

SILICON VALLEY ADULT BASEBALL LEAGUE
COMPLETE UNABRIDGED RULES AND REGULATIONS

EFFECTIVE March 14, 2018

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The SVABL was established in 1993 to provide adult baseball players an alternative to softball and to enable them to play the game they grew up with. Adult attitudes must always prevail, no matter how competitive the League becomes. The responsibility that this ethic sustains will remain the responsibility of the league's Executive Board, hereafter referred to as Board. The following rules were established to serve as guidelines for all players, managers, and umpires. Whenever a rule does not specifically cover a particular situation, the Board shall have the right to interpret the situation and determine what is in the best interests of the League, based on the League's overall philosophy. MLB rules will apply on the field when a situation is not covered for purposes of umpiring a game.

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1.) ROSTERS AND ELIGIBILITY

1.a) A player becomes eligible to participate in the 18+ division on the date of their 18th birthday. A player is eligible to participate in the 30+ division starting on January 1 of the year of their 30th birthday. Exceptions to the 30+ division rule require explicit, written approval by the Board. *(New for 2018) Any previously approved exceptions must be revisited prior to each season and renewed in writing for that season.* Any under-30 players in the 30+ division that have been granted an exception must also be clearly designated on the team's roster on the league website with an asterisk, and may not pitch during the regular or postseason, nor play in the 30+ All-Star Game, until they reach their age 30 season.

1.b) Ex-professionals from MLB and its minor leagues under the age of 30 are not allowed to play in the SVABL unless they have been out of professional baseball for a minimum of three years. Professional pitchers are exempt from this but may only play as a position player in the SVABL until the three years have expired. *(New for 2018)* For the purposes of SVABL, professional baseball is defined only as the minor and major leagues of Major League Baseball. Players participating in independent leagues or professional leagues in other countries are fully eligible to participate in the SVABL without restriction.

1.c) Teams are allowed a maximum of two current college players (or recent ex-pro pitchers exempt from 1.b playing as position players). There is no limit to the number of ex-pro players a team may have on their roster who are over 30 or have been out of the pros by at least three years. A current college player is defined as anyone affiliated with a college team as a player in the same calendar year as the SVABL season, *including redshirts or grayshirts, even if they aren't listed on the active roster.* If a player is challenged for being the third such player on a team's roster, the player's alleged college coach may be contacted to determine the player's status. Note that this rule applies even for players

added to avoid a forfeit. If your roster already contains two players in that category, you can never use a replacement player that is in this category, *even if your two players aren't present at that game.*

1.d) All players, prior to participating in any League sponsored game, must completely fill out and sign a Player Contract Form, available on the League website. Players must declare recent college or pro experience on this form, and omitting information or failure to be honest on the contract form may lead to immediate expulsion from the League. Furthermore, the team may forfeit all games which had an excess of college or pro players whether or not the manager had prior knowledge.

1.e) Team rosters must be posted on the League website by opening day. Teams with fewer than 15 players on their roster will not be allowed to reschedule games due to lack of players anticipated at a game. **Roster adjustments can be made as needed, even at game time, through week 10 of the season. After week 10, all roster moves must be submitted to the Board for approval at least 48 hours before the start of the game in which the new roster is intended to be used.** Post-deadline roster move requests must include a written explanation for the move, and such moves will be approved for any reason deemed legitimate by the Board or its appointed member in charge of this function. Using a player after week 10 that is not explicitly approved by the Board in this manner is considered an ineligible player and is grounds for the game to be ruled a forfeit, even if the opposing manager consents.

1.f) It is the manager's responsibility to update their team stats on a weekly basis no later than the Thursday following the game. At a bare minimum, the manager should be sure to list the players present for that game as listed on the lineup card, even if the stats aren't available, as this will be used as the official record for playoff eligibility. **Note that it is not necessary to play in a game to get credit for a "game played" on the stat sheet, but just to be present and listed on the lineup card. This allows injured players to still gain credit towards playoff eligibility simply by attending, even when they can't play.** When a game is rained out, all players on both teams' rosters on the date of the game shall be credited with a game if that game is not made up at a later date. In the case of a forfeit, no player will be credited with a game from the forfeiting team, while all players on the other team shall be credited with a game. The record for a given week is official as of Friday morning and all stats must be posted by then unless special permission has been given to a team for extenuating circumstances. A designated member of the Board may print weekly stats to ensure player participation was accurately portrayed at the end of the season, and unexplained retroactive changes to a player's game count will be grounds for suspension or expulsion.

1.f.Exception-1) (New for 2018) There is a higher bar for getting credit for a game played towards playoff eligibility if a player plays for two teams in the same day. In that case, not only must the player have paid league fees for both teams (see rule 7.f), the player must also have at least 1 plate appearance or 1 inning pitched for both of the two teams to receive credit for a game played for each team.

1.g) Players must be present for 50% or more of their team's games to be eligible for participation in the playoffs. If a team has an odd number of games scheduled, the number required is rounded down from 50% (Example: in a 17 game schedule, 8 games are needed to be eligible for playoffs.) It is the manager's responsibility to make sure his team has enough players on pace to be eligible for the playoffs and to encourage his players to be sure to attend the minimum number of games. Prior to the playoffs, teams will be asked to submit a list of playoff eligible players to the Board for review. **If a team cannot field 9 eligible players for any given playoff game, they may appeal to the Board at least 48 hours before the game with a written explanation for their need for a playoff roster exception.** In general, the Board will require that any exceptions be given only to the players nearest the minimum game limit, no players may pitch in the playoffs that have not achieved 50% under any circumstances, and even if approved, the exception player may only play if the team has fewer than 9 players on game day without him. Furthermore, if a ninth eligible player shows up late, the exception player must be replaced immediately. Teams that use any ineligible player that

was not explicitly approved by the Board will be automatically removed from the playoffs, and the Board may then impose further sanctions on the manager who used such players.

1.h) The use of an ineligible player will not be tolerated. The managers must recognize their responsibility to the League as to not cross the line where winning is more important than playing fair. An opposing manager may at any time have the right to question a player's age or eligibility. In response to an eligibility protest, proof of age and/or a response to the accusation must be submitted to the Board within 5 days of the protest by the manager and/or player in question. If an underage or ineligible player is detected, penalties whether to the individual or team will be decided by the Board. Penalties could be forfeiture of all games in which the underage or ineligible player participated in, appropriate suspensions and/or expulsions. If the manager had prior knowledge, he is subject to similar suspension/expulsions. There are no deadlines for this type of protest but should be reported and handled as soon as they are discovered.

2.) EQUIPMENT AND FIELDS

2.a) For regular season games, all players must have, at a bare minimum, baseball pants, a baseball cap, and a numbered jersey. For playoffs, all players must have matching jerseys and hats. For all-star games, players must have the jersey and hat that represents their team. The umpire shall not allow a player to play that doesn't meet these basic requirements, regardless of opposing manager consent.

2.b) Each team must bring at least three (3) new, league-provided balls to the game, giving two (2) to the home plate umpire at the pre-game meeting and having the third on hand ready to replace any lost or unusable balls. In addition, teams should also have numerous new or "quality reserves" on hand as needed in case balls are lost or become unusable. Only balls provided by the League shall be permitted. An ample supply of baseballs shall be provided by the League for all games. If a team is low on their supply of baseballs, it is that team's responsibility to contact the Board member in charge of this function well in advance to make arrangements to replenish their supply. If it is determined that the team is not due more baseballs, the team may be charged for additional baseballs.

2.c) All games are played with wood bats only. Composite and metal-wood bats are permissible as long as the hitting surface is made of wood. If a player uses an illegal bat and a protest is made, the offending batter will be declared out.

2.d) In the event of rain or unplayable field conditions, it is the responsibility of the scheduled home team to notify the umpires and opposing team manager of any game cancellation at least 1 hour before the scheduled game time. Cell phone numbers for the umpires and managers will be provided before the season begins. Umpires and managers are expected to respond to the home team's call in a timely fashion to confirm receipt of a call. Text messages are not acceptable, voice calls are required to ensure timely communication. In the event such notification does not take place, the home team solely will be responsible for any travel fees imposed by the umpiring organization. Umpires are responsible for checking their voice messages to determine if a game has been cancelled. It is up to the discretion of the managers to determine if a field is safe and "playable". Playable means that by playing on a field, the integrity of the turf, dirt, and/or grass will not be compromised for future use. The umpires will be the deciding vote if managers disagree on this. The Padres will determine playability for Lincoln High in all cases, whether they are the home team or not. They must make the calls to the umpire and opposing manager.

2.e) It is the responsibility of both teams to participate in field prep before the game and field cleanup after the game. If one team does significantly more work in field prep, they might request that the other team handle more of the field cleanup, but this should be worked out ahead of time between the managers. In the absence of an explicit agreement of this nature, both teams should have at least 3 players participating in the cleanup effort until the cleanup is complete to the satisfaction of both managers. If a team repeatedly fails to participate in field work, the team may be fined.

3.) GAME LENGTH

3.a) Unless otherwise specified, all games are 9 innings. Regular-season doubleheaders played between the same two teams will consist of a 9 inning game followed by a 7 inning game (18+ division), or two 7 inning games (30+ division). Games can be ended early at the umpires' discretion due to darkness, rain, or other field conditions if player safety is compromised, or due to field conditions if both managers (or one manager and the umpires) agree that continuing to play would significantly damage the field. Managers which allow play on a field obviously unplayable due to water will be held responsible for field damage. If a game is ended early, a minimum of 5 innings must be complete for the game to count in the standings.

3.b) In the regular season, the time limit (i.e. the time after which a new inning may not start), is 3 hours for a 9 inning game, and 2.5 hours for a 7 inning game. Playoff games do not have an explicit time limit or mercy rule and will be played to completion unless the game is ended early for safety or conceded by the trailing team. The start of an inning is defined as the time of the final out of the previous inning. The game start time is scheduled time unless the umpires are the reason for a late start in which case the start time is the time when the umpires are ready at home plate for the pre-game meeting. The head umpire shall announce the official start time at the pre-game meeting and write that on the lineup card. The person with the official clock should be determined by both managers. 10 minutes shall be allotted to teams to avoid forfeits if a team is lacking 8 players, however the clock will start as previously noted. No team shall delay the start of a game awaiting the arrival of a particular player as long as the team has 8 available.

3.b.Exception-1) If there is a 10-run discrepancy with 2 or fewer innings remaining in the game OR 15 minutes or less left before the time limit, the game will be declared final.

3.c) The trailing team can concede for any reason after 5 innings have been played.

3.d) Regular season games can end in ties and will not be completed at a later time.

4.) LINEUPS AND COURTESY RUNNERS

4.a) Lineup cards must be submitted to both the umpire and the opposing manager at the start of the game, and must contain at least last name, first initial, and jersey number for each player. Only players present at the start of the game shall be listed, so the number of players listed should match the number of players present. Players that show up late may be added to the lineup card but should be announced to the umpire and opposing manager. Injured players may be listed as reserves if present, but need not be in uniform.

4.b) A team must have 8 players for an official game. In the event that only 8 players are available, there is no penalty to the shorthanded team beyond the implicit penalty of having 8 fielders on defense. Teams which show up to the field without 8 players may borrow a player from the opposing team to reach 8 or 9 players if offered. The team accepting the borrowed player(s) is not subject to forfeiting the game as long as mutual agreement has been established between the teams. If the team's 8th or 9th player arrives after the start of the game, the borrowed player shall be removed from that team unless it is the 9th player arriving and the opposing manager still agrees to allow the borrowing.

4.c) A team may bat as many players as desired, with a minimum of 9 (unless the team has only 8 players). Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game. A manager or coach must be used to fill the 9th spot when less than 9 players are present. If they choose to not play, or borrow a player, they are not allowed to compete in future games for any reason. Late arriving players may be added only to the bottom of the lineup.

4.d) All players may be substituted for defensively, at any time, without affecting the player's offensive status in the lineup. In other words, each team has an offensive and a defensive lineup that are independent of each other. Players may play in either lineup or both.

4.e) A team may declare any batting order position as an A/B slot that is occupied by two (2) players that will alternate batting each time through the lineup. For example, if a 9A/9B is declared, then the first time 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, and A/B slots and non-A/B slots can't be changed once the game starts. However, players in an A/B position may be pinch hit for, just as any other player. If a player in an A/B spot leaves the game early, that spot is subject to the same rules as a normal lineup spot as explained in rule 4.k.

4.f) A team may identify, at the start of the game via the lineup card, a maximum of two "non-runners" that can be replaced with a courtesy runner whenever they reach base. Once the game begins, non-runners can only be added if a player sustains an injury. In the event a player becomes injured during the game and the maximum number of non-runners has already been designated, either a pinch runner must be used or the non-runner designation must be transferred from one of the previous non-runners to the injured player. Players designated as non-runners can always opt to run for themselves without penalty, however once a non-runner is on base and one pitch is thrown, the non-runner must continue to run for himself for the remainder of that appearance on the bases. If a pitcher is added as a non-runner due to injury after a game has begun, he may no longer pitch in that game but may remain in the game in another position if a team needs him to field 9 players.

4.g) If the player that will be playing catcher in the next half-inning is on base with 2 outs, he must be replaced by a courtesy runner. This is a mandatory replacement enforced by the umpire intended to allow the catcher time to prepare for the next inning and keep the game moving. If a replacement catcher is announced so that the existing catcher can remain in the game to run, the replacement catcher must stay in at catcher for at least one full inning. This rule specifically does NOT apply to the pitcher unless the pitcher is specifically designated as one of the two non-runners as specified above.

4.h) Courtesy runners, whether for catchers or non-runners, must always be the last batted out. In the first inning, if no batted out has occurred, the runner shall be the last batter listed on the lineup card. When players that might require a courtesy runner are at-bat, or if a catcher is on base with less than two outs, teams should determine ahead of time who the correct replacement runner should be so that the replacement can be made quickly. The last batted out refers to the player whose plate appearance resulted in the most recent out, even if the player reached base by fielder's choice. If the last batted out is on base, then the next to last batted out should run instead.

4.i) A manager may add batters to the bottom of the lineup at any time. Players added to the bottom of the lineup may be added as individual hitters or as an A/B slot (if two players are added at once). **If a batter in the starting lineup is pinch hit or run for, the player may re-enter the lineup in the same spot in the batting order, but only after the replacement player has had one official plate appearance as a replacement player.**

4.j) All teams must announce offensive additions, substitutions, and/or changes to the home plate umpire and opposing team manager and/or scorekeeper. (It is not necessary to announce defensive changes, since those are independent.) 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.

4.k) If a player is forced to leave a game early for any reason, a reserve player, not previously entered into the game as a hitter, must hit in the replaced hitter's place. If there are no reserves who can replace the individual

AND the vacated spot was not due to injury, there will be an out assessed the next time that spot is due up in the lineup. After that, no out will be recorded for skipping the spot vacated by the displaced player. No further penalty shall be assessed unless, due to an ejection, a team cannot field the minimum 8 players, in which case the game will be declared final and the team without enough players will be forced to forfeit.

4.k-Exception-1) If it is known at the start of the game that a player must leave early AND the team is choosing to bat every non-injured player present in the lineup, the manager can specify on the lineup card at which specific time that player needs to leave, and then the player can leave at that time and have their spot skipped without incurring an out penalty. However, once such a leaving time is requested, it becomes a requirement that the player leaves the field at the specified time, and an out will be declared if the player bats after the specified leaving time or is not available to bat in their spot before the specified time.

5.) PLAYER SAFETY

5.a) Only one offensive player (on-deck hitter) shall be permitted outside of the enclosed dugout area.

Photographers wishing to take pictures must be inside the dugout or wear protective helmets when outside the dugout area. Children such as batboys shall not be permitted to be in an unprotected area (open area of dugout), even if they are wearing a helmet.

5.b) If a pitcher hits 3 batters in any one game, the pitcher must be removed on the third hit batsman. The umpires shall enforce this. The opposing team manager **may not** choose to allow the pitcher to remain in the game.

5.c) It is never specifically required to slide into a base, but there is zero tolerance for any violent, intentional collisions that could have been easily avoidable. In the event of such collision, at a minimum the instigating player shall be declared out and ejected from the game.

5.d) For the specific case of force-plays, we use U.S. High School rules in place of the MLB Rules, as follows:

Any runner is out when he does not legally slide and causes illegal contact and/or illegally alters the actions of a fielder in the immediate act of making a play, or on a force play, does not slide in a direct line between the bases; or

1. A runner may slide in a direction away from the fielder to avoid making contact or altering the play of the fielder.

2. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Diving over a fielder is illegal.

PENALTY: The runner is out. Interference is called and the ball is dead immediately. On a force-play slide with less than two outs, the runner is declared out, as well as the batter-runner. Runners shall return to the bases occupied at the time of the pitch. With two outs, the runner is declared out. The batter is credited with a fielder's choice.

A legal slide can be either feet first or head first. If a runner slides feet first, at least one leg and buttock shall be on the ground. If a runner slides, he must slide within reach of the base with either a hand or a foot. A runner may slide or run in a direction away from the fielder to avoid making contact or altering the play of the fielder

A slide is illegal if: a. the runner uses a rolling, cross-body or pop-up slide into the fielder, or b. the runner's raised leg is higher than the fielder's knee when the fielder is in a standing position, or c. the runner goes beyond the base and then makes contact with or alters the play of the fielder, or d. the runner slashes or kicks the fielder with either leg, or e. the runner tries to injure the fielder, or f. the runner, on a force play, does not slide on the ground and in a direct line between the two bases.

5.e) No fielder may fake a tag where the primary purpose is to deceive a runner into thinking that a throw is coming. 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. If an injury of any type results from this or any type of unsportsmanlike behavior, the player may be ejected from the game and ultimately the League. Safety is a primary concern of this League and unsafe behavior will not be tolerated.

6.) PLAYER BEHAVIOR AND CODE OF CONDUCT

6.a) Every ejection, for any reason, carries with it an automatic, minimum one-game suspension that is not subject to appeal. An umpire has sole discretion to eject any player or manager from the game for cause. All ejections are then reviewed by the Board (or a member or committee designated for this function) to determine if additional punishments are warranted, which may include a longer suspension or in extreme cases, expulsion from the league. This policy is intentionally strict, and is intended to underscore the League's philosophy of sportsmanship and fair play.

6.b) The League has the right to suspend or expel any team or 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. This **Code of Conduct** lists some behaviors that are strictly prohibited, along with the associated penalties.

No manager or player shall commit the following:

1. Lay a hand upon, shove, strike, or threaten an official. Players and managers guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until his conduct is reviewed by the Board. 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.

2. 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 Board. Players guilty of such conduct shall be subject to probation or suspension for the remainder of the season.

3. Be guilty of objectionable demonstrations of dissent at an official's decision. Players and managers guilty of such conduct shall be subject to suspension from further game participation.

4. Discuss with an official or officials the decision reached by such official or officials, except for the manager or his designee who are authorized to participate in such discussions. Players guilty of such conduct shall be subject to suspension from further participation in the game.

5. Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to probation or suspension for the remainder of the season.

6. Be guilty of physical attack as an aggressor upon any player, manager, official, or spectator, before, during, or after a game. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until their conduct is reviewed by the Board. Players guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the League for life.

7. Be guilty of verbal abusive attack upon any player, manager, official, or spectator, before, during, or after a game. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until their conduct is reviewed by the Board. Players guilty of such conduct shall be subject to suspension for the remainder of the season.

8. Consume alcoholic beverages or illegal drugs during the game or be on the field of play at any time in an intoxicated condition. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to probation or suspension for the remainder of the season.

9. Smoke or use tobacco products on the field of play or in the dugout. Players guilty of such conduct shall be immediately suspended from further participation in the game and responsible for any cleanup needed. Managers will suffer the same consequences in lieu of player participation in the cleanup effort.

6.c) The Board may, by vote of the majority of the Board, suspend any player or manager for such a period and upon such terms as it may propose, for the conduct with in its opinion is prejudicial to the welfare, interest, reputation, or Charter of the League. Except as otherwise provided, the Board shall determine the appropriate action

required for violations of the Code of Conduct, and shall report their decision to the player and manager. A player found in violation of any provision delineated in the Code of Conduct, after being placed on probation for the remainder of the season shall be suspended for the remainder of the season. Any player found in violation of any provisions delineated in the Code of Conduct, after being suspended from further participation in a game shall be suspended for the remainder of the season. Any player suspended or expelled from the league for due cause will forfeit all monies paid. Players or managers which are involved in behavior which causes the League to lose rights to a field will be dealt with appropriately up to and including expulsion from the League and forfeiture of all monies paid to date.

6.d) Grievances may be filed by an individual player or by the manager of a team provided that a grievance is formally submitted to the Board. An appeal of any action or ruling may be filed with the Board by an individual player or by the manager of a team provided that the appeal is formally submitted. However, all decisions by the Board are final and not subject to appeal. Votes which are initiated by the Board shall be announced and acted upon in a timely fashion. The Board will announce a deadline for votes on issues which are determined to be of significant importance to put to a vote of all managers. In the event of a tie on an issue, the tie shall be broken by the majority of Board members voting. Relatively insignificant issues will not be put to a vote and decided by the Board. This allows for the smooth functioning of the League. Any matter which a manager feels should be voted on by all managers may be proposed. A vote could then ensue if deemed appropriate by the Board.

7.) GENERAL LEAGUE RULES

7.a) For games that need to be rescheduled due to rain or other reasons, it is ultimately the responsibility of the teams involved to work with the Board to determine the make-up date and location. There is no guarantee that games not played on their originally scheduled date can be made up, but best efforts will be made to do so. If the game is rescheduled due to a personal request (or failure to notify umpires about rain in time) by one or both of the teams involved, the responsible teams may be required to pay the umpire fees for the makeup game.

7.b) Two forfeits by any team could mean immediate expulsion from the League with no money refunded to the team. Any forfeit requires that the forfeiting team pay for both umpires that week if the umpires or League were not notified by Thursday when umpire scheduling was completed. This is not the same as the one hour limit for rain. Umpires want to work and late forfeits cost umpires a day's work on a Sunday when they could have been doing something else or umpiring another game. It is for that reason that the game must go on whenever possible, and the team forfeiting must make up for any costs associated with this. When a team is interested in rescheduling due to lack of players expected, he must first exhaust other possibilities such as borrowing a player or using non-roster players. Teams with less than 15 on their roster shall not be allowed to reschedule due to lack of players expected. Rescheduling games has always proven to be difficult, if not impossible, so every effort must be made to find an alternative. Again, the deadline to reschedule is Thursday and must be mutually agreeable by both managers. Additionally, an opposing manager is not required to offer the reschedule option. If he does and a mutually agreed upon and possible date cannot be reached, the team will be forced to forfeit the game in question.

7.c) Protests must be lodged to the Board within 24 hours after the game for which the protest is made. All protests shall be decided by the Board by Thursday.

7.c-Exception-1) Protests involving ineligible players may be lodged at any time. Do not assume that if you use an ineligible player you are "out of the woods" just because time has passed.

7.d) Each year, all players on the League's waiting list will be invited to a draft. The annual draft will be conducted in a manner to allow parity in the League by having the prior year's teams with the lowest finishing records drafting first. Teams which forfeit games as a result of violations of League rules may be forced to use their win record before forfeits for purposes of drafting. Additional draft procedures may be adopted by the Board which are in the best interests of the League and to promote competitiveness of all teams.

7.e) The League shall control the assignment to teams new players who have contacted the League in response to advertising or who have been referred to the League by any means. A player who has not played in an SVABL game in either the current or previous year shall be regarded as a new player. A new player acquired by a team through that team's own recruiting efforts shall be subject to the control of the team and not the League. Individual team sites shall not be used for recruiting purposes, though manager contact information on a team site is allowed.

7.f) League fees for players are established by individual team managers. They are due and payable prior to the start of the season. Failure to pay as agreed (if partial payment is granted by manager for individual hardship cases) is grounds to dismiss a player from a team without refund of any prior payment. Players who have not paid in full by the end of a season, who have played said season, will not be allowed to play for any other team until fees are paid in full to prior team and should be declared by managers. **Managers are not allowed to allow any player to participate without paying their share of the team fees under any circumstances. Violations of this rule will be investigated and arbitrated by the Board.** This rule is intended to discourage players who do not pay and force other players to compensate for those players. Teams may be asked to begin their season later than other teams if League fees are not paid as requested and/or promised. Significant delinquencies could result in a team being removed from the League. Individual players shall retain their own proof of payment in case they wish to be reassigned to another team after a team has been expelled from the League. An attempt will be made to reassign players to new teams. The team will forfeit all fees paid.

7.g) (New for 2018) Any time a player switches teams, regardless of circumstances, it requires Board approval, no exceptions. If a player would like to leave his current team and join another team, he can always do so, subject to the following conditions:

- 1) A player with 5 or more years in the league is considered to have "veteran status" and can request to switch to another team, but must provide an ordered list of three or more teams that he would be willing to play for, along with any explanation of his preferences, and the board will vote to determine which team the player can join. Board members representing the team the player is leaving and any of the proposed teams to join are not eligible to vote.
- 2) A player with fewer than 5 years in the league must re-enter the draft, or if eligible, may switch between age divisions using the process described for players with 5 or more years experience.
- 3) A player with special circumstances may petition for exceptions to either of the above rules, subject to Board approval. Such exceptions include but are not limited to a team disbanding, a player not being invited back to join their current team, a fair player trade between teams with all consenting parties, etc.

In such situations when a player leaves an existing team to join another team, the Board can, at its discretion, award compensatory draft picks to the player's former team to help replace the departing player.

7.h) (New for 2018) In the event a player wishes to leave his existing team and form a new team, he may do so as long as the Board approves the new manager and team. Other players from the league can only join the new team subject to rule 7.g, unless special approval is granted by the Board.

7.i) (New for 2018) Teams and rosters for the Fall and Summer leagues are both governed by this document, but are otherwise independent from one another. In other words, for the purposes of the Summer season, the Fall season is a separate league with its own draft, teams, and rosters that do not affect the Summer, and vice versa. This is to account for the fact that there is not a one-to-one mapping between teams in the Summer and the Fall, and players can have completely different affiliations during the two seasons.