

League Rules:

GENERAL AND PLAYING RULES

The league was created to provide recreation for men 25 and over at the highest level of our league and 28 years old and over for the balance of our league. All divisions are competitive and adult attitudes must always prevail no matter which division a player plays within. The responsibility for maintaining this ethic resides with all participants. Anyone who abuses the league's code can be suspended or expelled from the league. Any player, who feels he has complaints, grievances, criticisms or suggestions, should pass them on to his respective team manager. Every player's opinion is respected and should be initially conveyed to team manager. Likewise, the manager is the spokesman for the team and player. The manager is responsible for all information being conveyed from the board to the players and players to the board. If problems arise between player and manager, then the Arizona MSBL president should be contacted. Attempting to discuss and solve league problems during a ball game is not the acceptable place or time. Only the manager may DISCUSS a close call or other disputes with the umpire.

In order of precedence, the rules of the league are to be as follows:

- 1) Rules as set forth in the Arizona MSBL Rules Document.
- 2) In the absence of any Arizona MSBL Rule change or amendment, the Rules of Major League Baseball shall apply.

1. TEAM MANAGER(S)

1.1

Each team will have a manager and assistant manager to represent their respective team. Either the manager or assistant manager or a duly appointed representative will represent their team at league meetings and functions. Specifically, only one representative per team is allowed at those meetings unless otherwise approved by the league. Team managers are accountable to the board for the accuracy of all record keeping, filing of registration and waivers and other administrative duties. If a manager is asked to make comments about a game infraction that manager may elect not to comment, but they may not lie to the board or its agents.

1.2

All managers and assistant managers participating in the Arizona MSBL must be a member of MSBL.

1.3

Each team shall have an e-mail address, street mailing address and a cell phone number on file with the league.

2. PLAYING FACILITIES

2.1

There will be no contraband on the playing field, in the dug outs, around the field, in the stands, or in the parking lot. Contraband shall be beer, alcoholic beverages, drugs or tobacco products. If this situation arises and the player is notified and refuses to adhere, the player is subject to expulsion and/or suspension. If a manager allows a player to

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bring any contraband his team may be fined and forfeit games, or be ejected from the league.

2.2

Team Etiquette: Because our league is a private league and not under the jurisdiction of city parks and regulations, we have to solicit available baseball fields. Proper consideration must be given to the facilities we are using. Destruction of property will not be tolerated. Let's all do our share in keeping and respecting the facilities we are utilizing. If there is something broken, let the league office know. No team shall make corrections to the field of play without the supervision of park personnel, including adding dirt to wet ground.

2.3

There will be no non-rostered MSBL personnel allowed in the playing dugouts during game time.

3. UNIFORMS/EQUIPMENT

3.1

All teams must have matching, numbered, complete baseball uniforms unless it is a new player and then must be in uniform by the second after June 1.

3.2

Any player without a uniform will not be allowed to play without the opposing manager's consent.

3.4

Wearing of hats is mandatory in the field.

3.5

Steel cleats are permitted.

3.6

All batters and runners must have helmets in good condition with at least an one earflap facing the pitcher; there is no option to this rule. Each team is required to supply its own first aid kit.

3.7

No white pitching sleeves allowed.

3.8

No player may play in shorts - uniform pants only must be worn.

4. AGE REQUIREMENTS

4.1

An individual must be 28 years or older before May 1st to participate in the Arizona

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MSBL summer season. The only exception shall be age 25 in the upper division, by the same date.

4.2

Players must have identification with them that clearly shows their legal age and must present that if called upon. Failure to do so, the opposing manager may protest the game if that player who cannot demonstrate proof of age would be entered into the game in any position offensively or defensively. The manager for the player who cannot demonstrate proof of age will be held responsible for the costs of the protest regardless of the outcome of the protest.

4.3

Failure to abide by the age regulation: The managers must all recognize their responsibility to the league. An opposing manager may at any time question a player's age and get his name. A protest of a player's age should be filed with the league in writing by e-mail within 24 hours of a games conclusion. The responsibility of proving the proof of age then rests with the player, the team manager, and the team. The manager or player must submit ID upon a request to prove age protest proper proof of age to a league officer. Any false filings will be dealt with severely including but not limited to forfeits, ejections, or banning a player or manager guilty of knowing that a false identification was provided. Furthermore, following the filing of a protest and the detection of an underage player, the offending team will forfeit all winning games played up to that point in the season, regardless of the participation of the underage player. The underage player and any party who knew they were an under aged player will be ineligible to continue and may be, at the board's discretion, suspended from future participation in the league.

5. BASE RUNNING

5.1 Slide Rule

On a force play at any base, a sliding player must slide (see 5.3) directly toward the base, so long as the player is not sliding with an intent to injure. The penalty for disregarding 5.1 shall be the umpire will declare an out regardless of the outcome of the play, and the batter/runner in a double play situation. Exception: A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder.

5.2 Avoid Contact

It is the responsibility of the runner to avoid contact. A play at a base or home plate will require all runners to avoid contact by sliding (see 5.3) or giving themselves up. If the defensive player is blocking the base without the ball or not in the act of receiving the ball then the umpire should declare defensive obstruction, it is still the runner's obligation to avoid contact. Incidental contact does happen. It is the Umpire's discretion if the contact is incidental. Intentional contact at any base will result in an out call and ejection from the game plus further game(s) suspension (see AZ MSBL Code of Conduct).

5.3 Sliding

Sliding into the defensive player is acceptable contact. A slide is illegal if:

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- a. the runner uses a rolling or cross body slide, or
- b. the runner's raised leg is higher than the fielder's knee when the fielder is standing up, or
- c. the runner slashes or kicks the fielder with either leg, or
- d. the runner tries, in the opinion of the umpire, to injure the fielder.

Penalty: Any of these will result in the ejection of the player plus further game(s) suspension (see AZ MSBL Code of Conduct).

5.4 Fake Tags / Decoys

Just as the runner is required to avoid contact, it is also the fielder's responsibility to avoid making any deliberate act that may force a runner to 'slide' when it is not required.

Any action by the fielder, fake tag, fake throw without the ball, etc that causes the runner to slide when it is not necessary will result in obstruction on the fielder. The player will be warned and repeated offenses will result in an ejection from the game and possible further disciplinary action (see AZ MSBL Code of Conduct). The umpire will have the discretion to place a player at an advanced base, if the decoy interfered with the runner arriving at a base safely.

6. FORFEITS

6.1

A complete defensive team consists of nine (9) players. A team can play with only eight (8) players. If only eight (8) players are present, a team can, by agreement between the managers, borrow a player from the opposing team and start the game or start the game with eight (8) players. The opposing manager shall be under no obligation to agree to provide an additional fielder to a team with eight (8) players. In the event that a team is playing with eight (8) players, 1) A team must take an out each time the absent 9th player would have come to bat or 2) By agreement between the managers, bat the borrowed 9th player in the vacant position. If a manager agrees to give a player for use throughout the game, on offense and defense, and the granting team has an injury bringing them below 9 players, they may recall the loaned player to play with their rostered team.

6.2

If seven (7) players or less are present, the opposing manager has the option of taking the forfeit or lending the short team enough players to play the game. This decision to lend the opposing team spare players implies that the manager will accept the outcome of the game (win or lose) as official. If a manager agrees to give players for use throughout the game, on offense and defense, and the granting team has an injury bringing them below 9 players, they may recall either of the loaned players to play with their rostered team.

6.3

Umpires will allow fifteen (15) minutes from scheduled game time for the 8th player to arrive. If at the end of the 15-minute grace period the 8th player has not arrived, or the managers have not reached an agreement on lending players, a forfeit is declared. If the game begins late due to late arrival of players, the delay does not extend the game time beyond the scheduled game completion time.

7. SUBSTITUTIONS

7.1

- **Batting Order:** Substitution of players within the Arizona MSBL will be based upon a re-entry rule in the batting order: All starters who have been substituted for, may re-enter the batting order only once. Those starters must re-enter in the same batting position from which they left. A substitute may not re-enter the batting order once he is substituted for, except in rule 7.2.
- **Fielding Lineup:** Free substitution is the rule for a defensive line-up. This means that a manager may use separate defensive and offensive line-ups. The offensive batting order is subject to the rules as outlined in the first bullet of section 7.1. The defensive lineup can be substituted at will.

7.2

In the event all players have participated in a game, the re-entry rule has been exhausted, and an injury or ejection occurs, the opposing manager will select a player from the affected team to re-enter the game, in order to continue with nine players per team. The re-entering player does not have to play the same position as the injured player, but he must take the same place in the batting order.

7.3

Each team manager is expected to allow each player ample playing time whenever possible. Serious deviation from this policy could result in the suspension and/or removal of the team manager.

7.4

In the event the pitcher is removed from the pitching position, the major league rule prevails. Specifically, a pitcher may be removed but in order to return as a pitcher later in the inning or game he must remain in the line-up as either a designated hitter or defensive replacement. There is no regulation as to how many innings a pitcher may pitch in a game.

7.5

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

7.6

No pitcher may pitch in either the wood or metal bat division of our lowest level if they have ever pitched for any team professionally in any league, unless they are over age 40 and have been out of professional baseball for at least 15 years.

8. COURTESY RUNNERS

8.0 Courtesy Runners

Each team is permitted (2) courtesy runners per game (see exceptions 8.1 below). The players/positions must be designated prior to the start of the game (see 8.2 below). Courtesy runners are to be the last recorded out (many people interpret this as the last

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batted out, but it is the last out, regardless if the batter was out or not). In the case of the first inning and no outs, the last man in the order will be used.

The designated runners are either named player(s), Pitcher position, or Catcher position (see 8.3). Any combination that equals two, see examples:

Example 1: Pitcher position, Catcher position

Example 2: Bill Smith, Pitcher position

Example 3: Bill Smith, Catcher position

Example 4: Bill Smith, Bob Jones

If the Pitcher or Catcher position is named, this will apply to the player playing the position, regardless of the number of substitutions that have occurred for the position (see 8.4 for exceptions).

8.1 Additional Courtesy runners

Any player over the age of 60 can receive an additional courtesy runner. This is in addition to the two allowed per team. These players must be identified to the opposing manager at the start of the game.

8.2 Notification

Courtesy runners must be identified prior to the start of the game. If this is not done, then the opposing manager must give permission to allow a courtesy runner during the game.

Note: Occasionally, due to heat related concerns or even slight injuries, a manager may request of the opposing manager a change in which player is being run for. The AZ MSBL board recommends that such requests should be honored. Abuse of this for competitive reasons can result in a manager's suspension. Such abuse should be filed as a protest (see section 11).

8.3 Speed up rule

Runner for the catcher and pitcher with two outs MUST be employed. No exceptions.

8.4. Must have participated rule.

The position player must have participated in that position prior to being allowed a courtesy runner.

8.4.1 Forfeit of courtesy runner.

The player in the position that has been selected for a courtesy runner, and qualifies according to 8.4., must be run for if they reach base safely. If they are not run for, then the courtesy runner is lost for that position for the rest of the game (except for 8.3 which is mandatory).

8.5 Penalty

The penalty for using a player other than the last "out" as a courtesy runner is that the runner will be declared out after the next pitch, if the opposing manager brings it to the umpire's attention, just as if the player batted out of order.

9. BATTING LINE-UP

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9.1

Both managers must exchange batting order before a game begins. The home team cannot wait until they come to bat to present their line-up to the opposing team. A manager has the option of batting more than nine (9) players. New players can be added at the end of the batting order after the game has started. In the event that a team is batting more than nine (9) players, and one or more of the players has to leave or is ejected, the batting order will be reduced so long as they do not reduce to less than nine (9) batting positions without incurring a penalty (i.e., taking an automatic out when the vacated positions come to bat). This flexibility exists to accommodate the varying schedules of MSBL players. Under this rule, however, the possibility does exist for abuse in falsely shrinking a batting order to bring favorable hitters to the plate. Where an opposing manager deems this to have occurred, a protest can be filed (see section 11-Protests).

9.2

A/B Rule – A manager may alternate batters in the line up beginning at position 10. e.g. the first time through the batting order, batter 10A would bat. The second time through the order, batter 10B would bat.

10. TIME LIMITS AND SUSPENDED GAMES

10.1

All games are nine (9) innings or 3-hour time limit from the scheduled start time.

EXCEPTIONS: Field not ready for play or umpires not present or ready. No inning may begin after 3-hours has elapsed. Any tie breaking for International Tie Breaker must start before the end of the 3-hours.

Once an inning starts it must be completed in full, exclusive of time limit. Umpires have discretion regarding darkness, lightning or rain or other hazards. A complete game is five (5) innings with one team being ahead, or four and a half innings (4 ½) with the home team being ahead.

- Managers can agree before the start of a game to play under a run rule. Notification to the umpires of such an agreement will be given.
- Upon agreement, managers can end a game at any time that the score has "gotten out of hand".
- Failure to have mutual agreement shall result in the AZ MSBL rules prevailing.

10.2 Tie games three (3) hour time limit expired

If the game is tied and the three (3) hour time limit expired, an official 'tie' will be declared.

10.21 Tie games with time remaining in the three (3) hour time limit

If the game is tied after 9 innings with time left, the teams will utilize the "International Baseball Tie Breaking Rule". The visiting team will start the extra inning by placing its last BATTED out on second base and continuing with the batting order until its half of the inning is completed. The home team will follow in the same manner in its half of the extra inning. Additional extra innings can be played if the time limit has not expired.

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Once the three (3) hour time limit expires, and the game is still tied, then 10.2 takes precedence.

10.3

In order that proper time is kept during the game, the following procedure will be initiated. Visiting team will have completed their pre-game infield practice 15 minutes prior to scheduled start time of game. The home team will then complete the infield practice five (5) minutes prior to scheduled start time. At the conclusion of the home team's infield practice, representatives for each opposing team will meet at home plate with the umpires to review game rules and exchange line-ups. This should take no more than five (5) minutes. There are some fields that do not allow infield practice before a game and that request must be honored. Umpires shall announce the start time to both managers.

10.4

If the game has been delayed due to potential forfeiture, the time lost will be subtracted from the overall three hours allocated for play. Maximum delay of fifteen (15) minutes (ref. rule 6.3 under forfeits).

10.5

In the event a game is delayed due to late arrival by the umpire(s), the three-hour time limit will remain in effect beginning at the new announced start time.

10.6

Rainouts: Every attempt will be made to reschedule a rained out game so as not to conflict with other previously scheduled games.

11. PROTESTS

11.1

All game protests must be brought to the attention of the home plate umpire at the time of the incident and before the next pitch, legal or illegal, or the next play and the game should then continue under protest. Note: A feint by a pitcher who assumes a stretch position and feints to first is considered a play. The protest should then be filed with the league by e-mail within 24 hours of the protested games conclusion. E-Mail to mcananys1@cox.net or fax to 602 667 6063.

11.2

A \$25 fee is due to be charged for all protests not upheld. The protest fee must be paid before the protesting teams next game or the later of 5 business days after the protest is ruled upon. The only exception to the charge for the protest will be for any protest of the proof of age of a player, where that player did not have proof of their age to present when requested, either during or before a game. In that case the team who elected to play that player shall be responsible for the protest fee, regardless of the outcome of the protest.

12. FREE AGENCY

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12.1

Free agency allows a player to make himself available to another AZ MSBL team. Free agency declaration and team change must be declared to the manager by March 15. If a player does not declare such intention prior to March 15, he shall remain with his current team. Any team retaining a free agent shall give up their first draft pick to the team the player left, at the very next league draft. The manager acquiring a free agent shall notify the league of this fact. The league will stop the free agency of the player if the player owes money to his former team. If multiple players leave a team, the order of the draft picks shall be based upon the order of the notice to the league of each free agent player.

13. ROSTER AND PLAYER REPLACEMENT

13.1

Waivers: All players must have signed and have on file with the league, waiver forms prior to playing any games. The player shall also be on the team web site. Any deviation from this policy could result in legal liability for the team manager, or cause the league to forfeit the games won as the team would be deemed to be playing with an illegal player.

13.2

Roster size is unlimited. A minimum of fourteen (14) players is encouraged. Should a team get below 14 players, they shall be able to add players from the player pool, as available.

13.3

Teams that require player replacement during the year will first notify the league of their requirement. A specific date will be established for the replacement to occur. The team manager must supply the name of the player that is to be removed from his roster. Player replacement will then be provided by the league from a waiting list of players.

13.4

The waiting list will consist of all those players not selected during the initial draft, players signing up during the season, and free agents.

13.5

If a player is drafted at the official league draft and the player opts not to participate before first game of season is played, the drafting team will then be allowed to select a player from the league's official waiting list prior to first game. There will not be compensation to the drafting team if the player withdrawing happens to be a substantially high draft choice. The player who chose not to participate would then be ineligible until the following year.

13.6

Rosters will become fixed on June 1st or upon an alternative league designated date. Any violation of this rule should be directed to the board for consideration on a case by case basis. Unauthorized roster modifications will result in forfeiture of the game in question.

13.7

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If you were a pro baseball player, at any position, you must wait to be out of pro baseball you must be at least 40 years old, and be out of the professional leagues for at least 15 years, or play in the upper division.

14. GAMES SCORES AND STATISTICS

14.1

The manager of the winning team will post results to the web site within 48 hours on the league approved web site. An administration fee of \$10.00 will be assessed if not posted within 48 hours.

14.2

Individual team statistics may be posted to the web site by and at the manager's discretion. Managers should do so as honestly as they can with regard to batting average and pitchers earned runs.

15. DISCIPLINARY ACTION

15.1

Discipline of any player in the league shall be referred to the league Discipline Committee. Any player who has been ejected from a game shall automatically be suspended for the next game. Any player who has been ejected from two (2) games within the season shall automatically be referred to the league for review. Any member of the league who acts in a manner contrary to the rules of the league or in a manner detrimental to the league will be reported to the league. Any manager, umpire, or league member may report a player's unacceptable conduct.

15.2

Penalties, which may be imposed by the league, may include censure, suspension from one or more games, or expulsion from the league. Severe actions could result in a lifetime ban from the league or a long term ban requiring board approval at a later date to readmit a player or manager.

16. POST SEASON QUALIFICATION

16.1

Each of the Arizona MSBL conferences will conduct its own championship playoff. Teams will be seeded in their division based on their regular season standing point total. Ties will be broken according to the tiebreaker rules in section 16.2. The number of teams from each of the divisions and games to be played will be determined before season's end. The home team for each series will also be announced at this time.

16.2

If two or more teams end the season with identical regular season standing point totals, the following tie-breakers will be applied in this order:

1. Head-to-head record
2. Record within division

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Should two or more teams remain tied after application of the tiebreakers, the league board will rule on the situation.

17. OTHER MATTERS

17.1

The board of directors of the league shall have full authority to conduct any and all investigations and if asked to be interviewed for a review, any and all players and managers shall give honest testimony. Anyone found to have intentionally perjured themselves to the board for an inquiry may be penalized by game suspensions or league ejection without refund.