

SAN ANTONIO MENS SENIOR BASEBALL LEAGUE

**P.O. Box 690093
San Antonio, Texas 78269**

TO: All Members of the San Antonio Men's Senior Baseball League January 2017

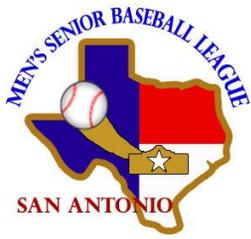
The rules and regulations, below, govern our method and style of play. Our method is respect. And our style is class. Each manager, player, and umpire is strongly encouraged to read and adhere to both the words and spirit of these pages. Always remember you represent this League as, as long as you are a member of it. Your duty is to continue the high standards we have set for ourselves as a shining example to those who will come and join us. Never forget that you have been granted a privilege that is fragile and requires your utmost efforts to protect it. Apply these rules and you will play for many years.

After nearly three decades of existence, our League has thoroughly tested these rules by which we play and have found they have served us well. Our rules demand much from our managers and players, not by talent for the game, but by being quality people of good character. That demand is strong, very strong, and the standards they set are extremely high. But the results are in. By adhering to our rules, we have developed into the best League in the entire MSBL nation. Our League's image and reputation are superior. Our quality of fields is the finest in the country. Our competitive nature has risen substantially. Yes, our rules work for us because we implement them, including their spirit. Our League is full of first class men who participate simply for the love of the game. What we have, we have earned. Never forget it all started with our rules and regulations. They came first. And we lived up to them. Our rules and regulations are the backbone of our League. They deserve your respect. Respect them and we will continue to prosper.

As we begin yet another season well after the events of 9/11, during much turmoil out there in the world, and amid dim prospects of a peaceful future (if you believe the forecasters), each member of the SAMSBL should take a moment to reflect on the blessings granted us. We get to play baseball for a little while longer. We get to share some important moments and memories with our friends and comrades. We get to set (and show) the example to our families. Never forget our teammates who are playing in heaven. And, always remember that to be able to play baseball, America's game, is an honor.

Play Ball!!
SKIP BRADLEY
President, SAMSBL
210 269 6725





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Introduction

The Men's Senior Baseball league is a national organization with over 500 local affiliates, 4500 teams, and more than 60,000 members who play organized amateur baseball in local leagues, regional and national tournaments. The MSBL World Series takes place every October in Arizona, while the Fall Classic is held in Florida. Both events employ the finest fields either state has to offer. The MSBL provides the player the opportunity to compete against and associate with contemporaries. Membership often opens doors to new friendships and business contacts that go beyond the white lines and the local community.

The San Antonio Men's Baseball League (SAMSBL) was created to provide men 18 years and older an alternative to softball -- enabling us to play the game we all grew up playing. As a League we have been tremendously successful, on the local level and on the national level. Locally, we have excellent players in this League. We have created some great rivalries for ourselves over the years; a great motivating factor to continue playing. As a League we members have improved our physical conditioning by losing tons of personal weight, working out in gyms, and generally taking care of ourselves just so we can play longer. It is extremely difficult for any team to go undefeated in a season. On a national level, the SAMSBL have won over 30 national championships, to date. The rest of the nation knows that when SAMSBL teams are their opponents, they best bring their A-game. We are bringing ours!

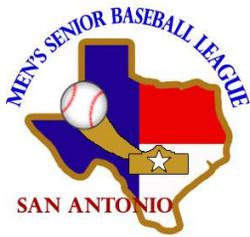
Our rules must be implemented with adult attitudes. Adult attitudes must always prevail, no matter how competitive the League. Player conduct is the key to a superior league and is the responsibility of each individual participant, the league president, and his advisors. Games are governed by the "Official MLB Rules" and as modified by the SAMSBL. These rules are intended to provide managers flexibility – to allow as many players as possible to play in a game, yet still maintain a competitive posture. The League will provide game schedules. Once a schedule is issued, it is the official schedule. Managers may not cancel, postpone, or otherwise change this schedule. Managers are charged to start all games on time as published. All changes to the schedule are the responsibility of the league president. Affected managers will be notified in a timely manner regarding any changes to a schedule.

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SAMSBL LEAGUE RULES

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

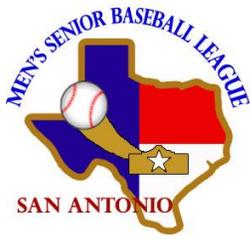
- 1.1. All teams must have full baseball uniforms consisting of caps, numbered jerseys (no duplicate numbers), baseball pants, and baseball socks, or stirrups. Each player's uniform must be of similar design to his teammates' uniform. Teams having sponsorship will be allowed the sponsor's name on their uniforms via a patch or uniform shirt. Seek League approval for all sponsorships. No jeans, shorts, nor sweat pants allowed to be declared a uniform.
- 1.2. All teams must have their uniforms by the first game. No grace period will be provided for newly activated players or for new teams needing uniforms. Teams that are not in compliance with the league's uniform requirements are subject to fines and/or cessation of activity. If you are not in proper uniform, you cannot play.
- 1.3. All batters and runners must wear protective helmets at all times. Full double-ear flap helmets are strongly encouraged for at-bats and base runners; however, a helmet must have at least one ear flap which faces the pitcher when batting. Catchers are required to wear a skullcap helmet underneath their mask or a hockey catcher's helmet manufactured for baseball players. Base Coaches must wear protective skull caps or double-eared helmets at all times while in the coaching boxes.
- 1.4. Baseballs are required to meet league needs. No baseballs with logos of Little, Pony, or Select League markings are allowed in games. Approved baseballs for league play include Rawlings MSBL baseballs; Diamond models; Wilson 1010C, A1040, A1010; Riddell Pro Edge BB-ML and any other brand that are marked for adult leagues.
- 1.5. Bats must be baseball-approved wood for league and tournament play. Composite bats are allowed as long as the barrel is made of wood.
- 1.6. Baseball shoes with metal cleats are permitted for league or tournament play.

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

- 2.1. All games are 9 innings or a 3-hour time limit. However, no new inning will start after 2 hours 50 minutes (2:50) from start of game, except for a tie (see Rule 2.02). The next inning is triggered the instant the third out in the home half is made. In order to complete a 9-inning game within 3 hours, a TWO (2) Minute time period will be enforced between innings. Pitchers are strongly encouraged to throw their warm-up pitches within the two minutes time period. After the time has expired, the plate umpire can begin calling balls or strikes to expedite the game.

In the event of rain, five (5) complete innings would constitute a regulation game. The umpires may suspend, cancel, or stop a game, if, in their opinions, the safety of the players is jeopardized due to rain, darkness, or field conditions. Managers are responsible for starting the game on time as scheduled. Umpires will announce game time and keep official time including any delays during the game. The actual game can start after the scheduled time due to numerous circumstances, but it must commence no later than 15 minutes after the designated start time. If this is the case, the game will last only 2





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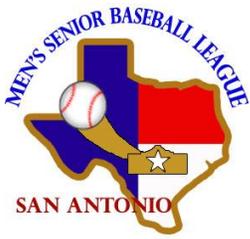
hours 50 minutes, unless otherwise restricted as noted in this paragraph. Clock will start when umpires declare "Play Ball".

- 2.2. Games can end in a tie. However, one extra inning can be played after 2:50 has been reached if a game is tied at that point. The tie-breaking inning can be the 6th or the 13th, depending on the circumstances. There will be no reverting back to the last completed inning to determine a winner in local league play. Ties will count as ½ win and ½ losses, percentage-wise. In the interest of fairness, this rule even applies to the last scheduled game of the day.
- 2.3. If there is a 15-run discrepancy at the end of 5 innings (4 ½ innings if the home team is ahead), or 12 after 7 innings (6 1/2), the game will be ruled final at this point.
- 2.4. Predicting the weather is difficult at best. Concerning games starts when the weather is "rumbling" somewhere in vast territory of play, League officials will determine the status of probable rainout games prior to the game time, whenever possible, via the rainout number. All members are encouraged to have that number available if doubt exists as to whether a game will be played that day. The main purpose of this effort is to prevent teams from traveling great distances only to discover the field is too wet to play on. However, once the game has started, the umpires will make the decision as to whether to continue play or stop. Rained out games will be rescheduled as time permits.
- 2.5. Cancelled games are those taken off the schedule because a team has dropped from the league play or has decided it is unable to field sufficient players for a particular game and is forfeiting it. Cancelled games will not be rescheduled.
- 2.6. League standings will be determined by win/lost percentages. The accuracy of the standings is exact if each manager will call in the results of his game on the rainout number each week. Always check the posted standings for accuracy.

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

- 3.1. A player is eligible to participate in an official league sanctioned MSBL event or game on his 18th birthday for the 18+ Division. A player is eligible to participate in the 30+, 40+, 50+ and 57+ Division, respectively, in his birth year; i.e., a player can be 34 and play in the 35+ Division as long as he turns 35 that year. Each player must complete and sign a SAMSBL waiver, each year, and prior to participating in any SAMSBL event.
- 3.2. Team Rosters and Waivers must be submitted to the League before opening day. Each manager will be notified when the deadline for submission is established each year. Team rosters must carry at least 12 players. Each player is a member of that team for two (2) full years unless released. The league president holds the originals of rosters and waivers. Managers must have a copy of their rosters and waivers along with photo ID's for his team, if and when they are called upon to provide proof of age. Any opposing manager can ask to verify a player's eligibility (see Rule 4.12). Rosters may be changed after the first league game under the following conditions:
 - 3.2.1. Any time (added or deleted) through July 7 each year for eligibility in post-season local tournaments.
 - 3.2.2. Any time after July 7 each year (additions only) but ineligible for post-season local tournaments.
 - 3.2.3. Players lost to injuries.
 - 3.2.4. A player voluntarily quits for the remainder of the season.



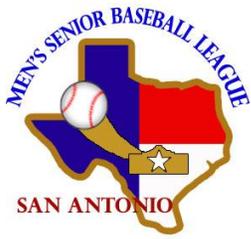


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- 3.2.5. A player triggers a request (to current manager) to change teams during the season. The player is released from his current team via a Player Release Form signed and dated by his Manager. The manager is not compelled to provide the release. If done, the player becomes a free agent in that age division. He is free to choose to play for another team who wishes his services. Team fees paid by the player to the releasing manager will not be refunded or prorated. This issue must be addressed between player and manager prior to securing a release. Any new fee will be at discretion of gaining manager. A new waiver and roster must be submitted to the league president by the gaining team. This action must be completed no less than 48 hours before the next scheduled game of the gaining team. The transferring player cannot play for the new team until the league president acknowledges the transfer to the gaining manager. If the transfer occurs prior to July 7, the player is eligible for post-season play with the gaining team. Managers should not exceed the 24-player roster limit at any time. A player can transfer only once during the current season. This action is applicable only to player movement within the same age division. If a player becomes eligible during the season for the older division, then he is free to move up without obtaining a release. His primary team remains his current team he started the season with unless the manager states otherwise.
- 3.2.6. A team with an ineligible roster player will be subject to a forfeit for each game in which the ineligible player participated.
- 3.3. All players, managers, coaches, and "in dugout" scorekeepers or other personnel, prior to participating in any game, must have signed a waiver form, be on the roster, and be on file with the league.
- 3.4. Forfeits are poison to any league. Two (2) forfeits by any team in one season is cause for expulsion from the league without refund. The league president will address any trends with a team that has one forfeit and present all options. A team must have seven (7) players to avert a forfeit. An 8th player can be from the opposing team. A team can play with 8 players without penalty of an out being recorded for the blank 9th player. A manager may ask any player (a maximum of two) within the league that is in good standing and age qualified to play for his team for that game. These players are known as "guest players". Should a manager have 7 regular players, he may call upon two guests to avert a forfeit. The guest players can be in their respective uniforms. No additional waivers are required since the guest players are members of the league. The opposing manager must be informed of this decision and cannot disallow it. Should the proper teammate show up for the game after it has started, the guest players may continue to play that game should the manager choose to keep them on the field. It is encouraged that the guest player(s) stop playing, but it is not required they stop.
- 3.5. A manager may ask a person who is not currently a member of the league to play in one game using a special one-game waiver. A signed waiver is required prior to the non-member player stepping upon the field. The non-member player must be in a matching uniform. The manager submits the waiver to the league president as soon after the game as possible. The intent of this rule is to allow a manager flexibility to tryout a player during the season, or prevent a forfeit, or to offer a guest (brother-in-law, father, visitor, etc) an opportunity to experience our league. All players must adhere to league rules and standards set forth herein.





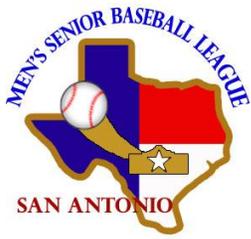
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- 3.6. Unless the league has given previous notice that the game has been postponed or delayed in starting, the umpires will be at home plate 10 minutes prior to start time to begin pre-game briefing with the opposing managers. In sequence:
- 3.6.1. The home manager shall give his batting order to umpire in chief, in duplicate.
 - 3.6.2. Next, the visiting manager shall give his batting order to umpire chief, in duplicate.
 - 3.6.3. The umpire in chief shall make certain the original and copies of the respective batting orders are identical, includes all substitutes, each player having his own unique numbered jersey, and any non-runners (NR/CR) designated. Then the umpire in chief will tender a copy of each batting order to the opposing manager. The copy retained by the umpire in chief shall be the official batting order. No changes shall be made by either manager, except as provided in the substitution rules.
 - 3.6.4. As soon as the batting orders are accepted by the umpire in chief, the umpires are in charge of the playing field. From that moment they shall have sole authority as granted by league rules to conduct the game. Obvious errors in the batting order, which are noticed by the umpire in chief before he calls "play ball" for the start of the game, should be called to the attention of the managers of the team(s) in error, so proper corrections can be made. Teams should not be trapped later by some mistake that obviously was inadvertent and which can be corrected before the game starts.
- 3.7. Each team has hitting and defensive lineups that are independent of each other. Players may play in either lineup or both. Just the hitting lineup is offered to the umpire in chief at home plate. Defensive moves, except for pitching changes, need not be announced to umpires or opposing managers.
- 3.8. The batting order shall be followed throughout the game unless a player is substituted for another. In that case the substitute shall take the place of the starter player in the batting order. A starter can re-enter the game, once, in the same batting order position he left. A substitute, once removed from the batting order, cannot re-enter the game as a batter. A substitute can be made for the starter anytime, except the initial at bat. The starter must bat once prior to substitution. Once inserted in the batting order, the substitute must have at least one plate appearance prior to being removed from the batting order. A substitute can be made for a substitute. Depending upon the timing (late in the game), a substitute does not have to actually appear at the plate; he only must bat should his turn come up prior to the end of the game. The manager may bat as many players as he desires, with a minimum of 9, at all times (except as published in Rule 3.4). Batters can be added to the bottom of the order at any time with an announcement to the umpire in chief. Once in the batting order, batters cannot be deleted or skipped over.

The A/B batting order rule is available for managers to utilize in local league play. This rule allows a manager to designate any position in his batting order the a) hitter and the b) hitter. Each hitter will alternate in the slot throughout the game. The a) batter hits first; then the next time that slot makes a plate appearance, the b) batter steps up, and so on. To minimize confusion, no substitutes are to be made for a) and b) hitters at any time during the game. Managers are urged to "think through" on the use of A/B batting order when no substitutions are available for those slots.





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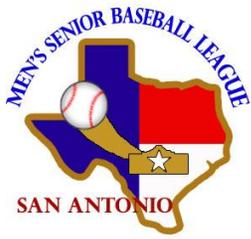
A player, arriving late, who is not listed on the original tendered batting order lineup card, is ineligible for that game. Note: All managers submit lineup card prior to any game. List all players on the team at all times whether they plan to be at the game or not. Remember, an opposing manager can ask to verify eligibility of a player.

- 3.9. A manager may add batters to the bottom of the lineup at any time provided the batter(s) have not been in the offensive lineup. Once in the batting lineup, such batters may not be taken out except as provided for in Rule 3.10, below. Offensive Re-Entry entitles a starting offensive player who was removed from the lineup and replaced by a substitute to re-enter the batting order under the following conditions:
- 3.9.1. Substitute must have had one at bat, and
 - 3.9.2. Starter must re-enter the lineup in the original batting position, or
 - 3.9.3. As provided for in Rule 8.3, Injury Rule.

Note: A substitution, once removed from the offensive lineup, cannot re-enter the batting order, except through Rule 8.1, Injury Rule.

- 3.10. If a player is forced to leave a game (manager's choice, another commitment, ejection, or injury), the following player substitution procedures will be followed provided that Rule 3.9, above, does not apply:
- 3.10.1. An eligible substitute not previously in the game as a hitter will fill the vacated position.
 - 3.10.2. If no substitute is available, then that offensive spot is skipped (condensed) with penalties as follows:
 - 3.10.2.1. The loss of one batter – no penalty.
 - 3.10.2.2. The loss of two batters – record one out.
 - 3.10.2.3. The loss of three batters – record two outs
 - 3.10.2.4. Anytime the offensive lineup drops from 9 to 8, record one out when missing batter would have come to the plate.
 - 3.10.2.5. Less than eight (8) batters – forfeit.
 - 3.11. An opposing manager must grant a 15-minute grace period in waiting for the 8th opponent player to arrive. The game length will be reduced each minute the wait occurred. For a full 15-minute wait, a 3-hour game will only last 2 hours 45 minutes. After the grace period has expired and the 8th player has not arrived, the 8th player can come from the opposing team, with manager consent. It can be a "revolving" player. The "short" team need only bat 7 of their players. The "revolving" player can bat for his own team. However, if a forfeit, the forfeiting team will pay both umpire fees, immediately.
 - 3.12. Managers must give notice to the umpire in chief of any changes to the batting order. Each new batter must make an announcement as further assurance. If No Announcement is made, the batter is declared out should he reach base. If during the at-bat, the Announcement is made, no penalty. No notice is required of defensive player changes, except for the pitcher. A trip to the mound requires a time out call. Two trips to the mound in one inning require the manager to replace the pitcher.
 - 3.13. No player may switch teams without knowledge and consent of their current manager and the league (see Rule 3.2). If this procedure does not meet with the player's approval, the player must sit out one (1) calendar year from competition, from the last date of his playing. If in good standing as a member





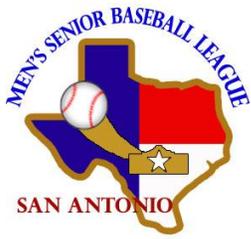
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with the league, a player may re-enter field of play within one year by participating in the league's tryout/draft when it occurs, thereby making him available to any team for selection. The Release Form is the best method of changing teams.

- 3.14. In the event a team disbands during the season or at the season's conclusion, all players in good standing with the league will become unrestricted free agents. They are permitted to play with any team they qualify for, within their age restrictions.
- 3.15. If a player is invited back to play and desires not to play for his current team, the player must either obtain a Release Form from his current manager or enter the next tryout/draft. This rule is not intended to restrict players from leaving one age bracket to play in another age bracket at the conclusion of the season.
- 3.16. In the event a player wishes to leave his existing team and potentially form a new team, he may do so, but only at the conclusion of the current season. No other players can be taken from the existing team without written consent of the existing team's manager. No other player may be taken from any other team without the written consent of the respective team's manager. The league president will interview all manager-candidates.
- 3.17. Players who have birthdays during the course of the season and are qualified to move up to the older age division must give first consideration to their current team. See Rule 3.1 for age requirements. Players are encouraged to play in their respective ages as soon as possible; however, any qualified player can play in more than one age division. The player is responsible to address all costs associated with another team through its manager. No team should suffer a large migration of players simply because they turned older until the season has concluded. Therefore, no player can play in the older divisions in mid-season unless his current manager gives a release to do so. The current manager's responsibility is to ensure his team can continue to meet the schedule with his roster of players who are left. Players who turn older during the season can pick his destination team with that manager's concurrence. Entire teams can move up when "of age". Those players who wish to be released from that team must secure a Release Form.
- 3.18. Final team rosters must have no less than Twelve (12) eligible players. Teams must maintain this minimum throughout the season.





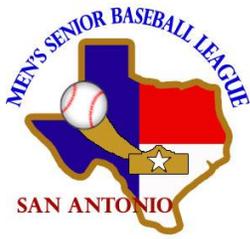
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4. Manager's (Team) Responsibility and Player's Behavior

- 4.1. Absolutely NO beer, alcohol of any kind, tobacco products or illicit drugs are permitted anywhere on the premises of the host field. Special rules apply for certain host fields. See your manager.
- 4.2. The league has a right to suspend, fine, or expel any team member who abuses league rules or who does not exhibit a sense of good sportsmanship or who plays without regard to safety of the umpires or other players. All SAMSBL members sign a waiver stating that they will play baseball with class at all times and help protect our excellent image and reputation.
- 4.3. An umpire (See Rule 11.00) has sole discretion to eject any player or manager from a game. Should the umpire desire, the player or manager who is ejected must leave the area within Five (5) minutes of the ejection. Failure to do so can result in that game being forfeited.
- 4.4. Fighting among players and managers or aggressive contact with an umpire will not be tolerated. Players ejected from a game for either violation will be subject to suspensions, fines, and/or banishment from the league.
- 4.5. **Collision Rule:** Players shall not intentionally collide with any other player. This is an umpire's judgment decision. In order to parallel the National World Series format on this very sensitive subject, the SAMSBL will follow suit and declare that any player judged to have caused an intentional collision will be ejected from the game, immediately. Either GIVE IT UP or SLIDE. The inadvertent collision puts emphasis on the judgment of the umpires. Their decision is final. Managers can be given an opportunity to voice their inputs, but only in a civil manner. However, the umpires need not wait for any manager's input. The severity of the ejection rests solely with the player being ejected. It is strongly suggested that such player or players simply accept the call and walk away. Any other action will be grounds for missing some additional games. The National MSBL deals with this situation quickly and harshly when strangers collide with each other. We can certainly do better when we collide with one of our friends. So take note: Avoid intentional collisions: Either Give it up or Slide to any base or home plate.
- 4.6. **Obstruction Rule:** This rule is an umpire's judgment call. If a defensive player is not in possession of the ball, or is not immediately in the act of receiving the ball, then he cannot block the base or plate or even be in the base path so as to impede (obstruct) the runner's right to the base. If a collision occurs, see Rule 4.5, above. Someone can be ejected from the game.
- 4.7. No fielder will fake a tag on any runner with the intent to make the runner slide. First offense will bring a warning to the player and the team. Second offense by any team member will be cause for ejection.
- 4.8. The league must set the highest standards of player/team sportsmanship and decorum. The league will enforce penalties (i.e. suspensions, expulsions, etc.) for infractions that are not in keeping with the policies of the league. These standards also apply to individual conduct (by players, managers, and fans) not in the best interest of the league and the MSBL.
- 4.9. Managers are solely responsible for the actions of their players and their spectators. Each manager has the opportunity to inject his influence on the situation subsequent to league officials taking action. Managers will be given every opportunity to control any situation that occurs. Managers will ensure that their teams do not ridicule or taunt the umpires.
- 4.10. Only managers can discuss matters relevant to the game with the umpires. Players are not permitted to engage an umpire in such matters. Umpires can declare a forfeit of the game in violation of this rule.





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- 4.11. Managers cannot and will not make informal agreements to play a game. All games will be played in accordance with the standards defined in the rules and regulations established by the league and the Official Rules of Major League Baseball.
- 4.12. Managers and/or players who fail to abide by the age regulations have crossed the line where winning is more important than playing the game. It is not necessary to cross the line, ever. If a manager has prior knowledge of such an act, he is subject to penalties.
- 4.13. Both teams are responsible for preparing the field for play before the game commences, where applicable. The home team is responsible for keeping score. The visiting team is to verify the score after each inning. Both teams are responsible for properly closing a field after the last game of the day. Both teams are to ensure dugouts are cleaned, trash is put away, and field is raked, where applicable.

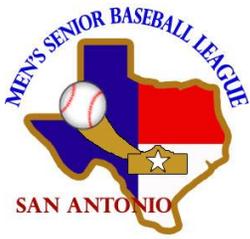
5. Courtesy (Non-) Runners

- 5.1. The Courtesy runner (or non-runner) is a privilege permitted to no more than TWO (2) players on any team per game. 57+ Division can have THREE (3) designations. Prior to submitting the lineup to the umpires, the manager can choose two players and designate them as (CR) or (NR) on the card. This privilege is extended to the players, not the position (i.e. pitchers, catchers, etc.). Players who will need courtesy runners will be extended the privilege at the sole discretion of the manager. Notification will take place during the pre-game meeting with the opposing manager and umpires. If no notification is provided, the team failing to do so will not be allowed courtesy runners for that game. The player making the last out must run for the CR/NR. If early in the game (1st inning), and the CR/NR gets on base before an out is made, then the last batter in the batting order must run. For league play, the CR/NR designee can run at any time without penalty of losing the privilege during that game.
- 5.2. For 57+ ball, 3 CR/NR are allowed. Once the game begins and the full complement of CR has not been used, a third CR/NR can be designated for that game. In the event a player becomes injured during the game and cannot continue, and the 3 CR/NR players have been so designated, a substitution can be made. If all substitutes have been exhausted, then a CR/NR can run for the injured player. Note: An injured player cannot re-enter that game, at all.
- 5.3. A batter designated as CR/NR has the option to run or not. The decision must be made prior to the next pitch after the batter/runner has reached base safely. The player that made the last out should be ready to assume his role as runner, promptly. The exchange of the CR/NR should not take more than 30 seconds. Umpires can stop the exchange process if excessive time is being wasted and make the batter be the runner in order to continue the game in a timely manner.

6. Pitchers

- 6.1. While pitching in league play or locally hosted tournaments, no pitcher can create artificial distractions. No pitcher may wear white or gray sleeves or wristbands. No pitchers may wear a batting glove. Black (only) forearm bands, elbow bands, or bicep bands on the pitching arm are permitted. However, the umpire in chief will make the final determination regarding any pitcher distractions, as necessary.
- 6.2. Intentional walks are permitted in league play as described in the Official Rules of Major League Baseball.
- 6.3. **If a pitcher hits THREE (3) batters** in any one game, the pitcher must be removed from the mound, and cannot re-enter as a pitcher in that game.





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- 6.4. If the pitcher is removed from the mound at manager's sole discretion, he may be re-entered, only once to pitch again during that game. However, only after 3 consecutive outs are recorded can a pitcher be reinstated. The removed pitcher may play in any other position after being removed or play no position at all prior to re-entering.
- 6.5. There is no regulation or restriction as to how many innings a pitcher may pitch in a game or week.
- 6.6. Two formal trips to the mound in the same inning require the pitcher be removed from the mound on the 2nd visit. Managers who are players on the field should designate an alternate to perform the task in order to prevent confusion or create an inadvertent declaration by the umpires of the 2nd trip. This designation should be done during the pre-game meeting at home plate.
- 6.7. Pitchers and CATCHERS, who are also base runners, can be removed off the base occupied when the 2nd out of the inning is recorded. The new runner is the last out made.

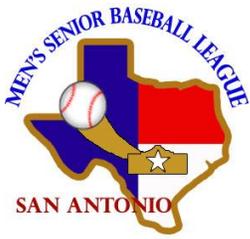
7. Ex Pro Players Status and Regulations

- 7.1. For all league play and locally hosted tournament, an ex-pro player must be completely out of pro-ball as a player. Pro-ball refers to major, minor, and independent league teams where is player is compensated to play baseball.
- 7.2. For any nationally sponsored MSBL tournaments, the regulations will be studied to determine if any current league members are not eligible for that tournament. The SAMSBL will parallel the National MSBL positions on the definition of Pro-players.

8. Injury Rule

- 8.1. An injury to anyone during a game can be serious enough to stop that game at that moment. Managers and umpires are expected to do the prudent things required should a serious injury occur to any players or fans. Should the game be stopped to address an injured player (wait for the ambulance, properly prepare a player for removal from the field, etc.), the game clock will be stopped and annotated (number of outs, base runners, innings, etc.) as not to short the game time of 3 hours. Both managers and umpires will agree to amount of "stopped" time prior to resuming the game.
- 8.2. An injured player is considered injured if (1) he says he is or (2) the manager says so or (3) the umpire so states or (4) if it is very obvious. In any case, an injured player is cause for play to stop as soon as practical (time out being called as soon as possible) after the injury. Aid will be rendered.
- 8.3. Managers are to take charge of the situation and render any help deemed appropriate. Any managers who witness the incident should be prepared to recall the details later for possible insurance purposes.
- 8.4. An eligible substitute player can replace an injured player who is removed from the batting order or game. If no substitutes are available, then a starter, who previously had been substituted for, can re-enter the game in a different batting order position to fill the vacated spot. Note: this is the only time that a batting order shift can take place once the game is in progress.
- 8.5. Once an injury is declared, the injured player must be removed from the game. The injured player cannot return to that game in any position at any time. No injured player is allowed to play in a game. Timing of the announcement of an injury can be crucial. Example: a batter slides into second base attempting to stretch his hit into a double and is thrown out for the third out of inning. In the process of sliding, he twists his ankle. Is he injured? Only if he says he is. His next requirement to appear during the game is his next batting appearance. He may be able to "rub" it out by then.





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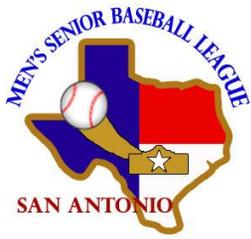
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- 8.6. Blood Rule: No player may continue to play baseball while bleeding. The player must stop the bleeding (off the field) to the umpire's satisfaction prior to continuing the game. The umpire can stop the game, but not the game clock, to allow some time for the player to address his wound.
- 8.7. All managers are highly encouraged to have First Aid Kits available during games.

9. General League Rules

- 9.1. Forfeits are poison. Forfeits will not be tolerated. Any team that has two (2) forfeits is subject to immediate expulsion from the league with no money refunded to the team. After the first forfeit, the entire team is suspended from further play pending the manager's assurance to the league president of the team's commitment to continue. Two forfeits attack an individual's eligibility to continue playing, at all. And further, he could lose the opportunity to play any tournament baseball this league might attend. The best policy about this issue is to give it serious consideration and do not forfeit, ever. If a player commits to play baseball on a team, then be there. Do not depend on your teammates to cover for you. Forfeits are poison. Forfeits will not be tolerated.
- 9.2. Only SAMSBL members are eligible for all MSBL sanctioned regional and national tournaments. Eligibility further is based on the players having participated in at least 50% of their regular season league games. League president confirmation is required to determine player eligibility.
- 9.3. The annual tryout/draft will be conducted in a manner to allow parity in the league by having the prior year's teams with the lowest percentage records the opportunity to draft first.
- 9.4. The league will attempt to re-schedule all rained out game when weather is more predictable. At the earliest possible moment prior to the scheduled start time, any announcements regarding the weather that day will be issued on a common rainout line. Managers, players, and umpires should simply call and listen to the announcements. Expect some delays if many are calling at the same time.
- 9.5. PROTEST: A manager can inform an umpire of a protest at any time. However, only rules of our league can be protested, not judgment calls. A \$100.00 protest fee must immediately be given to the umpires when a protest is suggested. The game will be stopped, the situation described in the home team's scorebook (base runners, outs, innings, nature of protest, etc.). The procedures to follow are outlined below:
 - 9.5.1. When a situation dictates a manager to suggest a protest, the umpire in chief will continue the game unless one manager specifically states he is protesting the game. If one manager so states, then: Collect the \$100.00.
 - 9.5.2. The umpire in chief is to stop the game clock for no more than five (5) minutes. Address the following details and then resume the game, promptly.
 - 9.5.3. Notify opposing manager and annotate the brief description of the situation in the home team book.
 - 9.5.4. Then the game will re-start under protest to its natural conclusion.
 - 9.5.5. The protesting manager mails his written version to the league PO Box within 48 hours of the incident.
 - 9.5.6. One properly submitted the league president will address the details as appropriate. A protest can be withdrawn at any time
 - 9.5.7. If the protest is found to be valid, the protest fee will be refunded and appropriate action will be rendered.





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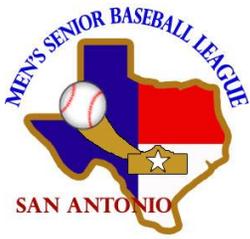
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- 9.5.8. If protest is found to be invalid, the fee is forfeited to the umpires and the game results will stand.
- 9.6. The league makes every attempt to supply two (2) umpires for each game. If no umpires' show up for a game, the game will be postponed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

10. Code of Conduct

- 10.1. When it comes to conduct, each member of the league is responsible to ensure that such conduct reflects great credit upon our league. This section of our Rules is the most important of all because it has helped us build a superior image and reputation for adult amateur baseball. Each member of the SAMSBL has signed a waiver that states they will comply with our rules. All managers and players are representatives of the league and the MSBL. They shall conduct themselves in a sportsmanlike manner at all times. Should their actions come under the review of the Board of Directors as outlined below, then the Board will determine final results.
- 10.2. No Manager or Player shall commit the following:
- 10.2.1. Lay a hand upon, shove, stick or threaten an official. Players and managers guilty of such conduct will be immediately suspended from further participation in the game and shall remain suspended until the Board of Directors reviews his conduct. Players and managers guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.
- 10.2.2. Refuse to abide by an official's decision. Anyone guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the Board of Directors review his conduct. Players and managers guilty of such conduct shall be subject to probation or suspension or both for the remainder of the season.
- 10.2.3. Be guilty of objectionable demonstration of dissent at an official's decision. Players and managers guilty of such conduct shall be subject to ejection from the game.
- 10.2.4. Discuss with an official the decision reached by such official, except for the manager or his designee who are authorized to participate in such discussions. Players guilty of such conduct shall be subject to ejection from the game.
- 10.2.5. Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Players guilty of such conduct shall be immediately ejected from the game and shall be subject to probation or suspension or both for the remainder of the season.
- 10.2.6. Be guilty of physical attack as an aggressor upon any player, manager, official, or spectator before, during, or after a game. Players and managers guilty of such conduct will be immediately ejected from the game and shall remain suspended until the Board of Directors reviews his conduct. Players and managers guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.
- 10.2.7. Be guilty of verbal abuse, or an attack upon any player, manager, official, or spectator before, during, or after a game. Players and managers guilty of such conduct will be immediately ejected from the game and shall remain suspended until the Board of Directors reviews his conduct.





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Players and managers guilty of such conduct shall be subject to suspension for the remainder of the season.

10.2.8. Consume alcohol beverages or illegal drugs during a game or be upon the field at any time in an intoxicated condition. Players and managers guilty of such conduct will be immediately ejected from the game and shall remain suspended until the Board of Directors reviews his conduct. Players and managers guilty of such conduct shall be subject to suspension for the remainder of the season.

10.3. The Board of Directors (minimum of three members) will convene when directed by the league president. When all reports have been submitted concerning the incident, the Board will convene as directed to review the case, and, if necessary, administer discipline. In all cases, any suspended time the player has served, while awaiting disposition shall be taken into account by the Board of Directors. Any disciplinary action taken by the Board of Directors is binding and not subject to any grievance procedures by the offending party.

10.4. The Board of Directors may, by vote of the majority of the Directors present, discipline any players or manager as necessary for behavior, which in its collective judgment is prejudicial to the welfare, interest, reputation, or character of the league.

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

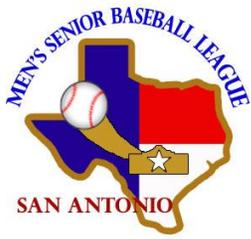
11. The Umpires

GENERAL INSTUCTIONS TO UMPIRES

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

11.1. The league president shall appoint one Chief Umpire to coordinate the activities of all the league umpires. The Chief Umpire selects his corps of umpires with input from the league president. Once chosen each umpire is a representative of the league and is authorized and required to enforce all league rules. Each umpire has the authority to order a player, coach, manager or fan to do or to refrain from doing anything that (1) negatively impacts the image and reputation of the league; (2) administering of





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these rules; and (3) to enforce prescribed penalties. Each umpire has the authority at his discretion to eject players, managers, or fans from the game and the ballpark for any unsportsmanlike conduct or language.

- 11.2. Any umpire's decision which involves judgment, such as, but not limited to, whether the batted ball is fair or foul; whether the pitch is a strike or a ball; whether a runner is out or safe; or whether a collision or obstruction violation has occurred, is final. No player or manager shall object to such judgment decisions. Player or managers who wish to approach an umpire to question an umpire's judgment are subject to being ejected from the game. A request to ask for an appeal can be denied. Should an appeal request be granted, the two umpires will confer in private and announce the decision and the results. On a check swing called a ball by the plate umpire, the catcher can ask for the other umpire's opinion simply by pointing to that umpire until he makes the call. Remember, the ball is in play on a check swing appeal. Base runners beware.
- 11.3. No umpire may be replaced during a game unless he is injured or becomes ill. If there is only one umpire at that point, he shall have complete jurisdiction in administering the rules and conducting the remainder of the game. The remaining umpire may take any position on the playing field, which will enable him to discharge his duties.
- 11.4. The umpire in chief for the game is the umpire behind the plate. His duties are to conduct the game and implement decisions as required when required. The field umpire primarily calls the actions occurring on the bases and will coordinate as required with this partner.
- 11.5. Should the umpires make different calls on the same play, then they will consult in privacy to determine the correct call. Once the results are announced, either manager may ask for an explanation.
- 11.6. The umpires shall report to the Chief Umpire the results of each game at the end of the day. This report will include any incidents during the game(s).

