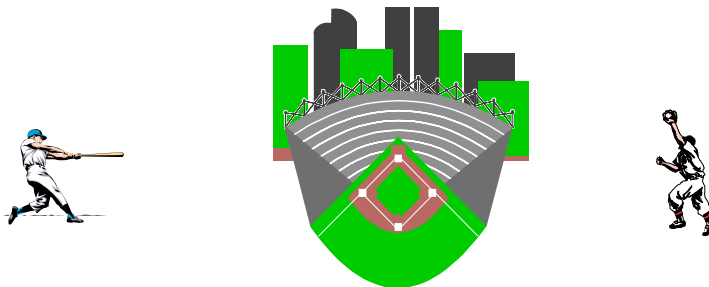


RULES AND REGULATIONS GOVERNING THE MIDWEST SUBURBAN BASEBALL LEAGUE



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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 created to provide baseball for men 30 years old and over, 40 years old and over. The MABL was created to provide baseball for men 18 years old and over.

Currently the MSL provides baseball for men 18 years old and over which also includes men over the age of 30 and 40 years. Plans for the provision of baseball exclusive to men exceeding the age of 30 and 40 years is currently under consideration.

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.

A five-member Board of Directors manages the MSL whose responsibilities include, but are not limited to the following:

- 1) Establish a budget for league activities
- 2) Collect fees from teams to fund the budget
- 3) Arrange for facility usage by its league membership
- 4) Obtain insurance coverage
- 5) Schedule league activities
- 6) Provide a schedule for baseball team competition
- 7) Provide for umpires to officiate scheduled games
- 8) Coordinate the purchase of equipment for league operations
- 9) Administer and enforce all rules and policies set forth in this publication
- 10) Convene to hear all grievances, protests, and appeals

The 2000 Board of Directors is composed of the following members:

- Larry Kolcz,
- Jason Yormark,
- Chuck Harper,
- Ray Guilfoyle and
- Mike Rezotko.

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RULES

All rules for the Midwest Suburban League are as set for the in the 1997 Official Rules of Major League Baseball (American League Version) except as modified herein. The Managers and Board of Directors 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 fourth 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 board of directors. It is the responsibility of each team's manager to make requests of the league 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)**.

i. If there are problem 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 board members will issue a note to the affected team's manager indicating the expiration of the grace period. The note must be presented 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.

- Baden: 3B-B Pro and 2BB HS
- Diamond D1, DHS, DOLA
- Wilson 1010C, A1040, A1010

1.4 Bats - Only wood and metal bats conforming to specifications of Rule 1.10 (a), (b), and (c) of the 1997 Rules of Major League Baseball are allowed.

1.5 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.

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

2.1 Game Length - All games are 9 innings or 3-hours in length except for the second game of a doubleheader which is 7 innings or 2-1/2 hours in length. Extra innings may be played to break a tie so long as the time limit is not exceeded. The time is considered to start according to the scheduled time for that game.

(a) **Doubleheaders** – The second game of a doubleheader starts 30 minutes after the first game has ended.

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, and when rescheduled, the game shall pick up precisely where it was left off (including the time expired on the clock). The game time limit of 3-hours (Rule 2.1) is in force and only the time remaining in the game shall be played.

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.

(a) **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 4 ½ innings when the home team is ahead. If the game is called prior to completion of 5 innings, or 4 ½ innings when the home team is ahead, the game is considered cancelled and will be made up in accordance with the rainout policy.

(b) **Run-Rule** - The game will be ruled final if there is a 12-run discrepancy at the end of 5 innings and the game has gone 2 hours and 30 minutes. This rule will not pertain to

league playoff games.

2.3 Exceptions to Abbreviated Games –

- (b) Playoffs - All league playoff games must be played to completion (i.e. Standard 9-innings and extra innings to break a tie).
- (c) 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 and each of the following holidays is the dividing section: Memorial Day, July 4th, and Labor Day. If you have any rainouts/suspended games before Memorial Day, July 4th, or Labor Day, the games must be made up before the next holiday. If they are not made up, we will not attempt to make them up until all current rained-out/suspended games are played. There will be a Hotline update that will be available so that you will have a choice of dates and times to choose from to get the games completed. It is up to the managers to contact the schedule coordinator with the selections made. (Example: A rainout occurs on April 25th affecting two games: 1.) The Ravens vs. the Black Sox and 2.) The Bandits vs. the Rangers. Two time slots are available before Memorial day on May 2nd and the Bandits and Rangers choose to reschedule for one of those timeslots; however, the Black Sox and Ravens choose not to reschedule before Memorial Day. Therefore, any rainouts/suspensions occurring after Memorial Day and before July 4th will be made up before rescheduling of the Black Sox vs. Ravens game will be attempted. The same procedure will be followed should rainouts/suspensions occur between July 4th and Labor Day.

All rainout/suspended games will be made up if possible. 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 13 players. Rosters may not be changed after August 1, 2000 except for the following reasons:

- A player(s) is lost to injury
- 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, 2000 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) **Multiplicity** - A player is eligible to play for only one team in the league and can not have dual membership on teams of the league.

(c) **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.

(d) **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.

PART 4 – LINE-UPS

4.1 Line-Up Cards - Each team is required to provide a lineup card to the home plate umpire and the opposing manager before the start of the game. As a minimum, the line up card must list the players' first initial, last name, and their number.

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 nine players, but he may bat as many as he desires.

4.4 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.

- 4.5 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 (a)** is in force.
- 4.6 Hitting and Defensive Line-ups** - Each team has a hitting and a defensive lineup that are independent of each other. Players may play in either lineup or both.
- (a) **Effect of Injuries on Line-up** - If a player is forced to leave a game due to injury, or if a player is ejected 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 skipped and all batters move up accordingly, with no penalty to the affected team.
- 4.7 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.
- 4.8 Defensive Substitution** - All players may be substituted for defensively, at any time, without affecting the players' offensive status in the line-up.
- 4.9 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 4.8** like any other defensive player.
- 4.10 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 4.4 may not re-enter the hitting line-up if they are pinch-hit for.

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 - 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 by Friday of the following week. 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 lineup 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 and the courtesy runner is restored for subsequent at-bats.

6.2 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 can not be white, gray, or any other color that can be confused with the baseball.

6.3 Pitcher's Wildness and Player Safety – For the safety of the players, if a pitcher hits four batters in any one game, the pitcher must be removed after the fourth 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 4.9 or 4.10**.

- (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.

6.4 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, where no strategic value is gained.

6.5 Borrowing a Player – A team may borrow up to two players 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.

Players must be borrowed through the league. The league will maintain a list of volunteers. The league will randomly give the manager making the request two volunteers' names to contact. The manager will then call to arrange for the borrowed player. If unsuccessful, the manager will contact the league for additional names.

The volunteer list is not a shopping list; the manager must take the names he has been given. If the league finds that the manager has not attempted to contact the names given in order to obtain a more favored player he will forfeit the game to be played.

Once the identity of the borrowed player has been established the league will issue a note to present to the opposing manager stating the player's identity, team he plays for, and the positions he normally plays. The manager of the shorthanded team must then obtain the consent of the opposing manager to use the borrowed player(s).

PART 7 - EX-PRO STATUS AND REGULATIONS

7.1 Pros and Ex-Pros - A player must be out of pro-ball for 3 complete MSL seasons before becoming eligible to participate in the MSL. Pro-ball refers to major and minor leagues. Independent leagues are to be considered separately.

A player is not an ex-pro if:

- The player is over 40 years old and he has been out of pro-ball for at least 3 complete seasons.
- The player has been out of pro-ball for more than 8 years.

The ex-pro rules will be as follows:

(a) National and Central Divisions

- No team may have more than 3-ex-pros on their roster and no more than 25% of any team roster can be comprised of ex-professionals, no matter the time spent out of pro-ball.
- No ex-pro may play, if he has been out of professional baseball for less than 3 complete MSL seasons without the written permission from MSBL-National Rules Committee.

(b) American Division

- No team may have more than 1-ex-pro on their roster and no more than 15% of any team roster can be comprised of ex-professionals, no matter the time spent out of pro-ball.

- No ex-pro may play, if he has been out of professional baseball for less than 3 complete MSBL seasons without the 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. Game time is forfeit time.

- (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.
- (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.
- (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.

