

HUDSON VALLEY MSBL
ARTICLES OF ORGANIZATION, REGULATIONS AND RULES
JANUARY 1, 2025



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(not included herewith)

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RULES QUICK REFERENCE PAGE

- Run Rule: Run Rules apply in the regular season and the playoffs.
 - (7 inning games) 12 runs after 5 innings
 - (9 inning games) 15 runs after 5 innings, 10 runs after 7 innings
- There are NO time limits on any games.
- There are time restrictions for lights. Lights will be automatically turned off at the following fields: Hopewell 11:15pm, Delano Hitch 10:30pm, Peekskill 11pm
- Roster age exemptions (3). NO in season changes.
- All rostered players need to be registered.
- Courtesy Runners: 2 per game allowed.
- Speed Up Rule applies to the pitcher and catcher with two outs. Last batted out runs.
- Pitcher: Hit Batsmen limit (4).
- Pitcher Re-enter rule: A pitcher cannot return to pitch in the same inning
- Extra Inning format of MLB is NOT followed by the HVMSBL.
- Pitch clock format of MLB is NOT followed by the HVMSBL.
- Batting Lineup:
 - Teams must bat a minimum of 10 batters if there are 10 or more players attending the game and can bat as many players in excess of 10 as they desire.
 - If a team has only 9 players and therefore bats only 9 (then no penalty), but the opposing team will have the option of batting 9 as well.
 - If a team has more than 9 players and only bats 9 then they will be assessed an out each time the 10th batting position is skipped.
 - If a team has only 8 players and therefore bats only 8 then the # 9 position in the batting order is an out each time though the order and the opposing team will have the option of batting 9.
 - If a team starts a game with 9 players / batters and then a player is ejected and the batting order is reduced to 8 then the ejected batting position is an out each time through the lineup.
 - If a team starts a game with 9 players/batters & then a player has to leave or is injured & the batting order is reduced to 8 then the vacated position will be an out only the first time the vacated position comes to bat.
 - Adding to the line-up: batters may be added to the bottom of the lineup at any time.
 - Pinch Hit or Pinch Run: if a batter is pinch hit or pinch run for (except under courtesy runners), the player may not re-enter the game as a hitter but may remain in the game as a fielder or pitcher.
- Fill In Players must bat last and cannot pitch.
- A team may utilize one or two "Fill In" players to get to 8, 9 or 10 players.
- If there is a play at Homeplate / ANY Base then the runner MUST "slide or make an attempt to avoid" the catcher / fielder.

League Leadership Group Contact Information

- President (Rules): Pete Johnson - 845 742 1649 - peterjohnson224@aol.com
- Committee
 1. Treasurer: Phil Geary - 914 441 7435 - phil.geary@yahoo.com
 2. Scheduler 35: Michael Petrone - 845 206 3927 - mapetrone@outlook.com
 3. Scheduler 45: Adam Walton - 914 489 6162 - awalton34@yahoo.com
 4. Webmaster: Ed Pinyan - 845 721 0747 - erp6904@hotmail.com
 5. Stats & Eligibility: Drew VanDam - 845 522 9646 - vandamatc@hotmail.com
 6. League & Player Development: Pete Johnson

HVUA: Tim Fisher – tmfmets@aol.com – 914 227 0853

Field Emergency Contact Information:

Kent:

Jaime McGlasson

East Fishkill / Hopewell:

Mike

Delano Hitch:

Night Games:

Monday: Fateen

Tuesday – Friday: Jose

Saturday Mornings: Jose

Tony Williams:

Frank Alfonso

Beekman:

Dani Plastini

City of Poughkeepsie:

Brian Laffin

Peekskill:

Dana Dapson

Wappingers Falls:

None available

Fishkill:

To be Determined

Town of Poughkeepsie:

None available

Manager Contact Information

To be updated

35+ Division

45+ Division

ARTICLES of ORGANIZATION

The intent of this document is to form an organization that will exist for the purpose of playing recreational baseball. This league was created to provide age-appropriate adults an alternative to softball and enable us to play the game we all grew up playing. Adult attitudes must always prevail, no matter how competitive any league is. The responsibility that this ethic persists will remain with the League Leadership Group (LLG) and anyone who abuses the league's code can be suspended or expelled from the league. These rules were established to serve as guidelines for all local league players and managers.

This set of local league rules and regulations is meant to co-exist, supplement and reinforce the national MSBL / MABL rules. Local rules will supersede national rules if applicable. Any discrepancies should be brought the attention of the League Leadership Group (LLG) who will rule with the best interests of the overall league in mind taking into consideration sportsmanship, the spirit of the game and the integrity of the league (see the penalties in section 2).

1. CORPORATE GOVERNANCE, LEAGUE BY-LAWS, ADMINISTRATION

- **Corporate Status:** Our formal corporate name is HVMSBL. All managers are members of the Corporation and have voting rights as they relate to baseball activities. The Corporation has a set of formal corporate by-laws. The League Leadership Group (LLG) shall maintain and amend all Corporate and Administrative By-Laws and Rules. The LLG requires a quorum (minimum of three Committee Members and the President) to make the proceedings of the meetings valid.
- **Terms of Service, Elections / Voting and Amendments:**
 - Terms of Service:
 - President shall serve a term of 2 years.
 - Committee Members: Shall serve a term of 3 years.
 - Elections:
 - President: Elections shall take place every two years at season's end before the end of November. League.
 - Committee Members Elections shall take place as terms end.
 - Majority vote of the Committee Members elects the President and any Committee Member position to be filled.
 - A one-third petition of all Committee members is required for there to be an election after one year for the President or any Committee Member.
 - A President and or a Committee Member may be removed from their position at any point of a season if their actions are found to be "not in the best interest of the league" or egregious in nature. Removal of any position requires a proposal to submitted and supported by two additional LLG members and a majority vote in favor of removal to be valid.
 - Amendments:
 - Committee Members shall make proposals and vote on passing amendments of league By-Laws, Penalties, Grievances, Corporate & Management Rules, Operational Requirements and Budgets. The President will serve as the tie-breaker vote in all proposal votes and elections.
 - Managers shall make proposals and vote on passing amendments of league Rules as they pertain to baseball activities (on the field of play). Manager's vote collectively and therefore votes may only take place with a quorum (minimum of one more than half of all managers) in order to vote on proposal. Should a quorum not be present,

the league shall make a point to have a vote via email. League managers not in attendance at meetings shall not get a vote after the fact. No non-manager shall be allowed to vote unless they are the sole representative of their team.

- The President will serve as the tie-breaker vote in all votes and elections.
- President Veto: The President has the authority to VETO a proposal from the Committee or Managers that has passed by a majority vote.
- A Vetoed proposal can be presented to the body that created the proposal for a re-vote and can override the President's Veto with a super majority vote (super majority = 75% or greater)
- **Administrative Structure:** The League shall be governed by the League Leadership Group (LLG) (see below) who will be elected by the LLG and report to the members of the corporation (aka the Managers).
 - President (Rules and L&P D) = Pete Johnson
 - Committee
 1. Treasurer = Phil Geary
 2. Scheduler 35 = Michael Petrone
 3. Scheduler 45 = Adam Walton
 4. Webmaster = Ed Pinyan
 5. Statistics & Playoff Eligibility = Drew VanDam
 6. League & Player Development = tbd
- **Administrative Descriptions**
 - I. **President:** Is responsible for all orchestration of activities performed by the Committee Members and the following items denoted below. In the absence of a President the President's responsibilities will be temporarily assumed by the various Committee Members.
 - President Responsibilities
 - League President shall effectively communicate with league managers and represent the league in a positive manner at all times.
 - League President shall break tie votes / elections.
 - It is the duty of the League President to uphold the integrity of the League.
 - Managers Meetings
 - Winter 2 or 3, Spring 3, Summer 1 or 2 & Fall 1
 - Create meeting agendas.
 - Run meetings.
 - Create "Action Items" from meetings for follow up.
 - Fields
 - Coordination with reps
 - Insurance requests
 - Coordinate with Scheduler(s)
 - Umpires
 - Off / Pre Season Meeting with HVUA Rep
 - Pre-Season Budget with Treasurer
 - Workouts, Tryouts & Drafts
 - Coordinate Workouts with Player Development
 - Run workouts, tryouts & drafts.

- Coordinate Advertising with Webmaster
- In-Season Player Communication for New Players
- Expansion Team(s)
- Player Pool, Work with Player Development
 - Player Pool Options for players without teams
 - Coordinate those interested in being in player pool list.
- All-Star Game, work with Player Development
 - Coordinate the All-Star Game date with selected field reps.
 - Coordinate All Star Selections
 - Coordinate with 3 Up 3 Down on Festivities
- Post Season Awards
 - Voting
 - Trophies/Awards, etc. if applicable
 - Season Ending Checks for winners, coordinate with Treasurer.
- Baseball Orders, work with Treasurer.
 - Either MSBL / Marucci
 - Or custom BSN Order
- MSBL National Paperwork
 - Insurance
 - Dues
 - Order Scorebooks
- Web-Site Updates, renew annually, update verbiage on site, etc., work with Webmaster.
- Social Media Presence – Facebook, Instagram, etc., work with Webmaster
- Rules Updates, annual updates, by-laws etc. work with Rules Dir.
- Day to Day communications when necessary.
- Act as a liaison to the HVNABA.

II. **Treasurer:** Is responsible for all financial matters.

- **Responsibilities**

- Create a league budget in coordination with the President / Committee.
- Accounts Receivable: Collect team payments, make bank deposits and maintain a current payment status. Team payment requirements will be set up prior to the new year. Non-Current status will result in teams NOT included in ANY activity and any previously submitted funds will be returned immediately.
- Team Payment Terms
 - 1st Manager Meeting: \$ 500 Deposit (no payment = muted during meetings)
 - 2nd Manager Meeting: 25% payment of the team fee is due (no payment = muted during meetings / no voting)
 - 3rd Manager Meeting: 75% payment of the team fee is due (no payment = not in league)
 - 3rd Manager Meeting: with a 100% payment of the team fee made by this point then \$ 200 discount will be made to the team.
 - May 1st: 100% (no payment = forfeit games until paid)

- May 15th: Nonpayment = Team expulsion from the league and credit back funds received less league expenses
- Maintain / track league debits during the year and forewarn of any potential budget line item overages.
- Work with the President / Committee on any line items that will potentially go over the budget.
- Accounts Payable:
 - National Dues (April)
 - Website
 - Umpires (Jan)
 - Balls (order in Nov if custom)
 - Insurance(s) (Feb)
 - Fields / Cages (workouts, tryouts)
 - Fields (season) (per individual locale, good relationship = discounts)
- Set up any auto payments for social media, advertising, etc.
- Year End Budget vs Actual comparison.
- Sponsorship Opportunities
- Establish & Maintain bank account.
- Establish & maintain auxiliary accounts (if leagues decides to utilize)
- Submit yearly IRS records.

III. 35+ Scheduler

- Coordinate / confirm field availability dates with President.
 - Coordinate field availability with rec depts (if there is no president)
- Procure fields for spring training and schedule with teams.
- Facilities List / Discounts
- Procure fields for fall tryouts / practice.
- Procure team game requests for day(s) of week, field preferences and blackout dates.
- Coordinate with the other 1 or 2 Schedulers and create an initial (draft) schedule (including open dates for make ups).
- Review / proof schedules with the other Scheduler(s)
- Finalize schedule (including open dates for make-up games)
- Distribute schedule.
- Coordinate with webmaster for inputting schedule to league website
- Coordinate schedule with umpires.
- In-Season
 - Coordinate with managers and webmaster for postponed games.
 - Coordinate with managers and open field dates for make-up games
 - Coordinate make ups with webmaster (website update) and umpires.
- Liaison to recreation depts.
- Confirm field usage and final invoices with rec depts for field use.

IV. 45+ Scheduler

- Coordinate / confirm field availability dates with President.
 - Coordinate field availability with rec depts (if there is no president)
- Procure fields for spring training and schedule with teams.
- Facilities List / Discounts
- Procure fields for fall tryouts / practice
- Procure team game requests for day(s) of week, field preferences and blackout dates.
- Coordinate with the other 1 or 2 Schedulers and create an initial (draft) schedule (including open dates for make ups).
- Review / proof schedules with the other Scheduler(s)
- Finalize schedule (including open dates for make-up games)
- Distribute schedule.
- Coordinate with webmaster for inputting schedule to league website.
- Coordinate schedule with umpires.
- In-Season
 - Coordinate with managers and webmaster for postponed games.
 - Coordinate with managers and open field dates for makeup games
 - Coordinate make ups with webmaster (website update) and umpires
- Liaison to recreation depts.
- Confirm field usage and final invoices with rec depts for field use.

V. Web Master

- Website updates
- Coordinate with Scheduler(s) for inputting schedule to league website.
- In-Season
 - Coordinate with managers and scheduler(s) for postponed games.
 - Coordinate make ups with scheduler(s) for website updates.
- Coordinate with Player Development for tryout advertising and website posting(s) / updates.
- News Stories
- Pictures / Images
- Post Rules & Rule Updates to Website
- Tutor Managers for team web pages

VI. Rules Manager

- Review rules with the managers, answer any questions during spring meetings.
 - Set for meeting # 2
- During the season maintain a running list of rules that require revision or that continue to come up as issues during games due to vagueness in the wording.
- Off season rules maintenance / update in coordination with the President Committee.
- Develop a process / procedure for rules changes.
 - Present Rules Changes to Managers at Meeting # 2

- Vote on Rules Changes at Meeting # 3
- Post to website in PDF format
- Annual review of rules shall take place. It is the manager's responsibility to bring new rules or rule changes to the attention of the league manager's during or after the season. No new rules shall be added during the season, only after. Typically new rules, or rule amendments shall be placed on an agenda so managers may prepare for future manager meetings.

VII. League & Player Development (2-person position)

- Organize Tryouts (scheduling: two tryouts in spring and one in season, advertising, fields or cages, communication with managers, coordinate staffing, manage / coordinate draft order / status)
- Coordinate with Webmaster for tryout advertising.
- Social media presence / Facebook Manager
 1. update the Facebook page beginning of each new year.
 2. request to all players to follow, like and share the HVMSBL Facebook page (not an email, individually based on last years registrants, from the Facebook page).
 3. an email from the league website to all current and past registrants with a link to the HVMSBL Facebook page and ask to follow, like and share.
 4. update the HVMSBL Facebook page, 2 x each month of JAN, FEB & MAR, with upcoming stuff, announcements, tryouts, etc.
 5. advertising for each of the tryouts for players, managers and teams.
 6. update the HVMSBL Facebook page weekly during the season / playoffs with scores, highlights and pictures.
- Maintain "Fill In" / "Pool" Player list.
- Communicate with current managers regarding "Fill In" / "Pool" Player list
- Emails / texts to "Pool Players" for teams in need of a "Pool" / "Fill In" player
- Maintain list of interested players.
- Manage new players' emails and communicate with new players / interested players regarding tryouts and draft.
- Maintain communication with existing managers and prospective managers / new teams
- All Star Game, work with President.
 - Coordinate / manage voting.
 - Coordinate selections and league selections (pitchers, etc)
 - Date selection
 - Field selection
 - Teams setup
 - Coordinate with 3Up 3 Down for festivities.
- Expansion teams coordination
 - Create, grow and help expansion teams
- League Expansion Goals
 - 35+ Div to 24 teams
 - 45+ Div to 12 teams

- Advertising
 - Posters at baseball facilities
 - Banners at baseball fields
 - Social Media
 - Facebook
 - Instagram
 - Radio and Print Media
- Promotions and Promotional Events
- Communicate & Coordinate activities with:
 - DC Hall of Fame
 - 3U 3D
 - HVNABA

VIII. **Statistics / Playoff Eligibility:**

- Review all team's rosters to insure:
 - a. All players are registered.
 - b. All rosters have full names and jersey 3s.
 - c. All age exemptions are in CAPS.
 - d. Lock Rosters on Opening Day for each Division.
- Review score and stat input of all teams in the timeframe necessary to maintain current stats.
- Ensure that opponents attendance acknowledgement is appropriately made by each team on the stats page.
- Lock Stats after 72 hours.
- Coordinate any corrections necessary with managers.
- Report any late scores / stats to the Treasurer and impose the appropriate fines.
- Lock stat pages at 72 hours from the date the game was played.
- Review all team stats for player playoff eligibility and create a list by team of eligible players for the playoffs. This is to be created and distributed within two days of the completion of the regular season.

IX. **Managers: Managers Responsibilities**

- Attend manager meetings (Winter / Spring 3).
- Participation in league events is a requisite for all managers.
- Attend and assist with league workouts / events: participation in league events is a requisite for all managers. If you do not volunteer then you may be voluntold! A team representative can be provided by teams.
- Maintain a current payment status. Team payment requirements will be set up prior to the new year. Non-Current status will result in your team NOT included in ANY activity and any previously submitted funds will be returned immediately.
- Team Payment Terms
 - 1st Manager Meeting: \$ 500 Deposit (no payment = muted during meetings)
 - 2nd Manager Meeting: 25% payment of the team fee is due (no payment = muted during meetings / no voting)

- 3rd Manager Meeting: 75% payment of the team fee is due (no payment = not in league)
 - 3rd Manager Meeting: with a 100% payment of the team fee made by this point then \$ 200 discount will be made to the team.
 - May 1st: 100% (no payment = forfeit games until paid)
 - May 15th: Nonpayment = Team expulsion from the league and credit back funds received less league expenses
- Uniforms: everyone is to be in uniform. Have extras!!!
 - Know the RULES (and bring them to the games)
 - Run Rule
 - (7 inning games) 12 runs after 5 innings
 - (9 inning games) 15 runs after 5 innings, 10 runs after 7 innings
 - There are NO time limits on any games (except Dutchess Stadium 11pm and lights turn-off at Peekskill 11pm, Hopewell 11:15pm & Delano Hitch 10:30pm)
 - Run Rules apply in the playoffs.
 - Roster age exemptions (3), NO in season changes
 - Courtesy Runners: 2 per game allowed.
 - Pitcher
 - Hit Batsmen limit (4)
 - Re-enter rules, cannot be in the same inning
 - Playoff eligibility
 - Player eligibility requirements for playoffs: see rules.
 - What constitutes a game played for pitcher, batter (respectively);
 - 1 inning pitched.
 - 1 at bat
- In game communication with the umpire should be made by the manager only!
 - Communicate with your team often and with specificity:
 - Player expectations per your team
 - Playing time, practice, payments, etc
 - Player game / field behavior expectations, manage / maintain your players behaviors during games!
 - League events, schedule, league structure, divisional structure, playoff structure
 - Manage Player Playoff Eligibility Status during the season.
 - Recruiting players (it's never too early or too late)
 - DO NOT POACH from OTHER TEAMS
 - There is not a requirement of the league to recruit for your team.
 - The league will make players that contact the league available to teams via the draft. Show up to the tryouts / drafts!!!
 - Do not call a league official asking for players. Show up to the tryouts / drafts!!!
 - Recruit from within your own team first.
 - Attend and assist with league workouts.

- Classifieds like Craigslist, Facebook groups etc.
- Email other managers asking if anyone is looking to move teams
- Roster / Website
 - Register all players / make sure that they are registered
 - Maintain an updated roster including jersey #s and age exemptions in “caps”
 - Player registration and your team’s roster are two different things, and one does not populate the other.
 - Scores & Stats: scores in 24 hours, stats in 72 hours (3 days)
 - Keep a book or use an app to keep score
 - “Fill In” player stats are not included in game stats
- It is the manager’s responsibility to bring proposals for new rules or rule changes to the attention of the league after the season. No new rules shall be added during the season. Typically new rules, or rule amendments shall be placed on an agenda so managers may prepare for manager meetings.
- Follow “Game Day Protocols” per field.
 - Contact the opposing manager.
 - Do not contact the league until the game is postponed.
- Playoff Eligibility: see rules.
- Bring more than enough baseballs to the games, especially at Kent.
 - 4 balls per game will be provided for by the league
- Leave some balls with another player in case you miss a game.
 - If you don’t bring balls to a game you will have to play with whatever old balls you have and be subject to a fine of \$ 25.00.

2. Penalties, Grievances, Protests and Appeals

- The LLG may, by a majority vote (must be a quorum), 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. This will include but not be limited to property damage, volatile / aggressive behavior, breaking & entering, etc.
- Except as otherwise provided, the *LLG* will determine the appropriate action required for violations of the codes of conduct and shall report their decision to the player and manager. This is to include but not be limited to probation, suspension, etc.
- A player found in violation of any provision delineated in the Codes of Conduct, contained herein, after being placed on probation shall be suspended for the remainder of the season.
- Any player found in violation of any provisions delineated in the Codes of Conduct, contained herein, after being suspended shall be suspended for the remainder of the season.
- Any penalties will be listed and graded (fines are grade one = \$25, grade two = \$50, grade 3 = \$150).
- Grievances may be filed by a manager or individual player (or by the player's manager) provided that a grievance is formally submitted to *league president or any Committee Member* within 48 hours from the time of the incident. The LLG Member will notify the LLG and a special meeting will be held (via email or virtual conference call) and a decision made within 1 week of the date of the filed grievance.
- An appeal of any action or ruling may be filed with *the LLG* by an individual player or manager by a manager of a team provided that the appeal is formally submitted within 48 hours of the action or ruling. However, all appeal decisions made by the *LLG* are final and not subject to an additional appeal.

3. GAME RULES

- **DO NOT CALL A COMMITTEE MEMBER FOR A RULE INTERPRETATION DURING A GAME.**
- **UNIFORMS, HELMETS, CLEATS, BATS AND BASEBALLS**
 - All teams must have full baseball uniforms consisting of caps, numbered baseball jerseys, baseball pants, belt, and baseball socks. Each player's uniform must be of similar design to his teammate's uniforms. Teams having sponsorships will be allowed the sponsor's name on their uniforms via patch or uniform shirt.
 - Players out of uniform are subject to league penalty*. A first infraction by a team will result in a team warning. A second penalty will result in a fine (grade one).
 - All teams should have their uniforms by their first game. A grace period should be extended for newly activated players or for new teams to complete their uniforms. The grace period shall not exceed two games for new teams, or four weeks from players' registration date. Penalty – warning, then grade one fine.
 - All batters and runners must wear helmets with at least one ear flap facing the pitcher for both at bats and on base. There is no option to this rule. Full double-ear flap helmets are encouraged for at bats and are encouraged for the bases. Catchers must wear a helmet underneath their mask. All base coaches must also wear helmets while on the field of play. The same rule will apply for all national tournament play.
 - All divisions MUST use HVMSBL approved baseballs. Each team should bring a minimum of 4 balls to each game. Only balls provided by the local league will be permitted. Failure to bring balls to a game is not acceptable. You may borrow baseballs from the other team (with their permission), but failure to 'repay' those balls will result in a grade 1 penalty with funds going to the team that borrowed the baseballs.
 - Wood bats are required to be used by batters for all divisions for regular season and playoffs. Hybrid and composite bats are permitted as long as no part of the bat is metal (i.e. metal-wood bats.)
 - Metal cleats are permitted and allowed at all fields we use including Dutchess Stadium.
- **GAME LENGTH, RUN RULE AND RAIN-OUTS**
 - **Game Length:** 45+ Division games are 9 innings for single games and 7 innings for doubleheaders and split double headers. 35+ division games are 7 innings unless otherwise noted on the schedule. Regular season 9 & 7 inning games will be considered complete after 5 innings (4 & ½ if the home team is leading the score) of play if shortened due to inclement weather / rain, darkness, time limit, light malfunction, etc. and if the safety of the players is compromised.
 - **Shortened games** (Regular Season Only): 9 inning and 7 inning games may be called / ended at the umpire's discretion due to inclement weather / rain, darkness, time limit, light malfunction, etc. and if the safety of the players is compromised. In the event a game is called and it has reached "official" status then the score will revert to latest completed inning and the game considered over / completed (ties are an acceptable outcome). If the game has not reached an "official" status then the game will be rescheduled (see make up protocols) and restarted from the beginning.

- **Playoff Games** - All league playoff games must be played to completion either by league standards, being a (7) inning or (9) inning game or via run-rule (see rule 2.d.). The umpire at his discretion may suspend a game due to inclement weather / rain, darkness, time limit, light malfunction (etc) and or if, in their opinion; the safety of the players is compromised. Suspended games will be scheduled to be completed at the next available / appropriate date and the game resumed from where it had left off.
- **Extra Inning Games:** HVMSBL will NOT follow MLB rules for extra innings. The standard format of play will be utilized for extra innings.
- **Pitch Time Clock and Restricting Throws to the Bases by the Pitcher:** HVMSBL will NOT follow MLB rules for these items. There is NOT a pitch clock and there is not a restriction on the number of throws to a base by a pitcher.
- **Run Rules** – in a 9-inning game if there is a 15-run discrepancy after five innings, the game shall be considered over; and 10 runs after seven innings. In a 7-inning game, the run rule shall be 12 runs after five innings.
- **Postponed Games** – 35+ & 45+ rained out games will be rescheduled according to the Make-Up Protocols included herein.
 - Games canceled due to one team not having enough players but notifying league officials in time (saving their forfeit bond), shall still result in a team taking a defeat.
- **Forfeits and Bonds** – all teams will need to submit a \$500 bond for the season. The bond will be held to / for the following season unless a refund is requested by the manager. If requested, bonds will be refunded no later than November 30th of the current year's play. Teams that anticipate they will not have enough players and have exhausted their player pool / "Fill In" player options **may notify the league per the following: by 11am (midweek games) and by Friday at 2pm (Saturday or Sunday morning games) to save a portion of their forfeit bond.**
 - Forfeit Fee charges:
 - o In Time Notice = \$ 275 Forfeit Fee Loss
 - o NOT In Time Notice = \$ 350 Forfeit Fee Loss
 - o Gametime NOT In Time Notice = \$ 500 Forfeit Fee Loss
 - o Teams that are Forfeited to will receive a \$ 200 credit.

Teams that know they may not have enough players after said times, should still try to inform the league (and other team) ahead of time so the league may save on umpires and possibly field dues while also possibly saving their forfeit bond. Teams that do lose their full bond WILL NOT be allowed to play another game until the bond is replenished. If any team does not return and they notify the league by November 30th, they will be entitled to receive the forfeit bond back. Failure to notify the league by November 30th will result in forfeiture of this bond. Teams that forfeit two games (regular season and playoffs) will be reviewed / judged for expulsion by the LLG at the end of the season. Teams that forfeit three games in the same season (including regular season games and playoff games) will be immediately expelled from the league and not receive any monetary compensation. Teams that forfeit a playoff game will immediately be removed from the playoffs at that

point from that season's playoffs.

- **Forecasts / Potential Rain-outs / Delays** – Please follow the 35+ & 45+ Game Day Protocols contained herein.
- **Division / Playoff Structures: This will be revised if the number of participating teams changes.**

35+ Division

- Best of Three Series: the better seed has the Home field advantage (2 home games, 1 road game). The home team has the field of choice (if possible / available). If National & American playoffs are playing on the same nights then the National playoff team(s) has the selection priority.
- Double Elimination: Seedings for “Home” team and field selection carry throughout the bracket regardless of “Winners” or “Losers” bracket.

If 35+ Division = 10 Teams or less:

- One 10 Team Division with games played to be 2 x each of the nine opponents = 18 games.
- Teams # 1 - # 4 in the standings will enter into the “National” Playoffs consisting of “Best of Three” series in each round. The first two games in each series will be played in the same week (weather permitting).
- Teams # 5 – # 10 will enter into the “American” Playoffs consisting of:
- Double Elimination with the # 1 & # 2 seeds having a “By” in the first week / first round of the playoffs and a “Play In” Game for the bottom two seeds.

If 35+ Division = 11+ Teams

- Two Divisions (East & West) consisting of 5 Teams and 6 Teams with games played as such: 2 vs each in own Div. & 1 vs each in other Div., The balance of games to be played will be vs. similar pre-season seeded team in other Div. The 5 Team Div. may have to play addition in Div. games to make the schedule work. Those games will be weighted.
- Top 2 teams in each division enter into the “National” Playoffs consisting of “Best of Three” series in each round. The first two games in each series will be played in the same week (weather permitting).
- Teams # 3 - # 5 and # 3 - # 6 will enter into the “American” Playoffs consisting of:
- 6 Team double elimination with the # 1 & # 2 seeds having a “By” in the first week / first round of the playoff.
- # 6 & # 7 Teams / seeds (bottom teams if 11 or more teams in the division) will have a sudden death / play-in game to for entry into the 6 Team double elimination.

45+ Division

- Single Elimination: based on eight teams.
- Playoff games to play on Sundays if necessary and by the following trigger(s).
 1. One rainout has already occurred.
 2. There is continued / future rain forecasted in the upcoming weekend(s).
 3. Sunday playoffs games will be by decision of the LLG (not teams) and one week notice will be provided to teams of a potential Sunday playoff game.
- The better seed is always the home team with a field of choice if possible.
- The # 1 seed / best remaining seeded team always plays the worst remaining seeded team.
- Round 1:
 - # 1 vs # 8, # 2 vs # 7, # 3 vs # 6, # 4 vs # 5.
- Round 2: best remaining seeded team vs lowest remaining seeded team and so on.
- Rouns 3 / Championship Game: Better seeded team is the home team with a field of choice if possible.

• **TEAMS, PLAYERS AND LINEUPS**

- **Age Eligibility** - A player is eligible to participate in an official league sanctioned game as long as they turn either 35 or 45 by December 31st of the current playing year. The over 35 division is allowed three age exempt players (age 30-34), while the 45 division is allowed three age exempt players (age 40-44). Age exempt players are NOT eligible to pitch in their respective divisions. Managers may petition the league to add a player outside the parameters of these rules and will be considered on a case by case basis. No players may be removed from a roster once they have stepped onto the field; this includes exempt players. Exempt players MUST BE denoted by being in CAPITAL LETTERS on their team's roster.
- **New Players / Draft** - Teams can acquire new players by two means. With open roster spots (there are no limit for open roster spots per season) and by acquiring players in the league draft. The league will have multiple workouts. Drafts will use reverse order with the team with worst record in each league getting first pick at a particular workout and the team with the best record getting last pick of each round. Any new teams coming into the league will draft last in the first draft, unless agreed upon differently by the LLG or a new team is developed by the league. Subsequent league workout draft order will be determined by LLG based upon a number of factors including reverse order of standings as well as involving expansion teams. The LLG reserves the right to modify any of the draft orders and the entire draft process as it sees fit based on team needs / what's in the best interest of the league.
- **Team Rosters (Opening Day)** - must be submitted online to the local league one (1) week prior to Opening Day. Players MUST be registered with league and a registered player will only be considered valid if it includes both a player email address AND cell

number entered into the site, including league and player fees, proof of date of birth, player waiver forms. It will be the manager's responsibility to ensure that all of their players are age appropriate and eligible to play. Use of age-inappropriate players will result in an automatic one game suspension of manager and a forfeit of the game the player was used. Any player that appears in a game for a team must remain on the active roster all season.

- **In-Season Roster Additions** – players that are added once the season begins, must adhere to the same requirements listed in Age Eligibility and be registered and rostered prior to the scheduled game start time to be eligible to play in that game. The League will monitor rosters periodically throughout the year. Please also consider that this is a self-policing league. Managers are encouraged to monitor other team's rosters. Roster additions will be restricted to 96 hours prior to any next game.
- **Extenuating Player Circumstances** – from time to time, teams may lose a player to injury, players quit, or have unavoidable circumstances that may affect their ability to play or complete a season. Though players pay individual dues, ultimately the team pays a full-team fee to the league. Though the league may consider extenuating circumstances and make certain concessions to an individual player, injuries, moves, illnesses and other life events happen. Once a player plays in a game, there shall be no recourse should they not play another game. Ultimately it is up to each team and its manager to ensure they are able to field a full team all season long. Should there be an extraordinary situation that merits special consideration, please submit it to the LLG in written or email format for consideration. Any such consideration shall be considered by the LLG.
- **Player Waivers** - All players, prior to participating in a game, must have filled out an online registration/waiver form.
- **Batting Line-Up:**
 - Teams must bat a minimum of 10 batters if there are 10 or more players attending the game and can bat as many batters in excess of 10 as they desire.
 - If a team has only 9 players and therefore bats only 9 (then no penalty), but the opposing team will have the option of batting 9 as well. If a team starts with 9 batters due to the opposing team starting with 9 batters then they are NOT required to add to / change their batting order as the game progresses regardless of what the opposing team does.
 - If a team has more than 9 players and only bats 9 then they will be assessed an out each time the 10th batting position is skipped. Batting only 9 players is NOT a protest-able offense.
 - If a team has only 8 players and therefore bats only 8 then the # 9 position in the batting order is an out each time though the order and the opposing team will have the option of batting 9. Also, if a team starts with 9 batters due to the opposing team starting with 8 batters then they are NOT required to add to / change their batting order as the game progresses regardless of what the opposing team does.
 - If a team starts a game with 9 players / batters and then a player is ejected and the batting order is reduced to 8 then the ejected batting position is an out each time through the lineup.

- If a team starts a game with 9 players/batters & then a player has to leave or is injured & the batting order is reduced to 8 then the vacated batting position will be an out only the first time the vacated batting position comes to bat.
 - If Player leaves the game for any reason, the manager will have to notify the other manager by the next At Bat for that player. Earlier than that is NOT required.
 - A/B batting position: if one of the A/B players have to leave the game then the position reverts to a regular singular spot without penalty.
 - If a team bats 9 when they have 10 or more players available then this will result in a penalty of an OUT each time through the batting order / batting position.
 - In the event a team does not have enough players to finish a game due to injury or a person leaving then the game will be a loss by that team, the stats will count, and the game is abbreviated (not a forfeit).
- **Batting (adding to the line-up)** - A manager may add batters to the bottom of the lineup at any time but if a batter is pinch hit or run for (except under courtesy runners), the player may not re-enter the game as a hitter but may remain in the game as a fielder or pitcher. Added players to the bottom of the lineup may be added as individual hitters or as A/B. Each team has a hitting and a defensive lineup that are independent of each other. Players may play in either lineup or both.
 - **Batting (A/B rule)** - A team MAY declare at the time that lineups are exchanged prior to the start of play that any batting order position (i.e. 9, 10, 11, etc.) can be occupied by two (2) players in each such batting position. That is, 9A/9B, 10, 11A/11B, 12, 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. Once a team declares the use of this A/B system, it must continue using it for the remainder of the game. Hitters in the A/B position may be pinch hit for, just as any other player. In the event that a player used in a A/B position must leave the game then the A/B position can be eliminated with the remaining player occupying the remaining position.
 - **Announcing Offensive Subs** - All teams must announce offensive additions, substitutions, and/or changes to the home plate umpire AND opposing team manager and/or scorekeeper. Only after this has been done will the added player be deemed a legal substitution.
 - If a team fails to announce an offensive addition/change, the player will be called out as soon as he occupies the batter's box and the lineup will revert back to the lineup, in effect, prior to the player entering the game. The unannounced player will not have officially entered the offensive lineup and is therefore still available offensively even though an out has been assessed.
 - Example: Team A is batting 12 players and wishes to add a player to the bottom of the lineup (Player 13). Player 13 walks to the plate and is not announced to either the opposing team or home plate umpire. Once this player occupies his position in the batter's box, the umpire will immediately call him out for an illegal substitution and it will then go back to the number 1 position in the lineup. Player 13 is still available to be added to the lineup legally.

- **Injuries** - If a player is forced to leave a game due to injury then the spot is skipped and all hitters below that position move up. If this leaves the team with less than 9 players, the first time this vacated spot comes up in the batting order, an out will be assessed, after that one time, no out will be recorded for skipping the spot vacated by the displaced player.
- **Borrowing a Player (Fill-In) / Player Pool** - A team must have 8 players for an official game. Teams may borrow a player from an age appropriate league / team. A maximum of two age eligible players may be used from a team in any division (35/45), the league's official player pool or from another regional MSBL league. The borrowed player(s) must bat last and cannot pitch. If the team's 9th / 10th player arrives after the start of the game, 1) the borrowed player from the opposing team reverts back to his team, 2) the borrowed player(s) are from a different division / league then the late arriving player will be added to the bottom of the lineup. No players may be borrowed for a playoff game. A team may borrow up to two players to get to a maximum of 10 players. A team may borrow up to one or two players to get to 8, 9 or 10 players.
- **Defensive/Offensive Substitutions** - All players may be substituted for defensively, at any time, without affecting the player's offensive status in the line-up. If the pitcher is removed, he may re-enter to pitch only one time during the course of the game, but not in the same inning. The removed pitcher may play any other position after being removed or no position at all.
- **Player Movement** – The League believes players should play where and with whom they would like to play. However, we also believe that to keep teams strong and viable and allow manager and players ample notification of the opposite party's intentions, we set forth the following player movement rules:
 - Players wishing to move teams - Players wishing to not return to their former team have until December 31st to notify their former managers of their not returning without incurring any penalty. Players wishing to move teams after between January 1st and February 15th may still do so without managerial consent by paying \$25 to the league which shall in turn be credited to their former team's account (the player's new team will have their dues increased by \$25 to account for this.). Any player wishing to move after February 15th may still do so by obtaining managerial consent and paying a \$25 player movement fee.
 - Managers wishing to not retain a player - that have played in a minimum of 5 games must formerly release said player no later than December 31st. Failure to do so informing their player will result in that manager incurring a penalty to their team dues for the following season in the following manner: releasing in January will result in a \$25 fine, February a \$100 penalty, and \$200 penalty in March. If there are extenuating circumstances, a manager may petition the league for waiver of said penalty.
 - Allowing this type of reciprocal communication shall help alleviate the stress of player movement, perceived poaching, and also allow the league ample time to plan ahead of time for new teams, drafts, etc. The league shall place up player movement forms onto the league site before the end of each season.
 - The LLG will review any occurrences that are brought to the LLG's attention and

make a ruling based on the merit of each individual situation accordingly.

- Rules governing the addition of new teams shall be established by the LLG.
- **Scorebook:** Last names and jersey #s must be used in the scorebook to allow for player identification for follow up inquiries that relate to playoff and national tournament participation requiring minimum playing requirements.
- **Scores & Stats:** scores are to be input in the website in 24 hours (1 day). Player statistics are to be input in the website in 72 hours (3 days). Keep a book or use a mobile app to keep score. **Statistic violations will be as the following, if not in: not in 3 days = \$ 25 fine, not in 5 days = \$ 50 fine, not in 1 week = the game will be locked and statistics do not count and game played does not count towards playoff eligibility.** “Fill In” player stats are not to be included in game statistics.

- **PLAYERS BEHAVIOR AND TEAM RESPONSIBILITY**

- **Field Behavior:** There will be no alcoholic beverages or any type of illicit drugs permitted at the field before, during or after the game. The field refers to the general playing area and ancillary areas.
- **Suspensions:** The league has the right to suspend or ban any team member who abuses league rules or who does not exhibit a sense of sportsmanship or who plays without regard to the safety of the umpires or other players.
- **Ejections:** An umpire has sole discretion to eject any player or manager from the game.
 - If a team starts a game with 9 players / batters and then a player is ejected and the batting order is reduced to 8 then the # 9 batting position is an out each time through the lineup.
- **Player Ejections & Suspensions** – If a player is ejected from a game, they will automatically be suspended for the next game / one (1) game. Manager/Assistant Mgr to notify, via text or email, the LLG of a player ejection in 24 hours. Failing to notify the LLG will result in the player losing the appeal process.
- Players may appeal to the league and the league will have 72 hours to make a final ruling once all parties have been heard. This rule will work in conjunction with rule where the league President / LLG has the power to issue suspensions and ban a player or manager from the league. Any suspension by the league President / LLG may be appealed to the LLG via the league’s due process.
 - Umpires will have a post ejection conference at home plate to notify the managers of the reason for the ejection. This will NOT serve as an opportunity to have a debate / argue with the umpire regarding the validity of the ejection.
- **Manager & LLG Member Ejections & Suspensions** - If a manager / LLG Member is ejected from a game, they will automatically be suspended for the next two (2) games / two (2) games. Suspensions may be appealed to the league and the league will have 72 hours to make a final ruling once all parties have been heard. This rule will work in conjunction with rule where the league President / LLG has the power to issue suspensions and ban a manager / LLG Member from the league. Any suspension by the league President / LLG may be appealed to the LLG via the league’s due process.

- Umpires will have a post ejection conference at home plate to notify the managers of the reason for the ejection. This will NOT serve as an opportunity to have a debate / argue with the umpire regarding the validity of the ejection.
- **Multiple Ejections:** A player / manager / LLG Member that is ejected from a game for the 2nd + time is subject to their conduct reviewed by the LLG. Players / managers / LLG Members that are ejected on multiple occurrences shall be immediately suspended and shall remain suspended until their conduct is reviewed by the LLG. Players / managers / LLG Members guilty of such conduct shall be subject to suspensions up to and including the remainder of the season, the next season or expulsion from the league for life.
- **Fighting:** fighting among players, threatening language or aggressive physical contact with an umpire will not be tolerated and players expelled from the game for either violation will be suspended and subject to expulsion from the league.
- **Player / Runner Collisions** - The League is concerned about possible unnecessary and violent collisions that may occur with the catcher at home plate, and with infielders at all bases. The intent of this rule is to encourage base runners and defensive players to avoid such collisions whenever possible. Summary of this rule is clarified as follows (*all in italics*):

“Home Plate / ALL Bases – Fielder Runner Collisions”:

If there is a play at Homeplate / ANY Base then the runner MUST "slide or make an attempt to avoid" the catcher / fielder.

It is up to the umpire’s discretion if the runner made an attempt to avoid the catcher / fielder.

It is also up to the umpire's discretion if any contact made with the catcher / fielder was *INCIDENTAL CONTACT or was a **COLLISION.

If there is a collision at Homeplate / ANY Base in which the runner did NOT make an attempt to avoid the catcher / fielder and did NOT slide then this shall result in the runner being called out and an immediate ejection. It is up to the umpire’s discretion if the runner made an attempt to avoid the catcher / fielder.

In the event the runner does not slide or avoid and incidental contact is made with the catcher / fielder then this shall NOT be grounds for the runner to be called out / ejected. The level of contact will be up to the UMPIRES DISCRETION.

If there is a collision at Homeplate / ANY Base and it is deemed intentional or malicious, at the discretion of the umpire, then the umpire shall notify both teams and contact the league for further discipline including but not limited to suspension or expulsion from the league.

Incidental contact at Homeplate / ANY Base or up the line / away from home plate / ANY Base shall NOT be reason for the umpire calling the runner out or ejecting the runner.

* Incidental contact: Contact between opposing players that does not affect continued play.

**** Collision:** an instance of one moving object or person striking violently against another.

Hurdling/Jumping over Fielders: A runner is out when he:

- *dives over a fielder.*

- *hurdles or jumps over a fielder. Exception: a runner may legally hurdle or jump over a fielder who is lying on the ground.*

Penalty: the runner is out and the ball remains live unless interference occurs and is declared.”

- When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:
- Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked) or Whether the runner actually was attempting to reach the base (plate) or attempting to dislodge the ball from the fielder.

PENALTY—If the runner, a) could have avoided the collision and reached the base, or b) attempted to dislodge the ball, the runner shall be declared out even if the fielder loses possession of the ball. The ball is dead and all other base runners shall return to the last base touched at the time of the interference.

- If the fielder blocks the path of the base runner to the base (plate), the runner may make contact, only by sliding, a fielder as long as the runner is making a legitimate attempt to reach the base or plate.
- If the collision by the runner was flagrant, the runner shall be declared out and also ejected from the contest. The ball shall be declared dead.
- If the defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and an immediate dead ball shall be called.
 - If the base runner collides flagrantly, the runner shall be declared safe on the obstruction, but will be ejected from the contest. The ball is dead.
- **Decoy Rule** - Any fielder may use a decoy only if it serves a strategic purpose. For example, if a fielder, who sees a man attempting to steal second base during a hit and run, looks upward into the sky and says that he's got the pop-up when in fact the ball has been hit on ground is a legal decoy as it may cause the runner to retreat to first base and prevent him from advancing. However, if a fielder fakes a tag, forcing a player to slide, when there is no strategic purpose or apparent play, the runner will be ruled safe, and all runners will advance one base. This is entirely an umpire judgment decision and not a rule that may be protested.
- **Force Play Slide Rule** - The intent of the force-play-slide rule is to ensure the safety of the defensive player. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs. On any force play, the runner must slide on the ground and in a direct line between the two bases **or peel off of the baseline to avoid the play.**

Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.

- “On the ground” means either a head-first slide or a slide with one leg and buttock on the ground.
- “Directly into a base” means the runner’s entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.
- If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.
- Contact with a fielder is legal and interference shall not be called if the runner:
 1. Makes a legal slide directly to the base, or.
 2. Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play.
 3. Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.
 4. When the base runner slides beyond the base but does not (a) make contact with or (b) alter the play of the defensive player = NO interference.
- Actions by a runner are illegal and interference shall be called if:
 - The runner slides or runs out of the base line in the direction of the fielder;
 - The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;
 - The runner’s raised leg makes contact higher than the fielder’s knee when in a standing position;
 - The runner goes beyond the base and either makes contact with or alters the play of the fielder; (a) Beyond the base” means any part of the offensive player’s body makes contact with or alters the play of the fielder beyond the base.
 - The runner slashes or kicks the fielder with either leg;
 - The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

PENALTY:

- (1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.
- (2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.
- (3) If the runner’s slide or collision is flagrant, the runner shall be ejected from the contest.
- (4) If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

- **Failure to abide by age regulations** - the managers must all recognize their responsibility to the league and the perpetuity of it as to not cross the line where winning is more important than playing. A manager has the right at any time to question a player’s age. If a manager makes a request for proof of age of a player then the player in question must present an appropriate identification (government id, drivers license) to the manager at the

field prior to the game begins. If the game has already started then the proof of age must be provided immediately / before continuing the game. If an underage player is detected then the player will be immediately removed from the game (see Batting Line and Ejections for line up changes due to removed player). A player found to be under the age requirement will result in the suspension of the manager for the same number of games that the under aged player has played. For repeat offending managers / players they will be permanently banished from the league.

- **COURTESY RUNNERS**

- Players that will need courtesy runners, must have their manager notify the opposing manager prior to the start of the game. Courtesy runners can be designated at the beginning of the game or added anytime during the game with a maximum of two. Each team will be allowed a maximum of 2 players per game who can be run for each time that they reach base. The individual who runs for these player(s) needing a courtesy runner is not determined ahead of time. It is always the *last batted out* whom must run for the person in need of the courtesy runner. Once the game begins and the full complement of 2 courtesy runners has not been used, if a player sustains an injury, an additional courtesy runner may be used if deemed a legitimate baseball injury. **In the event a player becomes injured during the game and the maximum number of courtesy runners (2) has already been designated, no courtesy runner will be allowed unless agreed upon by opposing manager.** 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 status for the remaining portion of the game.*
- Speed Up Rule: Each team has the option to have a courtesy runner for the catcher and pitcher when he is on base with 2 outs. If the team opts to use this rule the catcher / pitcher will run the bases until there are 2 outs and then he will be replaced by the last batted out.
- A time limit of 2 minutes is allowed to present the / a courtesy runner.

- **PITCHERS**

- No player while pitching may wear white or gray sleeves, nor may a pitcher wear a batting glove or wristband while pitching.
 - If a pitcher hits 4 batters in any one game, the pitcher must be removed on the fourth hit batsman.
 - All pitchers MUST be age eligible to pitch in a game (35+ or 45+ to pitch in those respective divisions).
- **EX-PRO STATUS AND REGULATIONS:** A player must be out of pro-ball for 1 complete MSBL seasons before becoming eligible to participate in a MSBL league. This is a general rule meant to stand as an example for other local MSBL leagues to examine. Local MSBL leagues may establish their own criteria for ex-pros as its individual board and managers see fit. Pro-ball refers to major and minor leagues. Independent leagues are to be considered separately. The HVMSBL will follow MSBL National Rules regarding ex-pro status.

- **GENERAL LEAGUE RULES**

- **Forfeits.** Our league is now designed to ensure no team should have to forfeit, or if there is a circumstance which is unavoidable (vacations, illnesses, work, etc.) and a team needs ball-players, they may use up to two players from the league's player pool / Fill-Ins. Pool Players / Fill-Ins are players that have either registered with the league as a pool player, they're already a player on a team in the HVMSBL or are currently an MSBL player from another league (e.g., Westchester, Capital District, or Fairfield MSBL). Players that are NOT currently MSBL players may pre-register with our league to be called on to play in our league on short notice.
 1. In the unavoidable and rare event a team must forfeit, they are required to either a) give acceptable notice (Friday 2pm for Saturday), or 11am for mid-week games so the league may potentially avoid umpire and field fees, AND so the other team may be notified. Failure to provide such notice and/or forfeits at the field will result in the team losing their \$150 Forfeit bond which will need to be replenished before their next schedule game. If a team cancels / forfeits a game two times, they will lose their \$150 towards their bond regardless and be under review by the LLG to return in the following year. Bonds will be refunded at year's end to manager's on record by November 30th.
 - Three forfeits (with or without notice) by any team could mean immediate expulsion from the league with no money refunded to the team. The LLG will evaluate the circumstances before rendering a decision.
 - Teams that forfeit a playoff game will be at that point removed from that season's playoffs.
- **Protests.** All protests should be lodged to the LLG within 24 hours after the game for which the protest is made. **Protests shall be decided by LLG in 7 days.**
 - Items that can be Protested:
 - rule interpretation / execution, rule application.
 - Items that cannot be protested:
 - an umpires judgement call on a play (out or safe, foul or fair, etc.).
 - an umpires judgement of a players intention.
- **Playoff qualifications:** In order for a player to qualify and participate in the league playoffs, the following conditions must be met; Play 40% (see chart below) of the games played by having at least 1 plate appearance or 1 inning pitched per game or a combination of the plate appearances and inning pitched in those games.
 - A player found to be ineligible for playoffs and having played in a playoff game will result in the teams forfeiture of the playoff games that the player played in.
 - If a player is found to be ineligible for playoffs and has played in a playoff game then the manager will serve a two game suspension.
- **Playoff Eligibility Injury Exemption:** Players that miss a significant amount of games due to an injury may submit a "Injury Exemption" application to apply for playoff eligibility (see Injury Exemption Protocol included herein). The LLG reserves the right to deny any application based on the merits of the circumstances.

- **Fields:**
 - Field Conditions: report any field issues to the division scheduler the following day. Please provide description and pictures.
 - If the field is unsafe then do not play. The umpires have the authority to deem a field unplayable / unsafe to play.
 - Fields will often be used prior to our games and the situation may arise that the field will not be repped prior to our game, it is what it is. There are no guarantees that the field will be prepped for every game.

PLAYOFF ELIGIBILITY REFERENCE CHART

PLAYOFF ELIGIBILITY				LEGEND:		= not playoff eligible			
40% View						= playoff eligible			
		Games Played	by the PLAYER	9	8	7	6	5	4
		by the TEAM							
		18		50.00%	44.44%	38.89%	33.33%		
		17				41.18%	35.29%		
		16				43.75%	37.50%		
		15					40.00%	33.33%	

- **Final League / Divisional Standings:** Final league standings will be determined by overall record or won / lost percentage. Standings / Tie-Breakers will be decided by overall record (Won / Loss percentage if an unequal number of games were played by the teams in question), head to head record, divisional records (in an East / West division set-up), then runs allowed. If there is still a tie then the league will hold a coin-flip.
- **League Draft/Workout -** Each year, all players on the league’s waiting list will be invited to a tryout / draft. The annual draft will be conducted in a manner to allow parity and fairness in leagues by having the prior year’s teams with the lowest finishing records drafting first the first workout that team attends. In the case where there are an abundance of players interested in playing in a particular year, the League may elect to form a new team and provide them a draft pick to be determined

by the core group of ball-players the new team will start with. When there are multiple draft dates, the league may alter draft order based upon what is in the best interest of the league. Players that attend the league workout are bound to follow league guidelines on the draft. If selected by a team, they are bound to play for said team or sit out one year. Managers may NOT contact those on the draft list. Prior to the tryout / draft prospects on the list are free to find a team on their own and must notify the LLG Player Development representative if they do so. Consequences / penalty for draft tampering will be determined by the LLG.

- **“No Play” Date Requests** – “No Play Date” Requests are obliged when available for the regular season only. Teams will be NOT be allowed to have “No Play” dates during the playoffs.

- **CODE OF CONDUCT**

- **Prohibitions:** Managers and players shall conduct themselves in a sportsmanlike manner at all times. No manager or player shall commit the following:
 - **Lays a hand(s) upon, shove or strike, or threatens an official.** Players and managers guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until his conduct is reviewed by the LLG. Players and managers guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.
 - **Refuse to abide by an official’s decision.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until his conduct is reviewed by the LLG. Players guilty of such conduct shall be subject to probation or suspension for the remainder of the season.
 - **Be guilty of objectionable demonstrations of dissent at an official’s decision.** Players and managers guilty of such conduct shall be subject to ejection.
 - **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 ejection.
 - **Use unnecessarily rough tactics** in the play of the game against the body or person of an opposing player. Players guilty of such conduct shall be immediately ejected and shall be subject to probation or suspension for the remainder of the season.
 - **Be guilty of physical attack** as an aggressor upon any player, manager, official, other organizations, town officials / officers, youth league coaches / players or spectator, before, during, or after a game. Players guilty of such conduct shall be immediately ejected and shall remain suspended until their conduct is reviewed by the LLG. Players guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.
 - **Be guilty of verbal abusive** attack upon any player, manager, official, other organizations, town officials / officers, youth league coaches / players or spectator, before, during, or after a game. Players guilty of such conduct shall be immediately ejected and shall remain suspended until their conduct is reviewed by the LLG. Players guilty of such conduct shall be subject to suspension for the remainder of the season.

- **Be guilty of abusive behavior towards umpires, this will not be tolerated.**
 - Managers, take control of your team (meaning: quiet them and then go speak to the Umpire about any questionable calls / rule execution).
 - If you feel that the umpire made the wrong call due to a bad angle / view then ask the umpire what they saw, express to the umpire that you feel that their view was not the best view and ask them to consult with their partner to confirm their call.
 - The umpire does not have to consult with their partner and if that's their answer to you then that is it, walk away and bite your tongue.
 - If they do consult their partner then wait for the ruling and accept the final decision, walk away and bite your tongue.
- **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 ejected and shall be subject to probation or suspension for the remainder of the season.
- **Smoke on the field of play or in the dugout or within 100 feet of the active playing field.** Players guilty of such conduct shall be immediately ejected.

Game Day Protocols – Field Status *Weekday Night* Games

(for current or forecasted inclement weather or questionable field playability)

- 12pm: Check “Hourly” forecast hourly starting at noon.
- 12pm: Contact the opposing manager to coordinate two field inspections @ 1pm +/- and @ 5:30pm +/-.
- 1pm: Report condition of field to opposing manager and if field is determined / expected to be unplayable then the home team manager is to contact **Tim Fisher 914 227 0853 / HVUA** to cancel the umpires.
- **Closures made by the local Rec Depts**
 - Rogers Park: 3:00 pm: The rec dept will contact the league (Michael Petrone) if the field is closed. If you do not hear from the league at 3:00 pm +/- then the game is ON. The lights are turned on and off by the Managers (there is a lock box with a key at the field) and must be **TURNED OFF at 11PM.**
 - Beekman Rec: 3:00 pm: The rec dept will contact the league (Michael Petrone) if the field is closed. If you do not hear from the league at 3:00 pm +/- then the game is ON. The lights are turned on at a locked panel behind the 1st base dugout. Lights are controlled by the Managers and **must be TURNED OFF by 11PM.**
 - Delano Hitch: 5:30pm: The rec dept will contact the league (Michael Petrone) if the field is closed. If you do not hear from the league at 5:30 pm +/- then the game is ON. **LIGHTS are controlled by the City and TURN OFF AT 10:30 PM.**
 - Peekskill: 1:00 pm: The rec dept will contact the league (35+ Scheduler) if the field is closed. If you do not hear from the league at 1:00 pm +/- then the game is ON. The lights are turned on and off automatically and **TURN OFF at 11PM.**
 - Kent: 3:00 pm: The rec dept will contact the league (35+ Scheduler) if the field is closed. If you do not hear from the league at 3:00 pm +/- then the game is ON. Lights are controlled by the Managers and must be **TURNED OFF by 11PM.**
 - Hopewell Rec: 3:30 pm: Call the Rec Dept Hotline 845 223 1301 at 3:30 pm for field status. The lights are turned on and off automatically and **TURN OFF at 11PM.**
 - Wappingers: 5:00 pm: The rec dept will contact the league (Michael Petrone) if the field is closed. If you do not hear from the league at 5:00 pm +/- then the game is ON. The lights are turned on and off automatically and **TURN OFF at 11PM.**
 - **If the game is cancelled / postponed by a rec dept at the prescribed times above then the league will contact managers and the Umpires.**
- 4pm: Check “hourly” forecast / radar at 4pm +/- and every 30 minutes thereafter.
- 5:30pm: Inspect the field a second time if necessary at between 5:30 - 6:00 pm. Report condition of field to opposing manager and if field is determined / expected to be unplayable then the home team manager is to contact **Tim Fisher 914 227 0853 / HVUA** to **cancel the umpires by 6:00 pm.**
- If the field is playable but more rain is in the forecast and any rain will render the field unplayable then make a decision based on field condition, forecast, radar and instincts. Confer with the opposing manager and make a decision.
- The “YES” prevails. A decision to postpone the game is up to the managers (that are scheduled to play the game in question) and must be agreed to by both managers. If one of the two manager’s position is to play the game then the game is to be played, the “YES” prevails!!!

- The “NO” Prevails if the conditions are: Forecast shows 45 degrees or colder at any point during the game time window and precipitation is forecasted.
- The league reserves the right to postpone a game that they feel the conditions, whether forecasted or present, are a safety concern for any person, player, umpire or entity involved with the game including but not limited to officiating, playing in, field maintenance, spectating and travel to the game.
- If the field is unplayable or the weather report calls for high percentage of rain and the managers agree to postpone the game then the home team manager is to contact **Tim Fisher 914 227 0853 / HVUA** to **cancel the umpires by 6:00 pm** and text the 35+ Scheduler that the game has been postponed.
- Umpires need to be notified by 6pm or the league is charged a 50% fee.
- Once a pitch is thrown then the league is charged 100% for umpires.
- If the game is postponed by the managers and the home team manager does not contact Tim Fisher to cancel the umpires then the home team will be penalized their forfeit fee.
- Teams will have one week to notify the 35+ Scheduler of the selected reschedule date.
- FIELD ACCESS (fields, equipment rooms, lights, electrical rooms / panels, any facilities): If the field or any field facilities are NOT accessible, is locked or access is not available then the managers are to call the emergency contact for the field in question for direction.
 1. DO NOT GAIN ACCESS INAPPROPRIATELY!
 2. DO NOT CAUSE ANY DAMAGE TO THE FIELD / FACILITIES!
 3. DO NOT REMOVE LOCKS, DOORS, HINGES!
 4. DO NOT REMOVE SECURITY DEVICES.
 - If a field / field facility is not accessible and access cannot be corrected by the emergency contact, or the emergency contact is not responsive then everyone must leave the facility.
 - The penalty for inappropriately gaining access to a field and or causing damage to fields and or facilities will be:
 1. Full Forfeit Fee penalty
 2. Manager: one game suspension
 3. The team(s) involved will reimburse the municipality the cost of the damages.
 4. The LLG will review the circumstances for possible expulsion of the manager / player.

Game Day Protocols – Field Status **Weekend / Saturday** Games

(for current or forecasted inclement weather or questionable field playability)

- Check “Hourly” forecast hourly the night before.
 - Friday evening contact the opposing manager to coordinate the field inspection as early in the morning as possible.
 - Field Inspection: Check “hourly” forecast and or radar while at the field inspection. Report condition of field to opposing manager and if field is determined / expected to be unplayable then the home team manager is to contact **Tim Fisher 914 227 0853 / HVUA** to cancel the umpires and contact Adam Walton via text 914 489 6162 to alert of the postponement.
 - **Closures made by the local Rec Depts**
 - Rogers Park: 3:00 pm - Friday
 - The rec dept will contact the league (Michael Petrone) if the field is closed. If you do not hear from the league at 3:00 pm +/- then the game is ON.
 - Beekman Rec: 3:00pm Friday
 - The rec dept will contact the league (Michael Petrone) if the field is closed. If you do not hear from the league at 3:00 pm +/- then the game is ON.
 - Peekskill: 1:00 pm – Friday
 - The rec dept will contact the league (Michael Petrone) if the field is closed. If you do not hear from the league at 1:00 pm +/- then the game is ON.
 - Kent: 3:00 pm - Friday
 - The rec dept will contact the league (Michael Petrone) if the field is closed. If you do not hear from the league at 3:00 pm +/- then the game is ON.
 - Hopewell Rec: 3:30 pm - Friday
 - Call the Rec Dept Hotline 845 223 1301 at 3:30 pm for the field status.
 - Wappingers: 5:00 pm - Friday
 - The rec dept will contact the league (Michael Petrone) if the field is closed. If you do not hear from the league at 5:00 pm +/- then the game is ON.
 - Tony Williams: 5:00 pm - Friday
 - The rec dept will contact the league (Adam Walton or Michael Petrone) if the field is closed. If you do not hear from the league at 5:00 pm +/- then the game is ON.
- If the game is cancelled / postponed by a rec dept at the prescribed times above then the league will contact managers and the Umpires.**
- If the field is playable but more rain is in the forecast and any rain will render the field unplayable then make a decision based on field condition, forecast, radar and instincts. Confer with the opposing manager and make a decision.
 - The “YES” Prevails!!! A decision to postpone the game is up to the managers (that are scheduled to play the game in question) and must be agreed to by both managers. If one of the two manager’s position is to play the game then the game is to be played, the “YES” prevails!!!

- The “NO” Prevails if the conditions are: Forecast shows 45 degrees or colder at any point during the game time window and precipitation is forecasted.
- If the field is unplayable or the weather report calls for high percentage of rain and the managers agree to postpone the game then the home team manager is to contact **Tim Fisher / HVUA** to **cancel the umpires by 7:00 am** and text Adam Walton 914 489 6162 that the game has been postponed.
- The league reserves the right to postpone a game that they feel the conditions, whether forecasted or present, are a safety concern for any person, player, umpire or entity involved with the game including but not limited to officiating, playing in, field maintenance, spectating and travel to the game.
- Umpires need to be notified by 7:00 am or the league is charged a 50% fee.
- Once a pitch is thrown then the league is charged 100% for umpires.
- If the game is postponed by the managers and the home team manager does not contact Tim Fisher to cancel the umpires then the home team will be penalized their forfeit fee.
- Teams will have one week to notify the 45+ Scheduler of the selected reschedule date.
- FIELD ACCESS (fields, equipment rooms, lights, electrical rooms / panels, any facilities): If the field or any field facilities are NOT accessible, is locked or access is not available then the managers are to call the emergency contact for the field in question for direction.
 1. DO NOT GAIN ACCESS INAPPROPRIATELY!
 2. DO NOT CAUSE ANY DAMAGE TO THE FIELD / FACILITIES!
 3. DO NOT REMOVE LOCKS, DOORS, HINGES!
 4. DO NOT REMOVE SECURITY DEVICES.
 - If a field / field facility is not accessible and access cannot be corrected by the emergency contact, or the emergency contact is not responsive then everyone must leave the facility.
 - The penalty for inappropriately gaining access to a field and or causing damage to fields and or facilities will be:
 1. Full Forfeit Fee penalty
 2. Manager: one game suspension
 3. The team(s) involved will reimburse the municipality the cost of the damages.
 4. The LLG will review the circumstances for possible expulsion of the manager / player.

Postponed Games / Make Up Games Protocols

35+ Division:

- The schedule will have open dates / fields starting in May (and continue throughout the season) for make ups from games that were postponed from previous weeks. Make Up dates will be populated into the calendar one +/- month in advance. We will not populate all Make Ups at the beginning of the season but as the season moves along.
 - For games that have been postponed.
 - The two managers review the open field dates and agree on a date that is on the schedule as “Make Up”. The managers will have one week to request the reschedule date. If a reschedule date is not requested within one week of the postponed game then the game will be rescheduled by the league using the next reasonable available date.
 - One of the managers send the Scheduler (Michael Petrone) an email mapetrone@outlook.com (and copy the other involved manager) noting the date that the postponed game has been agreed to be played on.
 - Make Ups will be scheduled on a first come first serve basis. Scheduling the makeup game is up to the involved managers. If they game is not rescheduled / not played due the managers inaction then there will not be any compensation made to the involved teams.
 - The postponed game is not officially rescheduled until you receive a confirmation from the league scheduler / Michael Petrone and the game is posted on the website.
 - The league will notify the umpires of the rescheduled game / makeup game.

45+ Division

- Make up games will be scheduled per the following options:
 - Saturdays that the league does not have games scheduled (possibly holiday weekends).
 - As double headers and or split double headers during dates that work for both teams. In the event that games are rescheduled as double headers or split double headers then all involved games will be 7 innings.
 - Make up games will also possibly be made up at the end of the season if scheduling & field availability allows.
 - Teams will have one week to notify the 45+ Scheduler of the selected reschedule date. If a reschedule date is not requested within one week of the postponed game then the game will be rescheduled by the league using the next reasonable available date.

INJURY EXEMPTION PROTOCOL

- Player injuries need to be notified to the committee within 1 week of the injury.
 - Notification must be sent via email to hvmsblinjury@gmail.com
 - Texts and phone calls will not be accepted as notifications for an injury notification.
- Player injury form needs to be completed and sent in when notifying the committee of an injury.
- Supporting documentation (Doctor Note) needs to be emailed within 3 weeks of the injury exemption being initially emailed.
- Only severe injuries are to be reported (broken bones, workers compensation, COVID)
 - This is not to be completed for pulled muscles or other minor injuries.
 - If you question the injury then you can submit the form and the committee will respond advising on the status of the injury exemption request.
- The Committee will send out a confirmation email stating that they have received the injury notification within 48 hours of the initial email.
 - The committee will review the injury exemption form.
 - A response will be emailed out within 1 week of the initial email.
 - If further information is needed you will be notified in that email.

- When the player is able to return a second email needs to be sent to hvmsblinjury@gmail.com
 - Total number of games missed will start from the date the injury exemption email is sent in.
 - There will be no back dating of the injury. The clock will start from the date of the reported injury / submitted application.
- The committee will validate (approve) the injury exemption once all the proper documentation is provided.
- If the injury does not meet the requirements of an injury exemption you will be notified via email within 72 hours of the initial email.

Player Injury Form

File reporting date _____

Player Name: _____

Team Name & Age Division: _____

Injury Date (if injury happened during a game, please advise the team played against) _____

Injury (Detailed explanation of injury) _____

Expected return date. _____

Expected number of games to be missed: _____

Supporting documentation needs to be attached when emailing in form. (Doctors note)

To be completed after player returns from injury.

Return date. _____

Games missed due to injury. _____

Communication Protocols

Communications for managers is requested to be made via a brief email to the committee (you can copy all managers if you are comfortable with that). The email is to include a Topic / Title in the subject line and a brief single sentence description in the body of the email. Please do NOT start a massive Reply All email chain to discuss the matter. The topic will be added to the agenda for the next managers meeting and discussion will happen then. If you cannot attend the next managers meeting then Se La Vie (that's life), the committee will not entertain emails with thousand-word essays. Managers are requested to provide proposals for changes that they feel are worthy for debate by the committee / managers.

Proposal Protocols

Committee Members:

Fill out Proposal form.

Present to the Committee for discussion at any LLG meeting.

Committee will review the proposal and with support the proposal will be open for discussion at the next LLG meeting at which time the Proposal will be voted on.

Final rule addition / change language will be coordinated by the LLG.

Managers:

Fill out Proposal form.

Present to the Committee at manager meeting # 1 or 2.

The Committee will review the proposal at the next comm. meeting (or at mm#2).

The proposal will be added to the agenda for manager meeting # 2 for discussion.

The Committee and managers will review the proposal at manager meeting # 2 and with support it will be opened for discussion. Proposals for vote will be voted on at manager meeting # 2.

Final rule addition / change language will be coordinated by the LLG.

Players:

Fill out Proposal form.

Present to the Committee at manager meeting # 1 or 2.

The Committee will review the proposal at the next comm. meeting (or at mm#2).

The proposal will be added to the agenda for manager meeting # 2 for discussion.

The Committee and managers will review the proposal at manager meeting # 2 and with support it will be opened for discussion. Proposals for vote will be voted on at manager meeting # 2.

Final rule addition / change language will be coordinated by the LLG.

HVMSBL Proposal (form)

Date:

Description / Name:

Change or Addition?

To Management / League Structure (ie. corp. structure, policies, systems):

To Operations (requirements for play):

To Rules (in game rules):

Policy / Rule (# & name in By-Laws):

Proposed Change / Addition:

Change to Workload:

Describe how the change / addition will be administered?

Will the workload be less or more than existing?

Who will be responsible for the work?

New Team / New Manager Procedure

- Submit a “New Team / New Manager” application form (attached below)
- Complete a Rules meeting with a committee member to review the entire set of rules with a focus on: \$\$\$, age exemptions / eligibility, uniform requirements, code of conduct.
- Complete an interview with a minimum of 2 committee members. The meeting will include a specific agenda created for the applicant.
- The HVMSBL League Leadership will meet (not the including the applicant) to vote to approve or deny acceptance to the league and notify within two weeks of the interview.

HVMSBL New Team / New Manager Application

Team Name:

New Manager Name:

Email:

Phone

Assistant Manager Name(s):

Email:

Phone:

Statistics Responsible Person:

Previous Experience as a Manager:

New Manager Years in the HVMSBL as a player (by division):

Why do you wish to become a manager:

References (ie. other league leadership, little leagues for a volunteer position, past managers played for, other managers played against):

1. _____
2. _____
3. _____

A minimum roster of 10 is required to be considered. Please provide a roster list with dates of birth so the league can evaluate the skill level of the team for division placement (American, National if a 35+ team):

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____
13. _____
14. _____
15. _____

To be completed by the new manager prior to the final review and LLG vote for the new team / manager / new team to enter the league.

1. *A Rules meeting with a committee member to review the entire set of rules with a focus on: \$\$\$, age exemptions / eligibility, uniform requirements, code of conduct.*
2. *Interview with a minimum of 2 committee members with an agenda created specifically for the application.*