) courtesy runners per game.** Each manager must designate the batter(s) needing courtesy runner(s) and notify the opposing manager prior to the start of the game. If the opposing manager is not notified of the designated courtesy runners prior to the start of the game, then the opposing manager may deny the request for a courtesy runner.

(b) The player making the last out must be the courtesy runner.

(c) Once the game begins and the full complement of courtesy runners has been used, only by obvious injury can an additional courtesy runner be used. In the event a player becomes injured during the game and the maximum number of courtesy runners has already been designated, a pinch runner must be used and no courtesy runner will be allowed, unless the team with the injured player has no other offensive players that have not previously participated in the game. In which case the last batted out will be used as a courtesy runner and the removed offensive player will not be allow re-entering the batting lineup.

(d) If a batter designated as needing a courtesy runner opts to run for himself, or forgets to get a courtesy runner and subsequently runs, he will lose his courtesy runner for the remaining portion of the game. The opposing manager must notify the umpire at any point when the batter is on base to indicate that the courtesy runner was not used for the batter designated as needing a courtesy runner, and thus, the player designated as needing a courtesy runner loses the courtesy runner for the rest of the game.

(e) If a courtesy runner has already run the bases in an inning and becomes eligible to run again, he has the option to run or pass. If he should pass, the player who committed the next last out shall be the courtesy runner.

(f) When an improper courtesy runner is used, and the defensive team appeals to the umpire, the umpire shall declare the courtesy runner out.

6. PITCHERS

- a. No player while pitching may wear white or gray sleeves, nor any batting glove or wristband.
- b. There is no limit to the number of intentional walks per game.
- c. There is no limit as to how many innings a pitcher may pitch in a game or a week.

d. If a pitcher hits four (4) batters in any one game; or hits three (3) batters in the same inning, he must be immediately removed from pitching, and may not re-enter the game at any time as a pitcher.

e. A starting pitcher may be removed and re-enter to pitch only one (1) time during the course of the game, but not in the same inning as the removal. The removed pitcher may play any other position or no position at all after being removed. A relief pitcher may not re-enter a game as a pitcher once removed as a pitcher. This rule does not apply to pitchers removed for excessive hit batsmen; those pitchers may never re-enter the game at any time as a pitcher.

f. To keep the game moving, the starting pitcher is allowed eight (8) warm-up pitches, less if he desires, but not more. In between innings five (5) pitches are allowed. In the event of injury to a pitcher, the new pitcher is allowed a reasonable number to warm up. In the event of simple pitching changes, the new pitcher is also allowed eight (8) warm-up pitches.

7. FIELDERS

a. All players may be substituted for defensively, at any time, without affecting the player's offensive status in the lineup. **The batting lineup and fielding lineups are separate and independent of each other.**

b. A team must field at least eight (8) players for an official game and may borrow up to two (2) players from an opposing team with the opposing manager's consent. If the team's player(s) arrives after the start of the game, the borrowed player(s) reverts back to his regular team.

c. All players may be substituted for defensively, at any time, without affecting the player's offensive status in the lineup.

8. LEAGUE AUTHORITY

a. The Commissioner, division president, Appeals Committee and/or Board has the right to reprimand, suspend, and/or expel any player or manager 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, spectators, Board members or League officials. The suspended player or manager has the right to appeal the suspension through the approved appeals process, but must follow the Appeal Process as defined **later in this document.**

b. An umpire has sole discretion to eject any player or manager from **a** game.

c. Each division president shall enforce standards for player and/or team sportsmanship and may issue penalties and suspensions for infractions unfitting to the image and policies of the League in accordance with the **League's Code of Conduct and the Table of Penalties included in this document.**

d. Except as otherwise provided, the division presidents shall determine the appropriate action required for violations of the Codes of Conduct, and shall report their decision(s) to the player, manager, Commissioner and the Board. Each division president shall solicit all pertinent information from each incident requiring disciplinary review by personal interview, e-mail or other written account from each party involved including both teams and the umpires involved.

e. The Appeals Committee shall review decisions by the division presidents and may uphold, reject or amend such decisions. All decisions by the Appeals Committee are final.

f. Any League player who is suspended or expelled from the League for misconduct or any other behavior deemed inappropriate by the Commissioner, division president, Appeals Committee and/or Board is NOT entitled to any refund or reimbursement of League fees.

g. The Waiver(s) that each manager and player are required to sign states the Commissioner's, division presidents' and/or Board's right to disallow any player membership. By signing these forms, the player and manager acknowledge the League does not guarantee any playing times on any League teams. The signer also agrees to abide by all Rules and Regulations set forth by the Commissioner, division president and/or Board and that failure to do so could result in suspension or expulsion and possible team forfeiture of all games in which Rules and Regulations were violated. The signer also acknowledges that fighting, physical or verbal abuse, the use of abusive or offensive language with any League players, umpires, spectators, team managers, division presidents, Commissioner, Appeals Committee, and/or Board members; or abuse of any facility used by our League, including ignoring field specific alcohol policies; will not be tolerated by the League. Any violation of the aforementioned list could result in the signer's suspension, banishment, and/or expulsion from the League, and forfeiture of all fees paid.

9. GENERAL LEAGUE RULES

a. **Protests.** All formal protests must be lodged with the division president within twenty-four (24) hours after the game for which the protest is made. Protests may be made regarding rule interpretation and implementation. Protests cannot be made on judgment calls. The cost of a formal protest is \$50 and is refundable only if the protest is upheld. The division president will investigate the protest and render a verdict. If the manager wishes to appeal the protest, he may submit the president's decision to the Commissioner/board. The board reserves the right to hear or deny the appeal. The decision of the STLMBL board is final. The umpire will mark in the official score-book (the home team) at the exact point in the game when the protest was lodged and initial it, and notify the opposing manager the game will be continued under protest. If the protest is for an illegal player and upheld, the team using the illegal player will forfeit the game.

b. **Grievances.** Grievances may be filed by an individual player or by the manager of a team with the division president, League Commissioner or the Board. Grievances must be in writing and must state clearly the nature of the grievance. The division president, Commissioner or Board shall adjudicate all such grievances and shall report any action taken to the grievance, Commissioner and the board.

c. **Tiebreakers for League Standings.** Final League standings will be determined by won/lost percentage. Ties between two teams will be decided by head-to-head competition first, followed by least runs allowed in head-to-head play if tie still exists. Ties between three-plus teams will be decided by runs allowed first, followed by runs scored and if a tie continues, a coin toss will determine the final standing.

d. In order to maintain League credibility, umpires are not allowed to officiate in a League division in which they play unless there is an emergency and both managers agree to the use of the player/umpire. It is acceptable however for the umpire to officiate in the other age divisions of which he is not a player or manager.

e. **Baseball Rules.** The governing rules for any and all on-field baseball situations and disputes shall follow this hierarchy:

- (1) League Rules and Regulations (this document).
- (2) Official Baseball Rules for Major League Baseball (MLB Rules).
- (3) The Board's decision.

10. PLAYOFFS

a. Team fees must be fully paid prior to playoffs in order for a team to be eligible to participate.

b. **Playoff Player Eligibility.** In order for a player to qualify and participate in his team's local League playoffs, tournaments and post-season events, the player must meet at least one of the following criteria:

(1) **The 50% Clause.** A player is eligible upon attending or participating in at least 50% of the team's regular season games. Attendance is defined by having been on the bench for at least three (3) complete innings. Participation is defined by having received at least one (1) official plate appearance or played in the field defensively for at least one (1) defensive out. In addition, the following apply:

(a) For players who switched teams during the season, a player can change teams after the **mid-season point (the first half of games completed for the team) for a team** deadline; however, the games played with his previous team will not count towards his playoff eligibility.

(b) Any player added after the original roster submission deadline must have played one game for the team they intend to participate in the playoffs with by **mid-season point (the first half of games completed for the team) for a team**.

(2) **The Pitcher's Clause.** A player is eligible upon pitching a minimum number of innings throughout the season, using the formula below. Innings pitched may not be combined across divisions. The formula to determine number innings required is as follows: "Games-Per-Season * 1.25 (rounded down)." For Example:

Reg. Season Games		Innings Required	Reg. Season Games		Innings Required
18	$x1.25 = 22.50$	22.00	23	$x1.25 = 28.75$	28.00
19	$x1.25 = 23.75$	23.00	24	$x1.25 = 30.00$	30.00
20	$x1.25 = 25.00$	25.00	25	$x1.25 = 31.25$	31.00
21	$x1.25 = 26.25$	26.00	26	$x1.25 = 32.50$	32.00
22	$x1.25 = 27.50$	27.00			

(3) **The "Grandfather" Clause.** If the player can be certified by the League to have three (3) consecutive seasons under the 50% Clause, for any team within the same division, the player will be eligible for the current playoffs for that division provided they were on the team's roster and have achieved at least one game credit prior to completion of their team's mid-season point (the first half of games completed for the team) for a team. This rule cannot be applied across divisions. NOTE: For Military members whose deployment impacts their eligibility for this clause, managers should contact the Board, which will have the authority to waive the particular military player into playoff eligibility.

c. Division presidents shall notify team managers of the publication of the Official Playoff Eligibility Rosters not less than seven (7) days prior to the first playoff game for their respective divisions. Protests of playoff eligibility rosters shall be considered appeals to "non-disciplinary rulings" and shall be **filed per the chapter on The Appeals Process.**

d. **Playoff Game Rules Modifications.** The following rules for playoff games supersede those previously covered for regular-season games.

(1) All playoff games will be played to completion with a clear winner regardless of time, score and number of extra innings played; thus there will be no game clock, run rule, or extra inning limit. In addition, a team that is losing has the option to end the game at any point.

(2) If a playoff game is stopped by the umpire, it will be ruled as a suspended game, rescheduled, and resumed at the point of interruption with the home team's scorebook serving as the official record for the resumption of the game.

(3) Home team assignments for playoff games will be based on seeding, which is based on the final League standings.

11. CODE OF CONDUCT

a. Players and managers found guilty of violating the Code of Conduct by the division president or the Board shall be subject to the penalties set forth in this document's Table of Penalties chart.

b. All managers, players, and umpires shall conduct themselves in a sportsmanlike manner at all times, and shall not:

(1) Lay hand upon, shove, strike, punch, fight with, or physically attack an umpire before, during or after a game.

(2) Lay hand upon, physically attack or threaten, shove, strike, or punch a player, manager, coach, spectator or League official before, during or after a game.

(3) Refuse to abide by an umpire's decision that results in game disruption and/or delay.

(4) Excessively object, argue or protest an umpire's decision.

(5) Use abusive, offensive, threatening or foul language toward an umpire, opponent, manager, coach, teammate, League official or spectator, before, during, or after a game.

(6) Use unnecessary rough tactics during the course of play against an opponent.

(7) Throw equipment (including helmets, bats, gloves or other baseball gear) in anger or frustration with excessive force.

(8) Consume alcoholic beverages or use illegal drugs prior to or during a game or participate in a game while under the influence of either alcohol or illegal drugs.

(9) Smoke cigarettes, cigars or pipe on the field of play or in the dugout during a game.

(10) Play in a game without a properly completed and submitted Waivers.

(11) Use equipment that exceeds the limits allowed by the League (i.e. illegal bat, using metal spikes on a field or part of a field inappropriately, etc.).

(12) Knowingly participate in a game outside the proper age division or misrepresent a player's age for any purpose.

(13) Knowingly play a non-rostered player; or otherwise misrepresent a player's identity.

(14) Submit false information via on-line postings (official League web site), including submitting names of players as present who were not present at the game, and/or changing earlier submissions to credit players for games where they were not present.

(15) Participate in any game during the term of a suspension; or otherwise violate the terms of a suspension while it is in place.

12. THE APPEAL PROCESS

a. A player or manager may appeal a ruling or action, taken by an umpire, division president, or League Commissioner.

b. If a player or manager wishes to appeal a non-disciplinary ruling or action, such as an umpire's interpretation of a rule (umpire's judgment calls are not subject to the appeal process), the player or manager must submit his appeal in writing with the \$50 fee to the division president within twenty-four (24) hours of the decision. The division president will review the appeal and will render a decision within twenty-four (24) hours of receiving the appeal. If he wishes to appeal the decision of the division president, the player or manager must submit a written appeal to the League Commissioner within twenty-four (24) hours of the division president's decision. The Commissioner will review the president's decision and will render a ruling. If he wishes to appeal the decision of the League Commissioner, the player or manager must submit a written appeal to the board within twenty-four (24) hours of the Commissioner's decision. The Board will review the case and render a decision. All decisions by the board are final and not subject to further appeal.

c. If a player or manager wishes to appeal a disciplinary ruling by the division president that is allowed to be appealed per the Table of Penalties chart, the player or manager must submit his appeal in writing with a \$50 fee to the division president within twenty-four (24) hours of the ruling. The division president will forward the appeal to the League's appeal committee. The Appeals Committee will review division president's ruling and gather information as deemed necessary. The Appeals Committee will render its decision within forty-eight (48) hours and will notify the grievance(s), division president, Commissioner and Board. All decision by the Appeals Committee are final and not subject to further appeal.

d. Appeals to rulings or actions taken by the umpire, division president or Commissioner must made be within the time-lines given. The appeals process for disciplinary rulings cannot be used as a delay tactic to allow a player to continue playing until the appeal is heard. Therefore, the action taken by the division president stands unless the Appeals Committee can review the ruling prior to action taking place. Appeals will be forfeited if made after the deadlines as outlined in the immediately preceding two paragraphs. If the division president is unavailable to handle disciplinary actions or appeals, the Commissioner will take his place. If the Commissioner is unavailable to handle disciplinary actions or appeals, the Appeals Committee will take his place.

e. In the event an umpire, division president, Commissioner or Appeals Committee member is on the same team as a player or manager making an appeal, that umpire, division president, Commissioner or Appeals Committee member must excuse himself from the process. In the case of a tie in the Appeals Committee, the Commissioner will cast the deciding vote.

f. The Appeals Committee shall consist of five board members appointed by the Commissioner.

13. PENALTIES. The League has established penalties to attempt to deter behavior that is inconsistent with the rules set forth by the Board. The penalties are listed in the Table of Penalties contained in this chapter.

a. **Definitions**

(1) **Ejection.** Players and managers who are ejected from a game are no longer allowed to participate in that particular game and must leave the field of play, which includes the dugout area. Play will not resume until the ejected player or manager has left the field of play and dugout area. The ejected player or manager may be a spectator at the game provided they have no contact with their team and do not make comments or take actions that disrupt play on the field as determined by the umpires. Ejected players and managers may not have any further contact with umpires at the field following the ejection.

(2) **Probation.** A player may play and a manager may manage while on probation. Probation is defined as a defined period of time or number of games in which no further rule infractions or behavior problems may occur for a player or manager. Should a player or manager while on probation be ejected

from a game, have a grievance filed against him or be cited for disrupting a game, his case shall be subject to immediate review by the division president for suspension and/or expulsion.

(3) **Suspension.** Players and managers who are suspended for a game, games, or season are not allowed to participate in any way in all League (i.e. all age divisions) games during the suspension (this includes, but is not limited to coaching, managing duties, warming up, sitting on the bench and dressing out). Managers shall not have contact with players or their acting managers during any game during the suspension period. Players may not have contact with the manager or teammates during any game during the suspension period. Suspended players and managers may be spectators at games during their suspension provided they have no contact with their teams and do not make comments or take actions that disrupt play on the field as determined by the umpires. Remainder of the season suspensions include suspensions from all League, division and post-season activities, including playoffs, the All-Star Game and the Father-Son Game. Reinstatement following any season long suspension requires Board approval. Games that are called or cancelled for rain or other reasons will not be counted toward suspensions of a specific number of games. The game has to end as a win, loss or tie to be counted toward the suspension.

(4) **Expulsion.** A player or manager receiving a League or season expulsion shall be prohibited from any and all participation in all League-sanctioned games and activities from the date of the expulsion. Reinstatement following any expulsion requires Board approval.

b. Table of Penalties

	Offense	Penalty	Appealable?
(1)	Laying hand upon, shove, strike, punch, fight with, or physically attack an umpire before, during or after a game.	Game ejection, Expulsion from the League.	YES
(2)	Laying hand upon, physically attack or threaten, shove, strike, or punch a player, manager, coach, spectator or League official before, during or after a game.	Game ejection, automatic suspension until further notice, pending review by the division president. Additional suspension up to and including expulsion from the League, pending complete review of the incident.	YES
(3)	Refusal to abide by an umpire's decision resulting in game disruption and/or delay.	Game ejection, subject to additional suspension or probation, pending review by the division president.	YES
(4)	Excessively objecting, arguing or protesting an umpire's decision.	Game ejection	NO
(5)	Excessive use of abusive, offensive, threatening or foul language directed toward an umpire, opponent, coach, manager, League official or spectator before, during or after a game.	Game ejection, automatic one (1) game suspension, subject to additional suspension or probation pending review by the division president.	NO
(6)	Use of unnecessary rough tactics during the course of play against an opponent.	Game ejection, if deemed action was with intent to injure – automatic three (3) game suspension, if no intent to injure, then subject to additional suspension or probation pending review by the division president.	YES
(7)	Throwing equipment in anger or frustration with excessive force, including helmets, bats, gloves or any other baseball gear.	Game ejection, subject to additional suspension or probation pending review by the division president.	NO

(8)	Consume alcoholic beverages or use illegal drugs prior to or during a game or participate in a game while under the influence of either alcohol or drugs.	Game ejection, automatic three (3) game suspensions, subject to additional suspension or probation pending review by the division president.	NO
(9)	Smoking cigarettes/cigars on the field of play or in the dugout during a game.	Game ejection, second offense will earn one (1) game suspension.	NO
(10)	Playing in a game without a properly completed and submitted Waivers.	Game ejection, automatic suspension for the remainder of the season, and violating team's forfeiture of all previous games where the player participated, subject to further review by the division president.	YES
(11)	Use of equipment that exceeds the limits allowed by the League (i.e. illegal bat, using metal spikes on a field or part of a field inappropriately, etc.).	Game ejection, automatic one (1) year suspension for the player and 3 consecutive game suspension for the manager which can carry over to the playoffs.	NO
(12)	Knowingly participate in a game outside of the proper age division or misrepresent player's age for any purpose.	Game ejection (if discovered during or prior to a game), forfeiture of all games where player participated, automatic suspension of player (and manager if complicit) for remainder of the season, subject to additional suspension or probation pending review by the division president.	YES
(13)	Knowingly playing a non-rostered player; or misrepresenting a player's identity.	Game ejection (manager and player, if discovered during or prior to a game), forfeiture of all games where player is found to have participated. Manager is suspended for the remainder of the season with up to an additional 2 year suspension pending review by the division president. The player is suspended for the remainder of the season and subject to an additional suspension pending review by the division president.	YES
(14)	Submitting false information via on-line postings (official League web site), including submitting names of players as present who were not present at the game, and/or changing earlier submissions to credit players for games where they were not present.	Automatic disqualification of team from playoff participation, automatic two (2) year suspension of the offending manager pending review by the Appeals Board.	YES
(15)	Participating in any game during the term of a suspension; or otherwise violating the terms of a suspension while it is in place.	Automatic suspension for the remainder of the season. If caught participating during a "suspension for the remainder of the season", then automatic Expulsion.	YES