**BY-LAWS**

**METRO MINNY BASEBALL LEAGUE**

**APPROVED: 01/28/2018**

**ARTICLE 1. - MBA BY-LAWS**

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

**ARTICLE 2. - TEAM BOUNDARIES**

**All teams will abide by the radius limits set by the Minnesota Baseball**

**Association. The radius starting point will be the team’s home baseball ballpark.**

**ARTICLE 3. - REGULATIONS**

**A.Player Contracts - No Player can be signed before March 15th and after**

**June 30th. The League Secretary must receive contracts 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.**

**B.Residence Verification - Contracts for players signing their first contract**

**with a team must include a copy of a valid Driver’s License, if a Driver’s License cannot be provided, another form of verification indicating the address on the Contract is their address and was established before March 15th of the current year. Penalty for providing invalid verification of residence will be assessed per the By-Laws of the Minnesota Baseball Association Article 13, Illegal Participation as detailed in the MBA Handbook.**

**C.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.**

**D.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. It is the right of a manager to question a player’s eligibility by asking for a special league meeting.**

**E.Player Questionnaires - Player Questionnaires will not be considered by the League. The only exceptions will be cases involving investment in**

**Business, Farm or transfers as detailed in the MBA Handbook in Article 3.**

**Player Eligibility or 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. Only Board Members from the League of the team requesting player eligibility will vote.**

**F.New Team - No new team can have more than two (2) players from another League team without Board of Directors approval.**

**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).**

**B. The starting time of games will be determined by the Manager of the home team with the agreement from the visiting team’s Manager.**

**C. Umpire fees are to be paid before the start of the game.**

**D. The time limit to wait after the scheduled starting time before a forfeit is awarded**

 **is 15 minutes (both single games and double header games).**

 **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,**

**an umpire has been assigned, and forfeit notice is given less than two days before**

**the scheduled start.**

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**3. The non-forfeiting team shall notify the League Secretary and the League Secretary shall send the non-forfeiting team $25 and the Umpire expenses incurred by the non forfeiting team from the forfeiting teams forfeiture fee reserve.**

**4. The League Secretary will notify the forfeiting team as to the amount that is needed to replenish that teams forfeiture fee reserve as governed by Article 3, Section 2 of the Constitution. The forfeiting team will have seven 7) days to make this payment. If payment is not made in seven (7) days, team is not eligible to play League games until payment is made.**

**E. 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 batting practice will depend upon individual game sites.**

**3. Home team shall have field for infield/outfield until twenty (20) minutes before start time. Visiting Team shall have infield/outfield warm-up until 5 minutes before game time (all players must be in full uniform).**

**4. Ground rules and National Anthem final 5 minutes.**

**F. Line-up cards will be exchanged between Managers before each League game.**

**1. The line-up cards will show starters and bench players with their associated uniform number. Failure to list a reserve player will not cause a player to be penalized from playing in the game.**

 **2. The League will issue line-up cards for team use.**

**3. Failure to complete and exchange a line-up card could cause a game to be forfeited.**

**G. Both teams should encourage the Umpire during pre-game briefing to keep the game moving.**

**H. 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 Leagues slide rule during the pre-game ground rule meeting.**

**I. No player will be allowed to participate in a League game if he is not in a matching uniform.**

 **This includes: - Caps**

 **- Uniform shirt with numbers**

 **- Uniform pants**

 **- Matching stirrup socks or socks of the same color**

**J. The following baseballs are approved for League use:**

 **- Wilson A1010, Diamond D-1,Rawlings RO**

 **1. The Home Team will supply four (4) NEW approved balls for each league game.**

 **2. In cases where teams are splitting costs for the third game between the two teams, EACH team will provide two (2) NEW approved balls for that game.**

**Penalty: If Home cannot provide approved baseballs the Visiting Team can supply the approved baseballs and will be reimbursed by the Home Team in cash or with approved baseballs.**

**K. Hitters rules:**

**1. Courtesy runner for the catcher will be allowed. The M.S.H.S.rule will be used. Last player ruled out will be the courtesy runner if a team has only nine (9) players.**

 **2. Intentional walks must be declared.**

 **3. Batters and base runners must wear helmets.**

 **4. M.S.H.S. Designated hitter rule may be used.**

 **5. The re-entry rule may be used.**

**6. Team MUST have nine (9) players at all times. The penalty is a forfeit.**

**L. Pitcher rules:**

**1. The pitcher must be removed after the Managers 2nd visit in the same inning. Player/Managers must identify a replacement for pitcher visits.**

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**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: (Per the MBA Handbook)**

**1. Pro-Slide will be used at all bases.**

 **2. A malicious slide is cause for ejection.**

**N. Fake Tag Rule:**

 **1. 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.**

**P. All base coaches must wear protective helmets.**

**Q. The Umpire may restrict a player to the dugout. The player may not reenter the game**

 **but would be eligible to play in the next League game.**

**ARTICLE 5. - PLAYING FIELDS**

**A. Fields must be groomed (infield dragged, pitcher’s mound raked) and chalked (batters box and foul lines) prior to the start of the game. This is the responsibility of the Home Team Manager.**

**B. Home Teams must have bathroom facilities available at their field.**

**C. Home Teams should provide hooks for hanging clothing and gear in the dugouts. 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. If an in-progress game cannot be continued due to lights or a field curfew, the final score of the game will be the last full inning completed after the completion of five full innings. If the game is suspended after the completion of five full innings the score will revert back to the last completed full inning. If the last completed full inning score is tied, the game is suspended. If one team has a lead the score is final. A suspended game will be restarted at the point it was stopped.**

**ARTICLE 6. - LEAGUE SCHEDULE**

**A.** **Metro Minny Baseball League games will rate over any exhibition game in the event of a scheduling conflict.**

**B. Rain out games – Managers from both teams are responsible for scheduling make-up games within two (2) weeks of cancelled games. It will be the Home Teams responsibility to obtain fields and to notify the umpires.**

**C. 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 and Visiting team must be notified at least 2 hours prior to scheduled game time.**

**D. If a game cannot be re-scheduled by mutual agreement, the League upon notification will set a date.**

**E. It Shall Be The Home Team's Responsibility to Provide Qualified Umpires**

**and arrange payment.**

**F. Home Team is to report final score of game for update on League web site.**

**G. If the League is notified by a team that it cannot complete the seasons scheduled games the team will be assessed a $100 fine in addition to all forfeiture fees.**

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**ARTICLE 7. - PLAYER RESPONSIBILITIES**

**A. A Player or Manager will be ejected from the game when he uses profanity, throws**

**helmets or bats, engages in unreasonable arguments. The Manager of the ejected player must notify the League President about the ejection.**

**B. The penalty for ejections from League games during each season will be:**

**First League game ejection - $25 fine.**

**Second League game ejection - $50 fine plus one League game suspension.**

**Third League game ejection - $75 fine plus suspended from playing in League games until the Metro Minny Board of Directors has acted to review and reinstate the Player or Manager. Fines must be paid to the League before the Player or Manager plays or manages in a League game. Until the fine is paid the ejected Player must not play but be in uniform and in the dugout, the ejected Manager must not be in uniform or in the dugout (League and\or Play-off game. If the game that a Player or Manager is ejected from is their teams last League or League Play-off game, the penalty will carry over to the first League game of the next season.**

**C. 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).**

**D. Pending League review, a Player or Manager may be suspended for a minimum of one (1) calendar year for fighting.**

 **The Player or Managers team will be fined $150.**

**E. The League will suspend a Player or Manager for a minimum of one (1) calendar year for attacking an Umpire. The Player or Managers team will be fined $150.**

**F. All non-participating 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.**

**G. 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.**

**ARTICLE 8. - LEAGUE PLAY-OFFS**

1. **League play-offs will be determined by the Board of Directors if applicable.**

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