**BLUE MOUNTAIN LEAGUE**

**BY-LAWS (CONTINUED)**

**BY-LAWS III: PLAYERS, UMPIRES, GAMES**

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**ARTICLE EIGHT: PLAYERS**

**801:** No player shall receive, from any source, remuneration of any nature whatsoever neither for his membership on any team, nor for participating in any League game.

**802:** Any player who receives remuneration of any nature whatsoever for his membership on any team, or for participating in any League game, shall be considered a professional, and shall forfeit all eligibility for participation in the League.

1. Any game in which an offending player shall have participated shall be forfeited, regardless of whether the team won the game or lost the game, with all forfeit penalties applied.
2. The offending player’s team shall be expelled from the League.

**803:** No player shall be certified to the roster of any team until his contract has been approved by the President or Secretary/Statistician.

**804:** It shall be the responsibility of the team desiring the approval of the contract of a player, and the certification of the player to their roster, to provide proof of the player’s eligibility.

**805:** The President shall approve the contract of a player and certify the player to the roster of his team, unless:

1. Obligation to notify the President of the obligation
2. The player has not reached his eighteenth (18th) birthday prior to the beginning of the regular season in which he desires to play, and his contract has not been signed by his parent (guardian) or parents (guardians).
3. The player is a professional baseball player returning form organized baseball, and such player or the team with which he desires to play, has not provided evidence of his release, or of his place on a voluntary retired list, or of his NCAA certification of eligibility, or any other information which would establish his eligibility.
4. The player is considered a professional baseball player pursuant to Section 802.
5. The player, under contract to a League team, fails to show up for scheduled games, or holds out on a manager in an attempt to obtain his release. \*Such player shall not have his contract approved, nor shall he be certified to the roster of any League team. \*\* The team which holds the player’s contract shall be responsible for notifying the President of the player’s conduct.
6. The player has not established permanent residence within 75 miles of the Lehigh Valley International Airport or attending a college within that distance. Determination of whether the player has established permanent residence and lives within the required distance shall be at the sole discretion of the President, but can be appealed subject to ARTICLE SIX, Section 616 and 617. A player otherwise ineligible under this section shall be eligible if he meets any one of the following criteria:
7. The player is enrolled in classes at a college within the aforesaid distance which said player attends on a full-time basis during the normal school year.
8. The player was an eligible member of any League team during the immediately preceding season and met the criteria established by the Directors of Operation for League Championship or Post-Season play eligibility during that season.
9. The player has been an eligible member of any League team for a least five (5) seasons, which do not have be consecutive.
10. The contract submitted by the player is not complete.

**806:** In the event that a team uses a player not eligible to compete, or uses a player whose contract has not been approved by the President, said team shall forfeit all game in which the said player participated, regardless of whether the team won the games or lost the games, with all forfeit penalties applied.

**807:** No team may sign player after June 15, except servicemen discharged after June 15, who have a valid certification of their discharge indicating his discharge occurred after June 15.

**808:** No team shall interfere with players under contract to another team in the League in an attempt to influence the player to change teams or to not play for the team to which he is contracted.

**809:** All players under contract to a League team shall be considered released at the conclusion of the last game of the last Championship or Post-Season series.

**810:** In the event that a player desires to be released from the team to which he is contracted, and the team refuses the player, said player shall have the right to a hearing before the Directors of Operation. The purpose of the hearing shall be to determine whether or not the player should be granted his release.

**811:** No team shall request the certification of more than twenty-seven (27) players to their roster.

**812:** Each team in the League shall submit to the Vice-President, at the May meeting, a roster of all players they desire to have certified to their roster. The must be accompanied by the completed contracts of each player for the President’s approval.

1. The initial roster of each team shall be constant between the date of the May meeting and the first official game for each team.
2. Any team which does not submit their roster, together with the completed contracts for each player, at or before adjournment of the May meeting, shall forfeit their first scheduled game, with all forfeit penalties applicable.
3. The roster submitted as the May meeting shall remain constant until June 15, except that a team initially submitting less than the maximum number of contracts may add players to their roster, up to the maximum number provided, after their first official game, subject to the approval and certification of the President.
4. A player added to the roster after the first official game of a League team shall be eligible to compete in the League immediately.
5. On June 15, a team may release players and may add players, including players who were signed previously by another League team, provided that such players have obtained their release from their prior team.
6. No player who has previously signed with another League team shall be eligible to compete until June 15 with his new team, provided he has been released by his prior team.
7. All players added to the rosters of League teams between the May meeting and June 15 must satisfy all eligibility requirements outlined in this Article.
8. June 15-17—FINAL ROSTER
9. In the event that a player has completed contract with more than one League team, and both contracts are submitted to the President for his approval and certification, said player shall notify the President as to which of the League teams he desires to compete with. The Player shall then be ineligible to compete in the League for a period of five (5) official games.

**813:** A courtesy runner for the pitcher, the catcher or both, shall be permitted only when there are two (2) outs.

1. The use of a courtesy runner is not mandatory.
2. If a courtesy runner enters the game, his appearance shall be included in the box score of the game, and his participation shall be counted toward post-season eligibility.
3. A courtesy runner may later enter the game as a fielder, pinch-hitter or pitcher, or any other position if necessary or desired.
4. If a player has been removed from the game, he may not serve as a courtesy runner.
5. If a player is currently participating in the game, he may not serve as a courtesy runner.

**814:** The President is empowered to enter into an agreement or agreement with another league or leagues which shall extend the coverage of Section 805(a) to the agreeing league or leagues.

**815:** All players participating in any League game, playoff game or all-star game shall wear a proper flapped helmet when batting and when a base runner. Failure to wear such a helmet shall cause the batter to either be pinch-hit for, or called out or the base runner to be called out. \*The use of a helmet by coaches will be optional.

**ARTICLE NINE: UMPIRES**

**901:** The powers, duties, and responsibilities of the League’s Umpire Assignor shall be as follows. He shall:

1. Submit a list of umpires for approval by the Directors of Operation not later than the April meeting;
2. Assign such approved umpires to officiate League games;
3. Supervise the umpires of the League, including the disciplining of such umpires, who violate the rules and regulations, Constitution and By-Laws of the League pertaining to umpires.
4. Be responsible to the President for the conduct and capability of the League’s umpires.
5. Notify the President of any postponed games, forfeits and protested games, and the ejection of any player, manager, coach, or other persons.
6. Be responsible for notifying he umpires when they are required to submit written reports to the League.
7. Have such authority as elsewhere may be outlined in the Constitution and By-Laws of the League.
8. Attend all league meetings during the playing season, which, for the purposes of this Section, shall be defined as the months of March through August inclusive. Failure to attend a meeting shall subject the Umpire Assignor to the same penalties as a team which fails to attend a meeting.
9. Be responsible for informing all League umpires of all special League rules and regulations pertaining to umpires, playing rules, etc.

**902:** The fees for officiating League games shall be determined annually by the Directors of Operation. The fees for postponed games shall be as follows:

1. If a game is postponed in accordance with ARTICLE TEN, Section 1006, the umpires shall receive no fee. (If informed prior to leaving for the game)
2. If a game is postponed between the times an umpire arrives at the field and the first official pitch is thrown, each umpire shall receive ten ($10.00) dollars.
3. If a game is postponed between the time the first official pitch is thrown and the time the game becomes official, each umpire shall receive one-half (1/2) fee.
4. If one umpire is force to work a League game alone, he shall receive a seventy-five ($75.00) dollar fee for officiating a League game.

**903:** No game shall be protested on account of an umpire’s decision, except for misinterpretation of the official playing rules, as, from time to time, amended by the League’s Directors of Operation.

**904:** In the event of a protested game, the umpires shall notify the non-protesting team, check the status of the game and order play resumed, subject to the ruling of the Commissioner of the League.

**905:** All protests must be in writing, submitted to the President by the protesting team not later than forty-eight (48) hours after the game has been played.

1. All protests must be accompanied by a fee of twenty ($20.00) dollars, which is refundable in the event the protest is upheld.
2. A decision on all protests should be made within seven (7) days, or as soon thereafter as possible.

**906:** When any game is ordered replayed by the Commissioner due to a misinterpretation of the rules, the umpires who worked the original game shall work the replayed game without further compensation.

**907:** Umpires shall submit a written report to the President within forty-eight (48) hours/a verbal report within hours upon the occurrence of:

1. An ejection of a player, manager, coach or other person. \*A player/manger will be eligible to participate following their first ejection unless deemed otherwise by the Directors of Operation.
2. A forfeit game.
3. A protested game.

**908:** The President is empowered to rule on any umpire’s written report of ejection or forfeit.

1. He shall submit all baseball-related protests to the Commissioner for his decision.
2. The President may take whatever action he feels is appropriate under the circumstances, subject to ARTICLE SIX.

**909:** Complaints against an umpire shall not be considered by the League unless such complaint is made in writing. In the event of a written complaint, the President and the umpire Assignor shall take whatever action they deem appropriate.

**910: The League shall determine any rules and regulations for League umpires, including mechanics for umpiring desired for use in the League, not later than the February meeting of each year.**

**911:** Umpires shall be paid for their services when the game becomes an official game.

**ARTICLE TEN: GAMES**

**1001:** The League schedule shall be adopted by the Directors of Operation at the earliest possible date, but in no event later than the April meeting. All-Star and Post-Season play shall not be considered part of the regular season, but shall be considered part of the playing season.

**1001A:** Regular BML Season Tie Games

1. Thirty (30) game schedule- Ties will be replayed
2. Thirty-six (36) game schedule- Ties will not be replayed

**1002:** All scheduled games must be played as scheduled, on the day and on the field finally scheduled at the meeting at which the League schedule is adopted by the Directors of Operation. \*Any deviation in the schedule must have the mutual agreement of both Managers and final approval of the President, subject to Section 1003, and ARTICLE SIX, Section 606.

**1003:** Notification of any proposed deviation must be made by the Manager of the team requesting the deviation to the President or his designee no later than twenty-four (24) hours before the scheduled starting time of the game, or the game shall be forfeit.

1. Tie games, postponed game and all other games not played as scheduled shall be rescheduled within five (5) days and played by July 10, extenuating circumstances considered and accepted. After July 10th, a game Must be played the next available date open date of both teams.
2. Prior to the start of the season, each team shall indicate who from their team has the sole responsibility for rescheduling games.
3. In no event shall the home team be permitted to claim lack of a playing field as a reason for not playing. \*Extenuating circumstances considered and accepted.
4. In no event shall either team be permitted to claim lack of players as a reason for not playing.
5. The home team shall be responsible for notifying the Umpire Assignor and the President of the rescheduled date of any game not played as scheduled.
6. In the event that a game under this Section is not rescheduled within five (5) days, or if the President is not notified of the rescheduled date within five (5) days, the President shall reschedule the game himself and notify the two teams and the Umpire Assignor.
7. In the event that a game under this Section is not rescheduled within five (5) days, or if the President has to reschedule a game under this Section, a fine of twenty-five ($25.00) shall be imposed on the team which has failed to attempt to reschedule the game.

1004: All games shall be scheduled as seven inning games. The starting times for League games shall be as follows:

1. Twilight games- 6:00 PM
2. Night games- may not be scheduled to begin later than 8:15 PM
3. The starting times for rescheduled games must be agreed upon by both Managers if the starting time deviates from the home team’s usual starting time for that day.
4. Once the schedule has been finally adopted, or once the season has begun, the starting time of a game may be changed only with the consent of the visiting team’s Manager.

1005: The teams and the umpires shall wait a period of fifteen (15) minutes past the scheduled starting time of a game before declaring the game a forfeit. After the fifteen (15) minute period has elapsed, the game shall be a forfeit.

1006: In the event of rain, the home team shall notify the visiting team, the President, and the Umpire Assignor if their field is not playable no later than two (2) hours prior to the scheduled starting time of the game.

1007: The visiting team shall have the use of the field for fielding practice (hitting – weekend games) as follows:

1. Twilight games: From twenty-five (25) minutes prior to the scheduled starting time of the game until ten (10) minutes prior to the scheduled starting time of the game.
2. The last five (5) minutes prior to the scheduled starting time of the game shall be devoted to the discussion of ground rules between the umpires and the manager or captains of both teams, along with the exchange of line-up cards.
3. Once the visiting team has completed fielding practice, the home team may not retake the field for additional fielding practice.
4. Weekend games: From thirty-five (35) minutes prior to the scheduled starting time of the game until five (5) minutes prior to the scheduled starting time of the game. Refer to Section 1007(b) for pre-game meeting.
5. Weekend use of fields by both home and visiting teams: Batting cages and fields are considered one.
6. Games that are rescheduled are to follow the rescheduled date rules of field usage. Example: weekend game rescheduled for a twilight game; follow twilight rules.

1008: The official baseball for use in League games shall be determined by the Directors of Operation prior to the start of the season.

1009: The home team shall supply a minimum of three (3) new baseballs to start each game.

1. **Note**: The ball, or balls, which the starting pitcher used to warm-up prior to the start of the game, shall not be considered a new ball.
2. If in the opinion of the umpires, more baseballs are needed, they shall be supplied by the home team. These additional baseballs need not be new, but must, in the opinion of the umpires, be adequate for use in the game. The ball or balls used by the starting pitcher to warm-up prior to the start of the game may be used as additional balls.
3. At all times, during the course of the game, the umpires shall require the use of the best ball in his possession.

1010: The home team shall mark the field properly for each game. The umpires shall make the final determination as to whether the field has been properly marked. The fine for not marking the field by game time is twenty-five ($25.00) dollars.

1011: When a game has been scheduled as a night game, the lights must be turned on at the top of an inning.

1012: All teams shall submit to the League Officers, at the February meeting, a list of all fields upon which they desire to play their home games, whether they will schedule games for that field or merely use the field as a backup field.

1. All fields so submitted shall be accepted, provided the field meets League standards, which are determined by the Directors of Operation.
2. In the event that a field is not acceptable, no League game shall be played on that field until the Directors of Operation so permit.

1013: Team Conduct: No player, manager, coach, or other team personnel shall smoke nor consume alcoholic beverages in the vicinity of the playing field during the course of all League games, playoffs included. \*The bench is and the dugouts are considered to be in the vicinity of the playing field. No player, manager, coach, or other team personnel shall throw equipment. No player, manager, coach, or other team personnel shall use excessively profane language.

1014: Ejection procedure:

1. The following three (3) step procedure for minor infractions will be used:
2. Verbal Warning
3. Written Warning with the offending player, assistant coach, or manager restricted to the dugout/bench. Includes player/coaches or player/managers.
4. Ejection
5. Major Infractions: EJECTION (ex. This includes the use of profanity, intimidation and/or action to incite spectators to demonstrate. Behavior in any manner that is not in accordance with fair play.