

BY-LAWS
EASTERN MINNESOTA LEAGUES
APPROVED: February 2, 2025

ARTICLE 1. - MBA BY-LAWS

All rules and articles not covered by specific Eastern Minnesota League By-Laws will be taken as read by the By-Law section of the current Minnesota Baseball Association Handbook.

ARTICLE 2. - TEAM BOUNDARIES

- A. All teams will follow the radius requirements detailed in Article 9. Player Eligibility, Paragraph 2 of the Minnesota Baseball Association Handbook.

ARTICLE 3. - REGULATIONS

- A. **Player Contracts** - No Player can be signed before March 15th and after June 30th. Contracts must be received by the League Secretary by June 30th. Any contract not received by this date will not be included on the Team Roster that is sent to the State Secretary. Reference Article 9. Player Eligibility Paragraph A. of the By-Laws of the MBA for other forms of residence verification.
- B. **Player Releases** - will not be issued between June 30th of the current year and March 15th of the next year. Any release not received by the League Secretary by June 30th will not be included on the Team Roster that is sent to the State Secretary.
- C. **Player Eligibility** - A New Player must establish residence by March 15th of the current year. All previously rostered and all new players must play in at least four (4) League games to be eligible for League Playoffs. The Minnesota Baseball Handbook should be referenced for exceptions (i.e. Military Servicemen, Wood Bat, College, Summer Leagues). It is the right of a manager to question a player's eligibility by asking for a special league meeting.
- D. **Player Questionnaires** - Player Questionnaires will not be considered by the League. The only exceptions will be cases involving player eligibility when an individual's residence is in an area where there is not a MBA member team and this residence is outside the approved radius of any team in the MBA organization. Player requesting eligibility to play in the League and Team Manager must be present to present their case.
- E. **New Team** - A new team joining the League will only be allowed two (2) players from each existing member Eastern Minnesota League team. If a player has not been on a team's post season roster for either of the previous two years, he would not be included in the (2) player limit.
- F. **League Champion Determination** - In case of a tie, head-to-head record will be used to determine a league champion. If there is still a tie then the league will have co-champions.

ARTICLE 4. - GAME RULES

- A. Length of games will be:
1. Single game - 9 innings (legal game-5 innings, 15 Run Rule after 5 innings, 10 Run Rule after 7 innings).
 2. Double headers - two 7 inning games (legal game-5 innings, 10 Run Rule after 5 innings).
 3. Exception - Game length can be changed if there are extenuating circumstances with approval by the home team first then the visiting team and a League Officer.
- B. The home team has the final say in determining starting game times and flexibility maybe needed due to field circumstances.
- C. The time limit to wait after the scheduled starting time before a forfeit is awarded is 15 minutes. When the first game of a Double Header is forfeited due to a team not able to field nine players, once the forfeiting team has nine players the start time of the second game will be 15 minutes after that team has nine players available to play. The original scheduled start time of the second game will not be used.
1. The game Umpire will be the official timer.
 2. The forfeiting team shall pay the Umpire expense. The umpire will be paid a full fee if a game is forfeited prior to the scheduled game date and an umpire has been assigned.

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ARTICLE 4. - GAME RULES (continued)

3. The League Secretary will notify the forfeiting team as to the amount that is needed to replenish that team's forfeiture fee reserve as governed by Article 3, Paragraph 2 of the Constitution. The forfeiting team will have ten business days to make this payment. If payment is not made by the end of the tenth business day, all games scheduled after the tenth business day are considered forfeited until the forfeit fee is paid.
- D. Batting practice and the infield schedules:
 1. The Home Team may conduct batting practice until 25 minutes before the scheduled game time.
 2. Visiting Teams will not take batting practice unless approved by the home team manager.
 3. Home Team infield warm-up until 15 minutes before game time.
 4. Visiting Team infield warm-up until 5 minutes before game time.
 5. Ground rules and National Anthem final 5 minutes.
- E. Line-up cards will be exchanged between Managers before each League game.
 1. Show starters and substitutes with their associated uniform number. Players can be added by informing the umpire after the game has started.
 2. Teams are responsible for creating Line-up cards (4 copies).
 3. Failure to complete and exchange a line-up card could cause a game to be forfeited.
 4. Failure to list a player will not cause a player to be penalized from playing in the game. However, the Umpire and the opposing team must be provided with the required line-up card information before the player can enter the game.
- F. Both teams should encourage the Umpire during pregame briefing to keep the game moving.
- G. The Home Team must review the ground rules with the Umpire and the Visiting Team Manager. Both Managers are required to inform the Umpire about the rules that pertain to the League.
- H. No player / coach will be allowed to participate in a League game if he is not in a matching uniform. Failure to conform will result in a \$25 fine against the violating team and payable to the League if reported to the League within twenty-four hours of the violation. Matching uniform- Caps, Uniform with numbers, Uniform pants. Coaching attire Includes: - Baseball pants, Top with team colors/logo/sponsorship.
- I. Catchers must wear a protective helmet.
- J. The official baseball for the Eastern Minnesota Leagues shall be the official ball of the MBA State Tournament.
- K. Hitters rules:
 1. A courtesy runner for the catcher based on the High School Courtesy Run Rule is allowed. The appearance of a courtesy runner in a game does not count towards the courtesy runner's eligibility for the post season.
 2. Intentional walks can be declared.
 3. Batters and base runners must wear helmets.
 4. Designated hitter rule may be used. (Reference MBA Article 15.D and College P/DH rule)
 5. The re-entry rule may be used.
- L. Pitcher rules:
 1. The pitcher must be removed after the Manager's 2nd visit of an inning.
 2. Eight (8) warm-up pitches to start a game and five (5) between innings will be allowed. In case of injury or when coming into the game cold from a defensive position, as many pitches as needed will be allowed (when weather permits).
- M. Slide rule:
 1. As defined in the MBA Handbook.
 2. A malicious slide is cause for ejection.
 3. Intent is the Umpires judgment.
- N. Fake Tag Rule: Any Player applying a "Fake Tag" to a base runner will be ejected.
- O. Umpires will report to the Home Team Manager no less than 15 minutes prior to game time and game fee will be paid at this time.

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ARTICLE 4. - GAME RULES (continued)

- P. A Member Team's failure to sufficiently pay an Umpire ('s) for working League or Playoff games will result in an automatic suspension as a Member of the League.
- Q. At the Umpire's discretion, a player may be restricted to the bench and not subjected to the League ejection penalty that could cause the player from playing in the next League game (High School rule).
- R. When a single Umpire is not able to complete a game, the game is a suspended game unless both team Managers agree that the game is a complete game. If in a reasonable time a replacement umpire is available the game can be resumed if approved by the opposing team Manager and a League Officer.
- S. Once a game has started, if postponed prior to becoming a legal game, it shall be a suspended game to be completed on a mutually agreed upon date. The trailing team may choose to take a loss, instead of a suspended game, without being penalized a forfeited game.

ARTICLE 5. - PLAYING FIELDS

- A. Fields must be groomed and chalked (or painted) prior to the start of each game. The fields will be chalked from (and including) the batters box to the foul pole. This is the responsibility of the Home Team Manager. The Visiting Team may refuse to play the game if the field is not properly chalked or in a condition that could cause injury to players and the Home Team would be penalized by forfeiting the game.
- B. Home Teams must have bathroom facilities available at their field.
- C. Visiting Teams must clean-up their dugout area after each game. Visiting Teams are also responsible for keeping the parking lot area clean after each game. Home Teams will provide trash containers.
- D. League waiver rule against injuries - The League suggests that each team become Incorporated to guard against any legal action.
- E. All non adult Bat Boys and/or Bat Girls must wear a double flap helmet while in the playing area.
- F. Visiting Teams can file a protest to the League if any of the above Playing Field By-Laws are violated. The League Officers will investigate the reported violation and determine the appropriate penalty or action.

ARTICLE 6. - LEAGUE SCHEDULE

- A. Eastern Minnesota League games **will rate over any exhibition game** in the event of a scheduling conflict.
- B. New date for rain out games must be determined within one week of the postponed game. The League Secretary and the Umpire Assignment Coordinator must be notified immediately of the new date.
- C. Any game postponed during the last two (2) weeks of the League Schedule will be played within three (3) days of the postponed date. Home team has the final say in setting the date. A forfeiture will be declared against a team causing the game not to be played.
- D. If a game is being postponed, common sense must be used when contacting the visiting team. Enough time must be given to allow the visiting team to notify their players. Umpires must be notified 2 hours prior to the scheduled game time, or the home team could be forced to pay the Umpire fee.
- E. If a game cannot be rescheduled by mutual agreement, the League upon notification will set a date.
- F. If doubleheader games are scheduled, two seven inning games will be played. If a rescheduled game becomes a doubleheader, two seven inning games will be played.
- G. League game scores must be reported by team Managers within 24 hours for updating the League website.
- H. Team League game statistics must be entered on the Eastern Minnesota League website. The statistics for batters and pitchers must be entered every Tuesday and include all games played through the prior Sunday. A fee of \$25 for each unreported game will be assessed. The league can appoint someone to monitor unless someone volunteers. A text message or an email must be sent to the person monitoring game statistics.

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ARTICLE 7. PLAYER RESPONSIBILITIES

A. Player or Player/Manager Ejection Rule (MBA Handbook)

Any player or player/manager who gets ejected from any game for unsportsmanlike conduct toward an umpire before, during or after a game OBR 6.04 (a1), (a2), (a3), (a4), c, d, e or Standards for Removal from the Game (or link in “Documents” on mnbaseball.org) will serve a 2 game suspension. These will be the next 2 league, play-in, playoff, region, section or state playoff games (whichever come first) for Class A or C and the next 2 Section games for Class B. The suspension will carry over into the playoffs as well as the state tournament until fully served. The suspension will also continue into the next season as needed until the completion of the 2 games. Players/Managers having played in any capacity in the game of ejection are included in the suspension. The team of the ejected player or players is responsible for reporting the ejection to the MBA via the online form hosted in “Documents” on mnbaseball.org within 24 hours or before their next league or section game, whichever is sooner.

1. A player ejection that doesn't involve a dispute with an umpire will result in a minimum of a 1-game suspension and the league reserves the right to add more games if it's deemed necessary.

2. **Penalty for playing a player who hasn't completed their suspension:** That player is an illegal player.

B. If a Player or Manager participates in the game from which he is suspended his team will be required to forfeit that game (League and/or Play-off game).

C. The League may suspend a Player or Manager for a minimum of one (1) calendar year for fighting. The Player or Manager's team will be fined \$150.

D. The League will suspend a Player or Manager for a minimum of one (1) calendar year for attacking an Umpire. The Player or Manager's team will be fined \$150.

E. All nonparticipating Players, Managers, Coaches, Bat Boys must be in the non playing area (in the dugout) at all times with the exception being - 1 on-deck batter, Base Coaches and Bat Boys.

F. No Player or Manager will be allowed in the playing field area during regular season or play-off games if in the Umpires opinion that person is under the influence of a chemical substance.

G. All Player / Manager suspensions of a year or more are subjected to a review by the Arbitration Committee as described in Article 10.

ARTICLE 8. - UMPIRE RESPONSIBILITIES

A. Umpires must adhere to ethical standards of conduct as required of professional Umpires.

B. Any issues can be presented to the League Arbitration Committee.

ARTICLE 9. - LEAGUE PLAY-OFFS

A. The team standings for Play-off play will be determined by the following in case of identical League play records:

1. Tie breaker #1 - Best record from head to head play.
2. Tie breaker #2 - Best League\Division record.
3. Tie breaker #3 - Runs allowed in head to head play.
4. Tie breaker #4 - Runs allowed in division /league play.
5. Tie breaker #5 - Coin flip.

B. Any team having three (3) games forfeited during the season will be determined as not qualifying for playoffs. A team has the right to appeal any one of their forfeits within 7 days of the forfeit to a review board that will include the President and Vice President of all Eastern Minnesota Leagues.

C. All Play-off games will be scheduled as single 9 inning games. Nine (9) innings must be played to make a game legal. Once a game has started and if nine innings have not been played and the game is stopped, it will be considered a suspended game - the game will be resumed at the point it was stopped on a new day. The exception will be if a team has an advantage of ten (10) runs or more the game will be shortened to seven (7) innings. Also, if a game is stopped after seven (7) innings and one team has a big advantage it may not be resumed on a new day if agreed upon by both managers.

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ARTICLE 9. - LEAGUE PLAY-OFFS (continued)

1. The Home team has the final say in scheduling game starting time.
2. Postponed or cancelled games will be played the next day. If the original site is unavailable, the League President ('s) will determine the site.
3. Playoff game scores must be reported by team Managers within 24 hours for updating the League website.

ARTICLE 10. - LEAGUE ARBITRATION COMMITTEE

- A. All grievances or issues not covered by these Articles can be appealed to the League Arbitration Committee for resolution. The Arbitration Committee shall consist of the League Officers from all Leagues and the Member Teams from all Leagues.