



MIDWEST SUBURBAN BASEBALL LEAGUE
"chicagoland's largest amateur mens baseball league"

2005

**RULES AND REGULATIONS
GOVERNING THE MIDWEST
SUBURBAN BASEBALL LEAGUE**





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The Midwest Suburban League (MSL) was established March 1998. The MSL is affiliated with the Men's Senior Baseball League (MSBL) and the Men's Adult Baseball League (MABL). The MSBL was produced to provide baseball for men 30 years old and over, and 40 years old and over. The MABL was produced to provide baseball for men 18 years old and over. The MSL provides baseball for men 18 years old and over, including men who are 30, 40, and 50 years of age.

The Midwest Suburban League endorses the MSBL/MABL philosophy that adult attitudes must always prevail, no matter how competitive any league is. Furthermore, the responsibility that this ethic sustains will remain the responsibility of our league officers. Anyone who abuses the League's code can be suspended or expelled from it.

The President and Vice President manage the MSL. Their responsibilities include, but are not limited to the following:

- A. Establish a budget for League activities
- B. Collect fees from teams to fund the budget
- C. Arrange for facility usage by its League membership
- D. Obtain insurance coverage
- E. Schedule League activities
- F. Provide a schedule for baseball team competition
- G. Provide for umpires to officiate scheduled games
- H. Coordinate the purchase of equipment for League operations
- I. Administer and enforce all rules and policies set forth in this publication
- J. Convene to hear all grievances, protests, and appeals

The 2003 Board of Directors is composed of the following members:

- Larry Kolcz,
- Jason Yormark,
- Jay Lopez
- Dave Bruchman
- Dennis Lopez



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RULES

All rules for the Midwest Suburban League are as set forth in the 2003 Official Rules of Major League Baseball (American League Version) except as modified herein. The Management (i.e. President and Vice President) of the Midwest Suburban League have ratified these rules.

PART 1 - UNIFORMS, HELMETS, BASEBALLS, BATS, AND CLEATS

1.1 Uniforms - A team's players must have matching jerseys with individual numbers and matching hats. Pants must be baseball style, but need not match. Softball pants, jeans, cut-offs, and shorts are not acceptable. Teams having sponsorship will be allowed to have the sponsor's name on their uniforms via patch or uniform shirt.

(a) Out of Uniform - A player out of uniform will not be allowed to play without consent of the opposing manager unless rules 1.1(b) and 1.1(c) are in force.

(b) Team Uniform Deadline - All teams should have their uniforms by the beginning of the sixth week of the season.

(c) Grace Period for Uniforms - Additional grace periods for teams not in compliance at the end of deadline (Rule 1.1(b)) will be at the discretion of League's President or Vice President. It is the responsibility of each team's manager to make requests of the League management for extension of deadlines and for written documentation of approved extensions. Without written documentation of league approval of deadline extensions, the opposing manager may impose **Rule 1.1(a)** whereby the opposing manager can choose to give or not give consent for the player(s) out of uniform.

i. If there are problems meeting the deadline, the team's manager must obtain any additional grace period granted by the league in writing and present it to the opposing team's manager; otherwise, Rule 1.1(a) is in effect.

ii. If requested by the manager, properly registered, newly activated players obtained during the course of the season are granted a grace period for obtaining a proper uniform. In this case, League management will issue a note to the affected team's manager indicating the expiration of the grace period. The affected team's manager must present the note to the opposing manager to avoid penalty from **Rule 1.1(a)**.

1.2 Helmets - All batters and runners must wear helmets during all at-bats, while in the on-deck circle, and while on the bases or base-paths. Full double earflap helmets are encouraged. Catchers are also encouraged to wear a helmet underneath their mask.



1.3 Baseballs - Each team shall remit two baseballs to the umpire at the beginning of each game. The following baseballs are approved for use:

- Rawlings: RO-MSBL, RCC-MSBL, R-100 MSBL, RCC-MABL, R-200, RO, RO-A, RO-N, RRHS, and 05R200B
- Baden: 3B-B Pro and 2BB HS
- Diamond D1, DHS, DOLA
- Wilson 1010C, A1040, A1010

1.4 Cleats - Metal cleats are permitted. Any player found to be wearing deliberately sharpened cleats would be subject to ejection and possible suspension from the league.

1.5 Bats

- (a) **Wood Bat Leagues** – Only wood bats conforming to Rule 1.10 (a), (b), and (c) of the 2003 Rules of Major League Baseball are allowed.
- (b) **All Other Leagues** – Only wood and metal bats conforming to the applicable specifications of Rule 1.10 (a), (b), and (c) of the 1997 Rules of Major League Baseball are allowed. Additionally, bats shall have no greater than a -5 ounce drop.

PART 2 - GAME LENGTH AND TIME BETWEEN GAMES, RUN RULE, DARKNESS, SUSPENDED GAMES, AND RAINOUTS

2.1 Game Length and Time Between Games

- (a) **Game length** - All games are 9 innings in length except for the second game of a doubleheader, which is 7 innings in length.
- (b) **Time Limits 9-Inning Game** - All 9 inning games have a three-hour time limit. No inning shall start after the three-hour limit. Any inning in progress after the three-hour limit shall be completed; however, if the Home Team is ahead, the game is complete after the half inning.
- (c) **Time Limits 7-Inning Game** - All 7 inning games have a 2.5-hour time limit. No inning shall start after the 2.5-hour limit. Any inning in progress after the three-hour limit shall be completed; however, if the Home Team is ahead, the game is complete after the half inning.
- (d) **Extra Innings (Ties)** - Extra innings must be played to break a tie regardless of time limits.
- (e) **Time Between Games** - The second game of a doubleheader starts no less than 30 minutes after the first game has ended. May be less than 30 minutes if agreed upon by both managers and the umpire.



2.2 Abbreviated Games - The umpire may suspend, cancel or call a game if, in their opinion, the safety of the players is compromised due to rain, darkness or time limits.

(a) **Darkness** – If the game is judged by the umpire to be unplayable due to darkness:

- The standard 9-inning game will be considered complete at the end of 7- innings and 6 ½ innings when the home team is ahead.
- The standard 7-inning game will be considered complete at the end of 5- innings and 4 ½ innings when the home team is ahead.

If the game is called prior to completion, the game is considered suspended. When rescheduled, the game shall pick up precisely where it was left off.

(b) **Lights Out** – If the game is interrupted due to field lights going out:

- The standard 9-inning game will be considered complete at the end of 7- innings and 6 ½ innings when the home team is ahead.
- The standard 7-inning game will be considered complete at the end of 5- innings and 4 ½ innings when the home team is ahead.

If the game is called prior to completion, the game is considered suspended. When rescheduled, the game shall pick up precisely where it was left off.

If the interruption of the game occurs in any portion of an inning, the score reverts back to the last completed inning.

(c) **Rain** - If a standard 9-inning or standard 7-inning game is judged by the umpire to be unplayable due to rain, the game will be considered complete at the end of 5-innings and 4½ innings when the home team is ahead. If the game is called prior to completion of 5 innings, or 4½ innings when the home team is ahead, the game is considered cancelled and will be made up in accordance with the rainout policy.

(d) **Run-Rule** - The game will be ruled final if there is a 10-run discrepancy at the end of 7 innings. This rule will not pertain to 7 inning games. This rule will not pertain to league playoff games.

2.3 Exceptions to Abbreviated Games –

(a) **Playoffs** - All league playoff games must be played to completion (i.e. Standard 9-innings and extra innings to break a tie).

2.3 Exceptions to Abbreviated Games – (Continued)

(b) Play-off Games and Darkness – Play-off games affected by darkness where 9-innings have not been completed shall be suspended and played to completion of 9 innings when the game is made up. The game shall pick up precisely where it was left off. If they are present, each team must use players in the same place in the line-up. Substitutions can only be made for absent players. Players previously removed from the game can only re-enter under the re-entry rules.

2.4 Makeup of Rainouts and Suspended Games – The baseball season is split into three sections; the following holidays are the dividers: Memorial Day, July 4th, and Labor Day. If you have any rainouts/suspended games that have occurred before either of the following holidays: Memorial Day, Independence Day, or Labor Day, the games must be made up on, or before, that holiday. Games will be made up according to the following schedule:

Holiday	Central League	American League	National and Wood Bat League
Memorial Day	Saturday, May 28	Sunday, May 29	Monday, May 30
Independence Day	Sunday, July 3	Monday, July 4	Saturday, July 2
Labor Day	Monday, September 5	Saturday, September 3	Sunday, September 4

Managers of teams affected by rainouts/suspended games may confer and agree upon other dates for make-ups; however, such dates are subject to approval by League management and must occur before or near to the appropriate holiday weekend serving as the divider. The League will not tolerate pushing too many games to the end of the season. There are insufficient fields to accommodate this type of backlog.

Make-ups of any rainout/suspended games that have not been scheduled by agreement between managers will be schedule by the League according to the schedule in the above Table. The games will be added according to this schedule as events occur. For example, teams that are rained out will be rescheduled by the League according to the plan delineated in the Table. This will occur on a week-to-week basis. Games not made up according to this schedule will not be rescheduled until all current rained-out/suspended games are schedule according to this plan.

Example: A rainout occurs on April 25th affecting three AAA games, four AA games and three A-games:

- 1.) AAA - Ravens vs. the Stingrays
- 2.) AAA - Lookouts vs. Hi-Tops
- 3.) AAA - Lugnuts vs. Mudcats
- 4.) AA - Redhawks vs. Cubs
- 5.) AA - Thunder vs. Storm
- 6.) AA – Swingers vs. Scrappers



2.4 Makeup of Rainouts and Suspended Games – (continued)

- 7.) AA – Vipers vs. Dodgers
- 8.) A – Blues vs. Aeros
- 9.) A – Orbitz vs. Rockies
- 10.) A – Punishers vs. Tigers

The League would schedule these games accordingly:

Saturday May 29	Sunday May 30	Monday May 31
Blues vs. Aeros	Redhawks vs. Cubs	Ravens vs. the Stingrays
Orbitz vs. Rockies	Thunder vs. Storm	Lookouts vs. Hi-Tops
Punishers vs. Tigers	Swingers vs. Scrappers	Lugnuts vs. Mudcats
	Swingers vs. Scrappers	

Games not made up due to the lack of effort by a given team will be judged a forfeit and a \$150 fine will be imposed. If you have attempted to reschedule the games and no facilities are available, and the season runs out, your money will be refunded for that game. However, your money will only be refunded if every attempt has been made by your team to reschedule within the timeframes given.

PART 3 - TEAM ELIGIBILITY, TEAMS ROSTERS, AND PLAYER ELIGIBILITY

3.1 Team Eligibility - Team rosters, league fees, MABL/MSBL affiliation fees, proof of date of birth of all players, player waiver forms, and team medical forms must be submitted to the league by opening day

3.2 Team Rosters - Final team rosters must have no less than 15 players. Rosters may not be changed after August 1, 2004 except for the following reasons:

- A player(s) is lost to injury for the remainder of the year.
- A player from the roster voluntarily quits for the remainder of the season
- The League decides to extend dates for final rosters

3.3 Play-off Rosters - Players added to the roster after August 1, 2003 are not eligible for playoff and championship games unless approved by the League. In order for a player to qualify and participate in playoffs, tournaments, and post-season events, he must participate in at least 40% of his team's regular season games. If such a player fails to meet the requirements due to injury, a letter should be submitted to the league explaining non-compliance.



3.4 Player Eligibility - A player is eligible to participate in an official league sanctioned game on the date of their 18th birthday. Players under the age of 18 years are not eligible.

- (a) **Waivers** - Prior to participating in a game, all players must have signed waiver forms, which have been placed on file with the League.
- (b) **Changing Teams** - No player may switch teams without the consent of both managers and the League Board of Directors. If this does not meet with approval, the player must sit out one calendar year from competition, from the last date of his playing, or re-enter the league's next draft, making himself available to any team for selection. In the event a team disbands during the season or at season's conclusion, all players with 3 years seniority in the league will become automatic free agents and will be permitted to play for any desired team. Players not having 3 years in the league will re-enter the draft. If a player is not invited back by his manager, he must be given his release so that he may go to the team of his choosing or re-enter the draft. If a player is invited back to play and he desires not to play for his former team and cannot be successfully traded, he must sit out one entire year or re-enter the draft, making himself available to all teams.
- (c) **Players Forming New Teams** - In the event a player wishes to leave his existing team and form a new team, he may do so. 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.
- (d) **Free Agency** - Players can declare themselves free agents the first week of November. To be eligible for this, players must register with the League during this week.

PART 4 – LINE-UPS

- 4.1 Line-Up Cards** - Each team is required to provide a lineup card to the opposing manager before the start of the game. As a minimum, the line-up card must list the players' first initial, last name, their number, and the position that the players are playing.
- 4.2 Notice of Line-up Substitutions** - Managers must notify the home plate umpire and the opposing team of all substitutions when they are made.
- 4.3 Minimum Line-up** - A team's manager must bat a minimum of ten players whenever ten or more players are available. If a team only has nine players available and therefore bats nine players, the opposing team may also choose to use a nine-man lineup regardless of how many players are available. Under these circumstances, the minimum line-up is nine players instead of ten throughout the game.



- 4.4 Minimum Number of Players** - A team must have a minimum of 8 players for an official game. If not, they may arrange to borrow a player per **Rule 6.5** or forfeit the game.
- 4.5 Maximum Line-up** - The manager may bat as many players as he desires as long as it is in compliance with Rule 4.3.
- 4.6 Line-up Additions** - A manager may add batters to the bottom of the lineup at any time. However, if a batter is pinch hit for or run for (except as described by the courtesy runner rule **Rule 6.1**) the player may not re-enter the game as a hitter, but may remain in the game as a fielder or pitcher.
- 4.7 Skipping Batters** - Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game unless **Rule 4.6** is in force.
- 4.8 Hitting and Defensive Line-ups** - Each team has a hitting and a defensive line-up that are independent of each other. Players may play in either line-up or both.
- (a) **Effect of Injuries on Line-up** - If a player is forced to leave a game due to injury, a reserve player, not previously entered into the game as a hitter, must hit in the batter's place. If no reserve is present, the vacated spot in the lineup is skipped and all batters move up accordingly, with no penalty to the affected team.
- (b) **Effect of Ejections on Line-up** - If a player is forced to leave a game due to ejection from a game, a reserve player, not previously entered into the game as a hitter, must hit in the batter's place. If no reserve is present, the vacated spot in the lineup is not skipped and an out is recorded every time the ejected batter's spot comes up.
- 4.9 Defensive Substitution** - All players may be substituted for defensively, at any time, without affecting the players' offensive status in the line-up.
- 4.10 Pitcher Re-entry** - If the pitcher is removed from the game (i.e. removed from the defensive line-up as a pitcher), he may re-enter the game to pitch during the course of the game. **However, he is only allowed to re-enter as a pitcher one-time** during the course of the game. The removed pitcher may play any other position after being removed or no position at all. A pitcher that is removed from the defensive line-up becomes subject to **Rule 4.9** like any other defensive player.



4.11 Re-entry Rule – A starter in the batting order may be removed and substitute may bat in that player's place at any point during a game, so long as the starter has had one plate appearance. The starter may return to bat again, but only in the original spot in the order that he vacated and only after his substitute has had at least one plate appearance. Once removed, a substitute may not bat again.

Batters added to the line-up after the game has started in accordance with **Rule 4.6** may not re-enter the hitting line-up if they are pinch-hit for.

4.12 A/B Line-up

- (a) Prior to the start of play, at the time that lineups are exchanged, a team may declare that batting order positions from 9 up (i.e. 9, 10, 11, 12, etc.) will be occupied by two players in each such batting position (i.e. 9A/9B, 10A/10B, 11A/11B, etc). The first time that position 9 gets an at bat 9A would hit and the next time this slot hits, 9B would be up. Then 9A hits the third time this spot in the order comes up, and so on, alternating between these two players throughout the game.
- (b) Once a team declares the use of this A/B system, it must continue using it for the remainder of the game. A team using the A/B system may not make use of **Rule 4.6**; batters can not be added to the bottom of the line-up at any time during the course of a game.
- (c) In the event of an injury, and for which there is no replacement player, the effected A/B hitting position will be skipped over without penalty.
- (d) In the event of an ejection, and for which there is no replacement player, the effected A/B hitting position will not be skipped over and an out is recorded every time the ejected batter's spot comes up.

Hitters in the batting order from position 9 and down (i.e. the A/B positions) may be pinch-hit for or pinch-run for, just as any other player. However, if a batter is pinch hit for or run for (except as described by the courtesy runner rule **Rule 6.1**) the player may not re-enter the game as a hitter, but may remain in the game as a fielder or pitcher.



PART 5 – PLAYER’S BEHAVIOR AND TEAM RESPONSIBILITY

- 5.1 Alcohol and Drugs** -Alcoholic beverages and illicit drugs are not permitted at the field before, during, or after the game. The field refers to the general playing area and ancillary areas.
- 5.2 League Suspensions and Expulsions** - The league has the right to suspend or expel any team member who:
- Abuses league rules
 - Does not exhibit an acceptable sense of sportsmanship
 - Plays without regard to the safety of the umpires or other players.
- 5.3 Game Expulsions** - An umpire has sole discretion to expel any player or manager from the game.
- 5.4 Fighting and Physical Contact** - Fighting among players or aggressive physical contact with an umpire will not be tolerated. Players expelled from the game for either violation will be subject to suspension or expulsion from the league.
- 5.5 Collision Rule** - 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) when the defensive player is in the following situations:
- Is in 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 do the following:

- Block the base
- 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 the obstruction rule shall be enforced. The defensive player will be ejected from the game if the umpire judges the action intentional. The offending defensive player will be suspended from league play if the obstruction is judged to be flagrant.



5.6 Adherence to 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. An opposing manager has the right to question a player's age. If a manager wants to lodge protest, proof of age and residence must be given to the manager who lodged his protest by Friday of the following week. If an under age player is detected, penalties whether to the individual or team will be decided by the league board of directors. The penalties will be forfeiture of all games in which the under-age player participated in and a minimum two-year suspension. If the manager had prior knowledge, he is subject to similar suspension.

5.7 Non-Rostered Players -

- (a) Picture Identification - All players must have picture ID. Players without picture IDs are ineligible to play. A traffic ticket will be accepted as a form of ID.
- (b) Checking Identification - Checking IDs can take place during the course of a game and should not be done so as to delay the start of any game.
- (c) Opposing Manager's Rights - An opposing manager has the right to question if a player is rostered. If a manager wants to lodge protest, proof of the player's identity and residence must be given to the manager who lodged the protest immediately. If a non-rostered player is detected, the League Board of Directors, whether to the individual or team, will decide penalties. The penalty will be forfeiture of all games in which the non-rostered player participated. The team's manager is subject to suspension.



PART 6 – SPECIAL RULES: COURTESY RUNNERS, PITCHERS, AND FIELDERS

6.1 Courtesy Runners - Players that will need courtesy runners, must have their manager notify the opposing manager before game time. This is done by way of the line-up card. Whether in the starting line-up or not, players requiring a courtesy runner must be designated on the line-up card as non-runners (NR) at the time the line-up card is submitted. Players that are not in the starting line-up, but require the courtesy runner must be listed as a reserve (i.e. substitute) on the line-up card and designated as a non-runner (NR) prior to the start of the game. If the non-runner is not designated on the line-up card, the opposing manager may deny the courtesy runner.

Each team will be allowed the maximum of 2 courtesy runners per game. The player to make the last batted out must be the courtesy runner, unless if he is a non-runner also. In that event, the last batted out in sequential order shall be used. Once the game begins, and the full complement of two courtesy runners has not been used, only by obvious injury can an additional courtesy runner be used. In the event a player becomes injured during the game and the maximum number of courtesy runners (2) have already been designated, a pinch runner must be used and no courtesy runner will be allowed. If a batter (designated as needing a courtesy runner) opts to run, or forgets to get a courtesy runner and subsequently runs, he will lose his courtesy runner for that time on base only. Once a pitch is thrown, the batter designated as needing a courtesy runner loses his courtesy runner for that time on base only.

6.2 Catcher Courtesy Rule – A team may use a courtesy runner for the catcher after there are two outs in the inning. It is a courtesy runner; the catcher is not required to leave the game as in the case where a pinch runner is used. Runners used under this rule do not count toward the courtesy runner rule limits, but the last batted out rule remains in effect. The courtesy runner is the last batted out.

The catcher is identified as the last player who physically played that position on defense. In the top of the first inning only, the catcher is that player listed on the lineup as the catcher.

6.3 Pitcher's Clothing – While pitching, a pitcher may not wear the following:

- White or gray sleeves
- Batting gloves, or
- Wristbands.

Elbow supports worn for medicinal reasons must be black or flesh colored. The elbow support cannot be white, gray, or any other color that can be confused with the baseball.



6.4 Pitcher's Wildness and Player Safety – For the safety of the players, if a pitcher hits three batters in any one game, the pitcher must be removed after the third hit batsman. That pitcher can go out of the game or to any other playing position, but he may not re-enter as pitcher under **Rules 4.10 or 4.11**.

(a) Pitcher Ejection - If in the umpire's judgement a pitcher hits a batter intentionally he may eject the pitcher from the game. The offending pitcher is subject to further disciplinary action by the league.

6.5 Fielder's Decoy and Player Safety - 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 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.

6.6 Borrowing a Player – A team may borrow up to two players (or more with League approval) from an opposing team in the League if they are unable to field a complete team (i.e. nine players) from their own roster. The borrowed players must play the outfield and bat eighth and ninth in the order (ninth if only one player). If the team's 8th and or 9th player arrives after the start of the game they are not eligible to play; the borrowed player must be used.

6.7 Borrowing a Player – A team may borrow up to two players (or more with League approval) from an opposing team in the League if they are unable to field a complete team (i.e. nine players) from their own roster. The borrowed players must play the outfield and bat eighth and ninth in the order (ninth if only one player). If the team's 8th and or 9th player arrives after the start of the game they are not eligible to play; the borrowed player must be used.

6.8 Player Crossover Rule – A player can play on two separate teams as long as they are in separate and succeeding Leagues with the following exceptions:

(a) Designating Crossover Players - All crossover players must register with the League before initiation onto a second team.

(b) Limitations on Crossover players

- All crossover players must designate their primary team for pitching purposes.
- Once designated, crossover players cannot switch teams thereafter during the season.
- Teams may also not designate more than two players during the course of the season.

(c) Violations of Crossover - The Board of Directors will rule on violations of the crossover rules. Penalties may include suspensions, game forfeiture, and loss of crossover stature.



6.9 Manager Crossover Rule – Any manager who manages a team in the MSL is entitled to play on that team.

PART 7 - EX-PRO STATUS AND REGULATIONS

7.1.1 Professional and Ex-Professional Ballplayers -

- (a) Eligibility of Professional Players - Professional-baseball player are not eligible to join teams competing in the MSL.
- (b) Eligibility of Ex-Professional Players - A player must be out of professional-baseball for 3 complete MSL seasons before becoming eligible to participate in the MSL.
- (c) Definition of Professional Players - Professional-baseball refers to any form of baseball where the players have been, or are being, paid, or compensated in any way, to play baseball. Forms of compensation include, but are not limited to, the player receiving gifts for playing, the player having his/her player fees waived in compensation for playing, the player receiving any form of remuneration for playing baseball.
- (d) Exceptions - A player is not an ex-professional baseball player if:
 - (1) The player is over 40 years old and he has been out of professional-baseball for at least 5 complete seasons.
 - (2) The player has been out of professional-baseball for more than 8 years.
 - (3) If he/she has played in the exclusively in the Independent Leagues

7.1.2 Roster Limits on Ex-Professionals - The ex-professional baseball players rules will be applied to League Divisions as follows:

(a) National League Divisions

- (1) No team may have a professional baseball player on its roster.
- (2) No team may have more than 3-ex-professional baseball players on their roster and no more than 25% of any team roster can be comprised of ex-professional baseball players, no matter the time spent out of professional-baseball.
- (3) No ex-professional baseball player may play, unless if he/she satisfies rule 7.1.1 (d) unless authorized with written permission from MSBL-National Rules Committee.



(b) American League Divisions

- (1) No team may have a professional baseball player on its roster.
- (2) No team may have more than 2-ex-professional baseball players on their roster and no more than 20% of any team roster can be comprised of ex-professional baseball players, no matter the time spent out of professional-baseball.
No ex-professional baseball player may play, unless if he/she satisfies rule 7.1.1 (d) unless authorized with written permission from MSBL-National Rules Committee.

(c) Central League Divisions

- (1) No team may have a professional baseball player on its roster.
- (2) No team may have more than 1-ex-professional baseball players on their roster and no more than 15% of any team roster can be comprised of ex-professional baseball players, no matter the time spent out of professional-baseball.
- (3) No ex-professional baseball player may play, unless if he/she satisfies rule 7.1.1 (d) unless authorized with written permission from MSBL-National Rules Committee.

PART 8 - GENERAL LEAGUE RULES

8.1 Team Forfeits – A forfeited game occurs when one team is unable to field enough players at game time. A grace period of 15 minutes is allowed. The grace time-period time will count towards the time limit.

- (a) Forfeiting Team's Responsibility - The forfeiting team is responsible for paying the umpires.
- (b) Forfeit Limit - Two forfeits by any team could mean immediate expulsion from the League with no money refunded to the team. The League Board of Directors will make the decision on expulsion and monetary refund after hearing the affected team's appeal.

8.2 Protests -

- (a) Managers (or acting managers) must file their "game-specific" protest (initially with the umpire) at the time of the incident, or at the time the incident becomes known to the manager (or acting manager), but before completion of the game. Game specific protests may not be made after the game is completed unless it involves the last play of the game.



8.2 **Protests** – (continued)

- (b) Game specific protests should be subsequently lodged with the League Board of Directors within 48-hours after the game for which the protest is made. The League Board of Directors shall render a ruling on all protests.
- (c) All other protests should be subsequently lodged with the league board of directors within 48-hours after the game for which the protest is made. The league board of directors shall render a ruling on all protests.

8.3 **Fields** – Participating teams are responsible for all pre-game and post-game maintenance. Failure to comply will result in disciplinary action by the league.

- (a) Home Team's Responsibilities - The home team will rake and drag the entire infield surface cutout excluding the mound and home plate area. In addition the home team will police its own dugout making assurances it is free of trash.
- (b) Visiting Team's Responsibilities - The visiting team will rake and drag the home plate and mound areas and the base paths between home and first base and between home and third base. In addition the visiting team will police its own dugout and spectator areas making assurances it is free of trash

8.4 **Drafts** - 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.

PART 9 - CODE OF CONDUCT AND PENALTIES

9.1 **Code of Conduct** - Managers and players shall conduct themselves in a sportsmanlike manner at all times. No manager or player shall commit the following:

- (a) Forcefully lay a hand upon, shove, strike, or threaten an official. Players and managers guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the league 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.
- (b) Refuse to abide by an official's decision. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the league board of directors reviews his conduct. Players guilty of such conduct shall be subject to probation or suspension for the remainder of the season.



9.1 Code of Conduct – (continued)

- (c) Be guilty of objectionable demonstrations or objectionable dissent at an official's decision. Players and managers guilty of such conduct shall be subject to suspension from further participation in the game.
- (d) Discuss with an official, or officials the decision reached by such official or officials, except for the manager or his designee who are authorized to participate in such discussions. Players guilty of such conduct shall be subject to suspension from further participation in the game.
- (e) 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.
- (f) 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 the board of directors reviews their conduct. Players guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.
- (g) Be guilty of an abusive, verbal 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 the board of directors reviews their conduct. Players guilty of such conduct shall be subject to suspension for the remainder of the season.
- (h) 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.
- (i) 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.



9.2 Penalties

- (a) The board of directors may, by vote of the majority of the directors, suspend any player or manager for such a period and upon such terms as it may propose, for the conduct within its opinion is prejudicial to the welfare, interest, reputation, or charter of the league.
- (b) Except as otherwise provided, the board of directors, or their commission, shall determine the appropriate action required for violations of the codes of conduct, and shall report their decision to the player and manager.
- (c) 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.
- (d) 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.

PART 10 - GRIEVANCES, PROTESTS, AND APPEALS

- 10.1 **Grievances and Protests** - Grievances or protests may be filed by an individual player or by the manager of a team provided that a grievance is formally submitted to the board of directors. The board of directors shall adjudicate all such grievances.
- 10.2 **Appeals** - An appeal of any action or ruling may be filed with the board of directors by an individual player or by the manager of a team provided that the appeal is formally submitted. However, all decisions by the board of directors of an appeal are final and not subject to a re-appeal.

