



Birmingham Metro Baseball League

RULES AND REGULATIONS

REVISED for 2020 & BEYOND

This League (otherwise known as the BMBL) was created to provide for individuals 18 years old and over an alternative to softball and enable us to play the game we all grew up playing. Adult attitudes must always prevail, no matter how competitive any League may become. The responsibility that this ethic sustains will remain at the responsibility of the individual League commissioner(s) and it's officers, team managers and anyone who abuses the League's code can be suspended or expelled from the League.

While a majority of the League rules that follow come directly from the official rules of Major League Baseball (MLB) and the MSBL/MABL Rules and Regulations – there are some which are BMBL specific. These rules, as they relate to our League are definitive and supersede any others including those of Major League, the NCAA or High School Athletic Association Baseball, that may be in place. Many of these rules are taken from rules drafted by the MSBL/MABL National Rules Committee, allowing for modifications of or additions to those rules, consistent with the MSBL/MABL provision that each local League shall have the right to change any rule or adopt additional rules from time to time as deemed necessary by the League or can be deemed in the best interest of the (local) League.

To the extent that these League Rules address a situation, they will govern, regardless of whether they may be inconsistent with MSBL/MABL Rules and Regulations or with MLB Rules. To the extent that these League Rules do not address a situation, MSBL/MABL Rules and Regulations will govern. To the extent that these League Rules and MSBL/MABL Rules and Regulations do not address a situation, MLB Rules (as set forth on MLB.com) will govern.

In the event of any confusion, conflict or disagreement of any of the rules and regulations included herein, the decision of this League's Director, its Board or it's Rules Committee is final and binding. Furthermore, all teams their players, managers, coaches including their dependents, family members, legal guardians and custodians as consideration for their agreeing to take part in this League, will have consented to the decisions and actions of this League and have forever waived any legal right to challenge any decisions and actions of this League in a court of law or other adjudicatory procedure.

INDEX

1. Uniforms, Helmets, Baseballs and Other Equipment
2. Game Length, Run Rule and Rain-Outs
3. Teams, Players and Line-Ups
4. Player Behavior and Team Responsibility
5. Courtesy Runners
6. Pitchers
7. Fielders
8. Ex-Pro Status and Regulations
9. General League Rules
10. Code of Conduct
11. Fees and Player additions
12. Managing Responsibilities and Tips

RULES

1. UNIFORMS, HELMETS AND BASEBALLS

1.a All teams should endeavor to wear essentially similar, “non-offensive” baseball uniforms consisting of baseball caps, (matching) jerseys, pants, belts socks or stirrups etc whenever possible. Exceptions allowing for baseball caps, belts pants or socks that may not match on every player will be permitted. Examples of deviations that will not be permitted are those that may be viewed as potentially offensive, controversial, or may in some way create either an unfair advantage, or an unsafe playing condition. What is or can be viewed as offensive or controversial to some may not be to others but shall be determined by the commissioner subject to vote (of the board) comprised of the team managers. If you have any question common sense would dictate you run it by the league commissioner before any sizable investment of team funds.

1.b All batters and runners must wear helmets for both at bats and while on base. There is no option to this rule. Full double-ear flap and extended helmets face/jaw protection as currently worn by MLB, College and HS players are encouraged for at bats and are encouraged on the bases. However, single ear flapped helmets with the single flap facing the pitcher will still be permitted with the onus on the individual player for making the decision, assuming the responsibility and inherent risk of injury same as would be the case with Shin protection or elbow protection while at bat. Catchers must wear a helmet/skull cap underneath their mask and all base coaches are **strongly encouraged** to wear an approved helmet or equivalent head protection while on the field of play.

1.c. All Leagues/teams are required to use official Rawlings MSBL baseballs: RO-MSBL/MABL, R-100 MSBL/MABL and R200 or Wilson A1010. Each team is required to bring 3 balls to each game and give them to the home plate umpire. If this isn't enough then each team will add 1 additional ball to the game as needed. Only balls provided by the local League or those with the above qualifications will be permitted for official game usage. Baseballs may be included in the BMBL team registration. Additional baseballs may need to be furnished by the team (as needed) for practice and league play.

1.d Ash, Maple, Bamboo WOOD or WOOD COMPOSITE* bats are the only permissible bats to be used for all sanctioned League play. Examples of the latter include but are not limited to: **Baum Bats, KR3 Maple Magnum, DeMarini DXCDA**. The maximum bat weight differential (expressed as bat weight in ounces less bat length expressed in inches) allowable will be a minus 3 – carrying a rating equivalent to those wood composite bats that are rated as “BBCOR”. If a player uses a non-approved bat as outlined above or any bat exceeding this differential and a protest is made, the offending batter will be declared an out once the pitcher has become set with the batter in the box.

1.e Metal cleats are NO LONGER permitted at any of our “turf” venues; fields including the batting practice areas, any auxiliary batting cages, practice pitching mounds at the Spain Park Sports Complex (SPAC) located in Hoover, AL. Only rubber molded cleats, turf shoes or tennis shoes will be permitted at this time.

2. GAME LENGTH, RUN RULE AND RAIN-OUTS

2.a All regular season League games will be played “on the clock” and are subject to (the time limit) based on a 7-inning regulation length game instead of 9-innings. No new inning shall begin after 2 hours and 20 minutes (the time limit) has been exhausted. Once a new inning starts it will be played to its natural conclusion—time limit, visibility (daylight), weather & field conditions permitting (unless otherwise declared by the commissioner or board). A new inning will have “started” with the home team’s final out declaration by the umpire(s). Tie games can be played to the natural conclusion as long as time remains to start a new inning.

The umpire(s) will keep the official game clock, as well as make any judgment calls regarding field (conditions), and inclement weather and may suspend, cancel or call a game if, in their opinion; the safety of the players is compromised due to adverse weather, field conditions, darkness. Any regular season League game becomes official if called by the umpires after the 5th inning (or 4 ½ with the home team ahead),

2.b. If play is halted or suspended before it can become official the game shall be resumed at the next available (scheduled) opportunity whenever possible as long as time remains under the time limit. The home team shall maintain the official book of record regarding the time remaining, the score and situation along with the field umpires. All Post Season PLAYOFF games shall be played to completion by League POST SEASON/PLAYOFF standards.

2.c In the event of rain, it is the responsibility of the scheduled home team’s manager to notify the commissioner(s) of field conditions and possible cancellation of the game; (ideally) at least 90 minutes

before scheduled game time if that information is available. With field crews having prepped earlier in the day adverse weather that may visit a field or venue may occur between then and a game's scheduled start without advance warning. The League shall endeavor to alert the umpires and opposing team manager as soon as is possible once a decision has been reached to cancel or postpone a scheduled game

2.d Every reasonable attempt will be made by the League to reschedule any games postponed due to weather and/or field conditions based on field availability, the League budget and impact on any League playoff and season length. It is the responsibility of the League commissioner(s) to notify the managers of these changes. It is the responsibility of the manager to notify the team. Email updates will be the minimum notification medium, but it is highly suggested to call those parties that have not confirmed that they have received the update. All such regular season make-up games are subject to the approval of team managers and the League. Any such make-up game dates must be posted on the official League website under the calendar and rainout link. Rain out games must be made up in order of cancellation date unless approval to complete them out of order is given by the League commissioners and/or the board.

2.f Any regular season game stopped due to weather/rain will be considered officially completed after five full innings, or 4 ½ if the home team is ahead. League playoff games must be played to completion by League standards. If any game is halted before its official completion by decision of the League umpires the game will be considered a "suspended" game to be continued with play resuming at the point that play was halted to the best of everyone's ability. Each team's manager is responsible for maintaining official score book recording the in-game score, situation and batting orders. Ideally both managers will agree, but ultimately the UMPIRES assigned AND the HOME team box score will take precedence in case of a dispute upon resumption of the "suspended" game.

Teams are expected to work from the same batting order as much as possible and are allowed to substitute (pinch hit) for players NOT present at the resumption of the game. Doing so however removes that "original" batter from the line-up and they can NOT re-enter that same game as a batter should they arrive after their original spot in the order has come to bat.

2.g Once a game has been postponed or canceled, the League commissioners will send an email and/or call the manager of each team. The BMBL League web site will also show a rain out hot line that you can call in the event of uncertain weather that can give you, your players and team further information. Players are NOT encouraged to call commissioners in regards to rainouts; they need to contact their team's manager. Managers are encouraged to be patient and wait as long as possible before they begin contacting the commissioners.

2.h. If a scheduled game is *not* postponed, or a message has not been left on the website or to each manager, both teams must assume the game will be played and must therefore show up at the field to prevent a possible forfeit.

2.i If the field is unplayable, *both umpires* will make the decision at that time and must notify both managers. The Umpires have been instructed to wait at least 30 minutes if it appears there may be a favorable change in weather conditions to allow play.

NOTE: Managers are encouraged to refrain from "pressuring" the umpires to start a game. Having access to a field rake, a bag dirt or "diamond dry" while not required may prove helpful as the city park or venues can not guarantee there will be available field prep staff on site at each game.

NOTE: The League will make every reasonable attempt to reschedule as the budget and field access allow.

3. TEAMS, PLAYERS AND LINEUPS

3.a A player is eligible to participate in an official League sanctioned game if they will reach their 18th birthday anytime during that same calendar year. All exceptions must be submitted to League and would require the written approval of the players parents and/or legal guardians (if they have not reached the age of majority) at the time of their first participation in a league sanctioned game or organized team practice.

3.b New Players: The League shall control the assignment to teams of all new players who have contacted the League in response to advertising or who have been referred directly to the League by any means. A player who has not played in any League game in either the current or previous year shall be regarded as a new player. A new player acquired by a team through that team's own recruiting efforts shall be subject to the control of the team and not the League. A player may request to be placed on a specific team if approved by the that team.

3.c A preliminary roster must be submitted to the local League 1 month prior to the first game of the season, whether League or regular season. A formal (but not necessarily final) roster must be submitted 1 week prior to the first REGULAR season game. Player waiver forms **MUST** be signed by the player and kept on file OR turned in to the commissioner **BEFORE A PLAYER STEPS ON THE FIELD**. Rosters changes (additions) can be added through the course of the season up to the maximum roster allotment or up until rosters are frozen by League mandate.

3.d All players, prior to participating in any sanctioned practice or game must have signed waiver forms on file with the League. This is the responsibility of the managers. If a manager has allowed a player to participate in a League game without the player **filling out the form completely and signing the form**, the manager is subject to League sanctions and/or expulsion at the discretion of the League commissioners.

3.e A team manager may bat as many players as he desires with a minimum of 9. Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game.

3.f A manager may add batters to the bottom of the lineup at any time but if a batter is pinch hit or run for (except under courtesy runners as outlined in section 5), the player may not re-enter the game as a hitter but may remain in the game as a fielder or pitcher. Added players to the bottom of the lineup may be added as individual hitters or as A/B (explained in 3.g).

3.g A team **MAY** declare at the time that lineups are exchanged prior to the start of play that any batting order position can be occupied by two players in each such batting position. That is, 4A/4B, 10, 5A/5B, and so on through 9+. For example the first time that position 9 gets an at bat, 9A would hit and the next time this slot hits, 9B would be up. Then 9A hits the third time this spot in the order comes up, and so on, alternating between these two players throughout the game. Once a team declares the use of this A/B system, it must continue using it for the remainder of the game for the A/B declared batters as long as one of the A/B players is still playing in some capacity in the current game and there are no additional players to fill one of the A/B players roster spot. Hitters in the A/B position may be pinch hit for, just as any other player.

3.h All teams must announce offensive additions, substitutions, and/or changes to the home plate umpire AND opposing team manager and/or scorekeeper. Only after this has been done will the added player be deemed a legal substitution. If a team fails to announce an offensive addition/change, the player will be called out as soon as he occupies the batter's box and the lineup will revert back to the lineup in effect prior to the player entering the game. The unannounced player will not have officially entered the offensive lineup and is therefore still available offensively even though an out has been assessed.

3.i If a player is forced to leave a game due to injury or ejection, a reserve player, not previously entered into the game as a hitter, must hit in the replaced hitter's place. If there are no reserves who can replace the individual, the spot is skipped, an out conceded in favor of the defense and all hitters below that position move up. If the lineup only has 8 batters left then rule 3.j will apply.

3.j No team may take the field with fewer than **8 league eligible players of which (AT LEAST) 7 MUST HAVE COME from their own team roster**. To get to 8 they may "borrow" 1 but no more than 2 league eligible players with the opposing manager's consent. Borrowed league eligible players may come from the opposing consenting manager's team, any other League team with that team manager's prior consent or from the League's eligible player pool list.

Following the "10-minute grace period" a game may begin the visiting team at bat with no fewer than 7 of their own in hopes of satisfying the mandatory 8-player requirement by the time their 3rd and final out is reached with the consent of the opposing manager. No "borrowed" player may pitch in this game and any "borrowed" player must bat at the bottom of the order after every available "rostered" player has hit in that team's line up.

If the team's rostered player(s) arrive after the start of the game, any "borrowed" player(s) must revert back to their team or at a minimum cease participation in the game. Once every eligible available player bats an out will be awarded in the "hole" and the batting order 1-9 will continue as normal; if this out becomes the final out in an inning the inning would end. Once the second out of an inning is recorded and the "hole" is up next, all the defensive team needs to do is touch home plate with possession of the ball to conclude the inning to prevent any men left on base to continue their attempt to score before the "hole" out is recorded. If any team cannot satisfy the mandatory 8-player requirement after allowing for the 10-minute grace period, or if the visiting team immediately following the 3rd and final out and the end of the top half of the first inning the game is automatically declared a "forfeit win" in favor of the team able to take the field and thus satisfy

the “7/8 minimum player” rule. Any “grace period” granted will be count as time off the game clock i.e. – game time limit.

NOTE: it is the team’s designated manager’s responsibility to notify the league, the umpires and the opposing team if they know that they will not be able to satisfy the minimum player requirements even after the grace period no less than **90 minutes** before the scheduled start of the game to avoid having ump, fans or players make an effort to show when there is no realistic chance they can start the game with 7 of their own players plus 1 or 2 borrowed as already noted above.

Failure to do so may result in a warning from the league and potential possible financial sanctions as umpires will expect to be paid for showing up once prior to the game, not to mention arriving players (families and fans on both sides) inconvenienced when there is no game to be played.

3.k All players may be substituted for defensively, at any time, without affecting the player’s offensive status in the line-up. If the pitcher is removed, he may re-enter to pitch only one time during the course of the game, but not in the same inning. The removed pitcher may play any other position after being removed or no position at all.

3.l Once League play begins NO player may switch teams without the consent of both managers. If this does not meet with approval, the player must sit out the remainder of the season or re-enter the League’s next draft, making himself available to any team for selection, and this player then waves the right to request team placement. For a player to switch teams, they must be given a release by their current manager so that they may play for any other team or if they choose re-enter the draft/player pool. The release from the former team must be announced/submitted to the League (commissioner) for approval.

3.m In the event a player wishes to leave their existing team and form a new team, they may do so, with the approval of the League commissioners (note: it is unlikely that a new team will be allowed to form during the season due to difficulty with scheduling and coordinating; unless there is a team vacancy). No other player can be taken from the existing team without the consent of the existing team’s manager. No other players may be taken from any other team without the respective team manager’s approval.

3.n Official team rosters are limited to no more than 20 “active” potentially participating players at any one point in time during the regular season. Post Season playoff eligibility rules still apply and any exceptions have to be submitted to the League Commissioner and are subject to the opposing manager’s approval at least 72 hours prior to the start of the best of three playoff series (or playoff single or double elimination game). There is team roster minimum player requirement of 12 players prior to your first League game.

3.o Last names and at least a first initial must be used in the scorebook to allow for player identification for follow up inquiries that relate to playoff and national League participation requiring minimum playing requirements.

3.p Statistics for each game must be entered on the teams sub-site on the League sanctioned website, within 48 hours after the games conclusion. It is the responsibility of each manager to accurately enter statistics for their team only. The home team’s book will be considered the official book of that game as far as protests are concerned.

3.q There will be a short conference held at home plate between opposing managers and the umpires prior to the start of every game. Line-up cards, which will consist of at least the last names and player’s numbers will be exchanged at this time.

3.r Home teams will normally look to occupy the 1st base dugout **but this is not mandatory.**

4. PLAYERS BEHAVIOR AND TEAM RESPONSIBILITY

4.a There will be no beer or alcoholic beverages permitted at the field before, during or after the game. The field refers to the general playing area and ancillary areas. **This extends to the parking lots of any SCHOOL property adjacent or in close proximity to any field of play.**

4.b The League has the right to suspend or expel any team member who abuses League rules or who does not exhibit a sense of sportsmanship or who plays without regard to the safety of the umpires or other players.

4.c Fighting among players or aggressive physical contact with an umpire will not be tolerated and players expelled from the game for either violation will be subject to minimum 1-game next game suspension and possible expulsion from the League depending on the severity of the offense as determined by the League.

4.d An umpire has sole discretion to expel any player or manager from the game. Arguing calls will not be tolerated, period. **Appealing to the “other” umpire by the manager is the only available option.** If they both agree, the call stands. More technical situations are to be resolved between managers by referencing the rules without the required involvement of the umpires. **If a player argues during the course of a game the umpire has the right to toss which comes with a minimum 1-game next game (no appeal) suspension.** If the player physically touches the umpire in the slightest manner, they will be fined \$500 and suspended a minimum of 3 games (next 3 games, with no recourse of appeal). If the player doesn't comply, they will be banned from the League indefinitely and the team will be responsible for the fine. **Also, keep in mind that the umpire has a right to press charges if physically harmed which is a Class B Felony!**

4.e Players shall not intentionally collide with any other players. In the case of a runner intentionally colliding with a fielder, the runner will be called out and may, at the umpire's discretion, be expelled from the game. All base runners must either slide or give up their right to a base (avoid a collision by stopping or leaving a base path) if the defensive player (e.g. catcher) has possession of the ball, is in the act of receiving the ball, or is about to immediately receive the ball and will be able to make an apparent play on the base runner. If a defensive player is not in possession of the ball, is not in the act of receiving the ball, or is not about to immediately receive the ball so that he is able to record an out (apparent play at any base), he cannot block the base (e.g. home plate) or be in the base path so as to impede/obstruct the base runner's right to that base. Under such circumstances, the defensive player shall be responsible to avoid collision. If a collision does occur under these circumstances, the runner will always be considered safe and will be given the next available base. In the event that the defensive player and the offensive player pursue malicious contact, players will be subject to game ejection at the discretion of the umpires and the play on the field will stand.

4.f Failure to abide by age regulations - the managers must all recognize their responsibility to the League and the perpetuity of it as to not cross the line where winning is more important than playing. The board of directors or League commissioners may question a player's age at any time. The player's manager must fax a copy of the drivers license of the player in question within 7 days or physically show one of the commissioners or board members the actual license hard copy. If an under age player is detected, penalties whether to the individual or team will be decided by the League commissioner(s) and/or board of directors. The penalties will be expulsion of the player involved, forfeiture of all games in which the under-age player participated in, and/or if the manager had prior knowledge, he is subject to League suspension for no less than the remainder of that season.

5. COURTESY RUNNERS

5.a Players that will need courtesy runners, must have their manager notify the opposing manager prior to the start of the game. If not so notified, the opposing manager may deny the request. Each team will be allowed a maximum of 2 non-runners (NR) per game who can be run for each time that they reach base. The individual who runs for these players is always the last batted out or the last batter on the offensive lineup if a NR is leading off the game. You may run for the catcher at two outs if they are not the non-runner. Pitchers, catchers, and NRs are excluded so go to the next out before them if you choose. In the event a player becomes injured during the game and both NR(s) have been designated, a pinch runner must be used and no courtesy runner will be allowed without the opposing team/manager's approval. If less than the allotted number of courtesy runners have been designated prior to the game the runners can be used for a “legitimate” in-game injury. It must be due to injury and NOT for strategic purposes. It is in the sole discretion of the umpires and opposing team manager to allow such an in-game use of courtesy runners if not designated prior to the game. Furthermore, if a batter (designated as needing a courtesy runner) opts to run, or forgets to request a courtesy runner and subsequently runs, he will lose their courtesy runner for the remaining portion of the game. The offensive team that is replacing the courtesy runner has until the next pitch to make the runner change. If the runner is not replaced within this time period, the original runner must run and the right to use the courtesy runner for this particular batter will be forfeited for the balance of the game.

5.b If an incorrect courtesy runner is used, the opposing team has only one pitch to protest to the umpire and the runner will be ruled out. If the courtesy runner is ruled incorrect, then the pitch will be ruled a dead ball. However, if the courtesy runner is ruled as the correct runner, then the pitch thrown will count as ruled.

6. PITCHERS

6.a No player while pitching may wear white or gray sleeves, nor may a pitcher wear a batting glove or wristband while pitching.

6.b One intentional walk per game will be allowed. Pitches do not have to be thrown.

6.c If a pitcher hits 4 batters in any one game, the pitcher must be removed on the fourth hit batsman.

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

7. FIELDERS

Infielders are not allowed to decoy a throw or catch. If a decoy throw or catch is detected, all runners shall be allowed to advance one base beyond the base held after all play stops. If the same fielder decoys **twice** in the same game, the fielder shall be automatically expelled from the game. Decoying is referred to as a false catch or throw done in an attempt to get the **player to slide** unnecessarily, where **no strategic value** is gained.

8. EX-PRO STATUS AND REGULATIONS

8.a At this point, the BMBL has no restriction on who plays in the League beyond the minimum age requirements without prior League approval from the League commissioner in writing.

9. GENERAL LEAGUE RULES

9.a Forfeit - If a team forfeits due to absence, the score shall be 7-0. A team that forfeits after the game has begun, the score shall also be 7-0 no matter what the score was at the time the game was stopped. If both teams forfeit, score shall be 0-0 and no points given. Any team caught with an illegal player shall forfeit all games that the illegal player participated in. A team which forfeits 2 games will be ineligible for the playoffs. A team which forfeits 4 games will be ineligible to play any further for that season and subject to ineligibility for the following season. The commissioners have sole discretion on overturning this rule for exceptional circumstances.

9.b All protests should be lodged to the League protest committee/board. Protests will not be considered if they are not made within 48 hours after the game for which the protest is made. All protests shall be decided by the League board of directors and/or protest committee. Submittal should be in the form of the official protest document which is available on the League website. It should be faxed or preferably attached via email to League with a detailed description of the protest. There is a \$25 fee to lodge any protest. This fee should be paid through a check mailed to the League office.. No appeal will be finalized until this fee is paid in full. A check will be mailed to the manager for the exact amount if the protest results in a change from the official results of the game. One of the umpires must sign in the home scorebook to confirm the exact time, inning, outs, ball/strikes, score, runners, and current batter. Without this confirmation by the umpire, the opposing team's manager has the ability to deny the protest. If umpire confirmation is made, then the opposing team's manager has no power in the appeals process.

9.c Only MSBL and MABL Leagues are eligible for all MSBL and MABL sanctioned regional and national Leagues, unless waived by national League committee.

9.d Determination of eligibility to participate in MSBL regional and national League competition will be based solely on the decision of MSBL National League Rules Committee.

9.e In order for a team to be eligible for post season play they **MUST NOT** owe the League money as determined by the League **AND MUST NOT** have forfeited more than 2 games during that season leading up to the playoffs. Exceptions may only be made by the Commissioner with the full disclosure and knowledge League managers. Player(s) must "participate" in at least "FIVE" (5) of their team's regular season games OR have pitched 10+ innings this season to be post season eligible. If such a player fails to meet the requirements due to injury, an exception must be submitted to the League commissioner(s) explaining non-compliance and an exception may be granted at that time.

9.f Each year, all players on the League's waiting list will be invited to a draft. The annual draft will be conducted in a manner to allow parity in Leagues by having the prior year's teams with the lowest finishing records drafting first.

9.g In regard to player age and the League there is no "upper" age limit to participate in the League.

9.h Playoffs - Teams qualifying for the play-offs will be determined by the following tie-breakers in this order:

1. total points (2 points for a win and 1 point for a tie)
2. head to head records of the teams tied based on the total points system noted above.
3. total runs allowed and total runs scored hierarchy in accordance with the approved sanctioned web site League standings in the event of multiple teams tied and no clear head-to-head winner.
4. forfeits (the lower the number of forfeits by that team wins)
5. coin flip.

9. I Maintenance - Dug-outs and fields shall be cleaned of all trash and put into cans provided at the conclusion of every game. Managers are responsible for leaving the field in an appropriate manner. Each manager should make sure that the fields are raked if rakes are available, the mound rubber and landing area are tamped at least, trash is picked up in and around the field, the lights are turned off if appropriate etc.

NOTE: Although we pay for the use of our fields, it is a privilege to use them and we should leave them better than we found them. Take pride in your field and the game itself.

10. CODE OF CONDUCT

Prohibitions

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

Lay a hand upon, shove or strike, or threaten an umpire, manager, player, fan or official. Players and managers guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until their conduct is reviewed by the board of directors. 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.

Refuse to abide by an umpire or official's decision. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until their conduct is reviewed by the board of directors. Players guilty of such conduct shall be subject to probation or suspension for the remainder of the season.

Be guilty of objectionable demonstrations of dissent at an official's decision. Players and managers guilty of such conduct shall be subject to suspension from further participation in the game.

Discuss with an official or officials the decision reached by such official or officials, except for the manager or their designee who are authorized to participate in such discussions. Players guilty of such conduct shall be subject to suspension from further participation in the current game and the next game that follows.

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 suspended from further participation in the game and shall be subject to probation or suspension for the remainder of the season. (Throwing dirt in eyes, spiking infielders, etc).

Be guilty of physical attack as an aggressor upon any player, manager, official, or spectator, before, during, or after a game. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until their conduct is reviewed by the board of directors. Players guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the League for life.

Be guilty of verbal abusive attack upon any player, manager, official, or spectator; before, during, or after a game. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until their conduct is reviewed by the board of directors. Players guilty of such conduct shall be subject to suspension for the remainder of the season.

Consume alcoholic beverages or illegal drugs during the game or be upon the field of play at any time in an intoxicated condition. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to probation or suspension for the remainder of the season.

Smoke on the field of play or in the dugout. Players guilty of such conduct shall be immediately suspended from further participation in the game.

Penalties

The board of directors may, by vote of 2/3 of the directors, suspend any player or manager for such a period and upon such terms as it may propose, for the conduct with in its opinion is prejudicial to the welfare, interest or reputation of the League.

Except as otherwise provided, the commissioners shall determine the appropriate action required for violations of the codes of conduct, and shall report their decision to the player, manager and the board of directors.

A player found in violation of any provision delineated in the codes of conduct, after being placed on probation for the remainder of the season shall be suspended for the remainder of the season.

Any player found in violation of any provisions delineated in the codes of conduct, after being suspended from further participation in a game shall be suspended for the remainder of the season.

Grievances

Grievances may be filed by an individual player or by the manager of a team provided that a grievance is formally submitted to the commissioner(s) or appropriate board through the League email address. This will be kept on file and forwarded to the appropriate party. The rules committee shall adjudicate all such grievances and shall report

any suggested action taken to the board of directors. The board of directors must approve this action by a 2/3 vote. All decisions by the board of directors are final and not subject to appeal.

11. Fees and Player additions

11.a. League fees will be due 14 days before opening day. The fee schedule is determined by the League, its board prior to each season and is subject to change. There is a minimum final roster count of 12 per team. 25 rostered players with a maximum allotment of 20 "active" players at any point in time during the season. The manager solely assumes responsibility for payment of ALL team fees as required by the league. It is NOT the responsibility of the league to collect individual players fees. Individual players, player managers or managers may NOT start a new team, move from team A to team B in the current season or return to the league if they are found to NOT be in good standing with the league. Examples of which can be found in the code of conduct if deemed serious enough but are NOT only limited to the Code of Conduct but may include unpaid team fees or league fees that are "in default" that must first be paid IN FULL before a hearing and ruling on that player, past or present or that player/manager past or present may be reinstated and his/her potential transfer to any other current League sanctioned team may be permitted to take place. If the team that wishes to acquire said player or past player manager for the current season wishes to reimburse the League on behalf of that player the fees owed to his/her former team or player manager those team fees that are in default and assume said financial obligation it is up to the team and the player to work on payment terms and is no longer the League's responsibility. The same protections exist in coming season should that player continue to default or not pay the new team under any liabilities assumed until such time h or she makes good on said financial obligations. Failure to do so could result in serious financial harm to said player managers former team, the League as a whole or his/her current team should he or she be reinstated? In no way should the League however assume or make good on the player's/managers financial obligation with out the full prior knowledge and consent of the League's mangers and or board.

During the course of a season your rostered players may become "inactive" for various legitimate reasons such as work, injury or personal reasons. If a player is officially deemed "inactive" or formally released from a team, a new player may fill that roster spot and be counted amongst the 20 active for that game or season. Keep in mind, the player will also likely be responsible for team fees to cover items like jerseys and/or team equipment. This is at the discretion of the team manager

The release form must be submitted before or in conjunction with a roster addition. An addition form must be submitted 24 hours before the 2nd game will be played by the new player. The manager is responsible for getting the player to completely fill out and sign the waiver before they are allowed to play. Failure to comply with these rules will resort in forfeiture of the game(s) played with the unregistered player and/or unpaid player.

11.c. Each manager is responsible for entering statistics for each team's game under the teams sub-site for every player that participates in the game. The name of any borrowed players should be "Sub." We require each manager to enter the team's statistics within 48 hours of each game.

If statistics are not up in time on a consistent basis (as determined by the League commissioners) then the team is subject to playoff ineligibility. These records are critical for determining eligibility, professionalism, and handing out awards.

12. Additional Manager Responsibilities & Recommendations:

1. Assemble a team of players consisting of at least 12 players and no more than 20.
2. Assure that each player on their roster meets the age requirements and retain signed player waivers on file for each player before they may step on a field of play or appear in a game or organized official practice .
3. Insure that their team always has enough players for each game.
4. Responsible for making sure their team is properly uniformed and always has game balls for each game.
5. Responsible for team finances including collection of team and League fees and prompt payment of all League bills.
6. Insure that each of their players understand their financial responsibility to the League and team, including the risk of not having personal health insurance.
7. Responsible for the conduct of their players during the game.
8. Responsible for updating scores/stats into the League web-site after the game (within a 48 hour period)
9. Upholds the integrity of the BMBL by always conducting himself in a way that is consistent with good sportsmanship and League guidelines.
10. Is responsible for attending or assigning someone on the team roster to attend ALL mandatory League meetings.

The following tips are set forth in an attempt to assist you and help make the task of managing simpler and easier.

- If *you* are unable to attend a game, inform your Commissioner and tell him/her who will be officially representing your team. (Be sure to leave all necessary equipment and paperwork with your replacement). If *your team* will be unable to attend a game, inform your Commissioner in plenty of time (1 week or more), or your team will be subject to a forfeit.
- Keep in touch with your players. Use your coach and another player on the team to help with making phone calls during the week (similar to a calling tree in Little League). This helps alleviate some of the time commitment involved.
- Use a 3-ring binder to keep all player contracts, newsletters, line-up cards, schedules, rules, and player addresses/phone numbers. Also keep a master list of everyone's uniform number and positions (depth chart) for use in altering field assignments on the defensive line-up. Use the binder to keep everything centrally located for easy recall/use.
- After each game and after your players have cleaned up the field and policed for trash, let them know the time of next week's game and the field location. This will minimize phone calls and alert you to absences that might occur.
- You may want to consider posting a team newsletter on the website to keep the players, friends and family intrigued and excited about playing week after week.
- Try to keep all players "in the game" at all times. When players are not in the batting order and/or the defensive alignment, their edge tends to wear off. Don't let players sit down too long before getting them back into the game, either offensively or defensively. Collect all team fees up front, with or without a sponsor. Try to avoid "installment plans" or "pay-as you-go" methods. This is risky and causes you administrative hassles that you don't need. We strongly suggest that even if you have a sponsor, that you charge your players a team fee. Experience has shown that when a player is relieved of a financial commitment, their participation and commitment to the team becomes suspect. If your sponsor is willing and able to cover all the team's regular season costs, we suggest you save some of the money for League travel costs or other expenses.
- Get all players to help with cleaning up. If you consistently let certain players leave without lending a hand, you'll soon have all players "slipping away" and you'll be left with all the field maintenance clean up. If everyone pitches in, the job will be easier and faster.
- Encourage players to practice together on their own, even if team practices are not possible. We are all busy adults and find it difficult to coordinate multiple times each week.
- Encourage team unity by holding team functions. Go to the Baron's thirsty Thursday or whatever. We all know that if you like the people you are playing with, or at least know them better, you will likely have more fun and you will play better together.

FINAL RULE: HAVE FUN AND LETS PLAY BALL!