



Atlanta MABL Local Rules and Regulations
(Addendum to the MSBL/MABL National Rules and Regulations) Last
Revised: March 3, 2022

All Atlanta Men's Adult Baseball League (MABL) games shall follow the MSBL National Rules and Regulations as published in the current Official MSBL/MABL Scorebook, with the exception of the following additions or amendments. Any rule not specified herein shall be governed by the MSBL National Rules and Regulations or, in absence of such, shall be governed by the current year's Official Playing Rules of Major League Baseball.

INDEX

1. Uniforms, Helmets, Baseballs, and Other Equipment
2. Game Length, Run Rule, and Rain-outs
3. Teams, Players, and Line-ups
4. Player Behavior and Team Responsibility
5. Courtesy Runners
6. Pitchers
7. Ex-pro Status and Regulations
8. General League Rules
9. Code of Conduct

RULES

1. UNIFORMS, HELMETS, AND BASEBALLS

Same as defined in the National Rules and Regulations with the following exceptions:

1. All teams must have full matching professional quality and style uniforms with player numbers. Player names are optional but must be consistent throughout. If for any reason a player cannot be properly uniformed for a game; the player must have a league issued uniform waiver completed and signed by the league Commissioner.
2. All batters and base runners must have helmets with at least one earflap and are encouraged to wear double earflap helmets.
3. Wood are allowed with a minimum length to weight ratio of -3 inches to oz. All other bats are prohibited.
4. Each team must have a first aid kit available at all games.

GAME LENGTH, RUN RULE, AND RAIN-OUTS

1. The official game time begins when plate meeting is completed. (unless the grace period has been utilized). Make sure your players are ready to roll. The first game of the day should always start on time, (unless the grace period has been utilized or umpires are late). The umpire will have the sole authority of the game clock.
2. There is a fifteen minute grace period from the scheduled game start time. If either team is unable to field enough players after the grace period, that team shall forfeit the game.
 - a. If one or both teams start to utilize the grace period, then the official game clock starts and the grace period cuts into the game time.



- b. After the fifteen minute grace period expires, if both managers agree, the grace period can be extended to any length in an effort to get enough players to show. However, this extended time also cuts into the official game time. If both teams do not agree to extend the grace period, then the team that does not have enough players will forfeit. If both teams do not have enough players, then it is a double forfeit.
 - c. The field umpire is the official time keeper, not the managers or plate umpire. The field umpire must keep time with a timer.
3. All games, are nine (9) innings and shall have a 2 hr 30 min time limit. Extra innings (10th, 11th, etc.) can be played up through the time limit. However no new extra inning shall start after the time is expired.

EXCEPTION: If the game is tied after just nine (9) innings or less, and/or the time limit has expired, then one (1) additional inning shall be played in an effort to break the tie. If the game remains tied after the one (1) additional inning, the game will officially be recorded as a tie.
4. All extra innings are played using the international rule. The last recorded out of previous inning with start at 2nd base with one out.
5. All playoff games will be 2:45. All championship game 3 will have no time limit. All league playoff games must be played to completion (i.e. cannot end in a tie).
6. All doubleheaders are 2 hr or 7 inning games. They will have no more than a thirty (30) minute break from the end of the first game to the start of the second game. There is no grace period before the start of the second game.
7. If an extended delay during the course of a game (i.e. rain or injury delay) occurs; the umpire may stop the game clock and resume after the delay is over. The umpire will have the sole authority of the game clock.
8. The umpires, in their discretion, may suspend, cancel, or call a game if the safety of the players is compromised for any reason.
 - a. All games are nine (9) innings.
 - i. Re: Darkness/Rain/Weather = five (5) innings is a complete game.
 - b. If a game is not deemed completed, it will be considered a suspended game and will pick back up where it left off when resumed. Both teams are required to report the current score, inning, and situation.
 - c. The Rosie rule is in effect for games that get rained out when the visiting team takes the lead. If a game is after the 5th inning (complete game), and in the top half of an inning, the visiting team takes the lead, then in the bottom half of the inning the game gets rained out before the third out is recorded, then the game reverts back to the score at the end of the previous completed inning and the game is official. In Major League Baseball, the game will need to be completed from where it left off, but the MABL cannot afford to pay umpires twice. If the game is in the 4th inning and the visiting team takes the lead in the top of the 4th, then the game is rained out in the bottom of the 4th before the third out is recorded, then it is not an official game and will need to be completed from where the game was rained out. However, if the home team is ahead (was already leading or takes the lead) in the bottom of the 4th inning when a game gets P rained 11age 2 of out, then the game is official. An official game is 5 complete innings or 4 and a half if the home team is ahead.
8. Run rule for 9-inning games: After two (2) hours and thirty (30) minutes or seven (7) innings have elapsed (whichever is first), a ten (10) run rule is in effect. After two (2) hours and fifteen (15) minutes or six (6) innings have elapsed (whichever is first), a twelve (12) run rule is in effect. After two (2) hours or five (5) innings have elapsed



(whichever is first), a fifteen (15) run rule is in effect. This rule will not apply in national and regional tournaments. These run rules apply to all playoff & championship games. Run rule for weather or darkness shortened games is 10 runs .If a team is up by 10 runs or more the game is official and will not be made up

- a. Run rule for 7-inning games: 12 runs after 5 innings.
9. Any game(s) rained out, postponed, or suspended must be rescheduled by the two opposing managers within seven (7) days. Note: the game does not have to be played within the seven (7) day period, only rescheduled.
 - a. If the game is not rescheduled by the seven (7) day mark, it will be rescheduled by the league Commissioner. After this point, the game can only be further rescheduled in the event of a rainout.
 - i. If a team cannot play on the date rescheduled by the league Commissioner, it is considered a forfeit for that team. If both teams cannot play on the date rescheduled by the Commissioner, then it will be recorded as a double-forfeit.
 - b. When opposing managers are rescheduling games, all make-up game dates/ times must be agreed upon by both managers in writing via email.
 - c. Make-up game requests must be in written form and must be emailed to the league Commissioner with a minimum of ninety six (96) hours advanced notice of the actual game.
 - i. Email requests to: dpik3163@aol.com and copy jjboudoin14@gmail.com
 - d. ALL make-up games will be nine (9) innings or two hours and 30 minutes (including make-up games played on week nights). Managers can agree to seven (7) innings OR two hours and 15 minutes at the manager's pre-game meeting at home plate.
 - e. Any games that are not made up by August 31 - the league will schedule these at the league's discretion. Rule 2.9.a.i. above applies.
10. In the event of rain, it is the responsibility of the league's field representatives and/or the manager of the home team of the first game to notify the league of the field conditions and possible cancellation of the game at least two (2) hours before the scheduled game time. Managers should call the league phone or check the league's website for field status, then notify their players accordingly.
 - a. MABL league phone: (770) 785-2588
 - b. MABL league website: <https://www.atlantamabl.com/>

3. TEAMS, PLAYERS, AND LINEUPS

Same as defined in the National Rules and Regulations with the following exceptions: 1. Each team must field at least eight (8) players to start the game; otherwise they forfeit. A team is allowed to borrow players from the opposing team only if the opposing manager agrees. A team cannot borrow players from any team other than the opposing team. However, the league commissioner reserves the right to make special concessions in situations where a team has extraordinary circumstances.

- a. If a team has less than seven (7) players at the start of game time, then it is an automatic forfeit. There will be no borrowing of players from the other team and no grace period will be allowed.



- b. If a team borrows players from the opposing team to play the game, then the game is official and the final score is the official score - there is no automatic win awarded. The reason for this is because once the umpires begin to officiate a game, they will be paid by the league, and the game becomes an official game. If team A is in danger of a forfeit, and team B wants to take the automatic win, then they must send the umpires home. If they still want to play the game as an "unofficial" or "practice" game, then they will not have umpires, or they can choose to pay the umpires out of their own pockets in cash on the spot, and this must be decided before the game starts. If it was not made clear before the game starts, then it is assumed to be an official game by default. If for any reason the umpires are to be paid by the league, then it is an official game.
 - c. If the number of eligible players for either team falls below eight (8) during the course of a game for any reason, that team will forfeit the game (unless the opposing manager agrees to lend an extra player).
 - d. If team A starts a game with 8 players, then team B is given the option to only bat 8 players as well. If team B decides to bat 8, then no one is charged any outs for the 9th spot. However, if team B decides not to bat 8 players, then team A is assessed an out for the 9th spot the first time through the lineup. Every consecutive time through the lineup, the 9th spot is skipped and no automatic out is assessed.
 - e. If both teams start a game with 8 players, then no out is assessed for the 9th spot for either team.
2. If a player is forced to leave a game due to injury or ejection, a reserve player, not previously entered into the game as a hitter, must hit in the removed hitter's place. If there are no reserves who can replace the individual, the spot is skipped and all hitters below that position move up. 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.
3. Five (5) minutes prior to each game, each team's manager, or player designated, must meet with the umpire(s) at home plate. Ground rules will be discussed, game balls will be given to the plate umpire, lineups exchanged, courtesy runners declared, and speed up rule is determined at this time. The speed up rule is not automatic, it is only in effect if both managers agree at the home plate meeting. Playing rule exceptions can be declared at this time with the consent of both managers.
4. Any change due to injury or otherwise during the course of the game is acceptable only if mutually agreed upon by both managers.
5. Final team rosters must have no less than fifteen (15) players. There is no maximum.
6. For an "added" player to be eligible for the week's game, the player's **full** league fee must be received via PayPal, Venmo or cash **FIRST** and then that player's waiver must be completed online by Saturday at 6:00 PM EST.
7. A "returning team" is classified as a team that consists of at least eight (8) returning players from the previous season. The players must have played in the Atlanta MABL, the player's previous year's team affiliation is a non-issue.
8. A "new team" is classified as a team that consists of less than eight (8) returning players from the previous season.



9. Team movement rule – For an American League team to advance to the National League; the “returning team” must play in the American League for a minimum two (2) seasons AND win the league championship, or they may advance to the National league at the league Commissioner’s discretion.
10. Advertising for individual team tryouts is prohibited between December 1st and the date of the league tryout of the new season.
11. Offensive substitutions/additions: 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 legal. If a team fails to announce an offensive addition/change, then the defensive team may notify the umpire of the rule infraction resulting in the batter being called out.
 - a. The defensive team has from the moment any part of the illegal batter's body moves into the batter's box (whether it is during time-out, dead ball, or live play) to the time that the at bat has ended (walk, hit by pitch, batted ball or anything that gives the batter an official scoring in the score book) to notify the umpire of the rule infraction. Should the offensive team announce an addition/substitution to the home plate umpire AND opposing team manager and/or scorekeeper after the batter has stepped into the box, but before the defensive team catches the rule infraction, then the added player is now legal.
 - b. Upon verification from the umpire that the offensive team made an illegal addition or substitution, an out is assessed 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.
 - i. Example 1: The offensive team is batting 12 players and wishes to add a player to the bottom of the lineup (Player 13). Player 13 steps into the box unannounced, and the defense calls for an illegal substitution. An out is assessed to the offensive team for an illegal substitution, and the lineup reverts back to the number 1 position. Player 13 is still available to be added to the lineup legally.
 - ii. Example 2: A sub is to pinch hit for the number 5 batter in the lineup. He steps into the box unannounced, and the defense calls for the illegal substitution. The number 5 spot takes the out, and the lineup moves on to the number six spot. However, that player has not officially entered the game yet and is still available to be added later.
12. Batting out of turn: Batting out of turn is when players that are already in the lineup bat out of their predefined order (not to be confused with an illegal substitution). Batting out of turn will be governed by Major League Baseball rule 6.07, which must be called out by the defense immediately after the at-bat has officially ended and before the next pitch is thrown to the next batter for an out to be assessed.
13. All players may be substituted for defensively, at any time, without affecting the players’ 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.

- a. This rule is intended so that only one pitcher (not each pitcher) may re-enter one time during the course of a game. That one pitcher does not have to be the starter. Once a pitcher re-enters the game on the mound, no other pitcher can re-enter again in that game.
14. When managers exchange lineups before/during the game, or when any substitutions or additions are made throughout the game, the lineups must contain both last names and jersey numbers so that the opposing manager can check for illegal players.
15. A team is not considered officially folded until after the tryouts have concluded. The league may take actions as if the team has already folded before the tryouts if the league is trying to place players or merge teams, or the league may try to resurrect a folded team after the tryouts or take any other actions necessary with a potentially folding team if it is in the best interests of the league. But as a general rule, a team is not "officially" folded until after the tryouts.

4. PLAYER BEHAVIOR AND TEAM RESPONSIBILITY

Same as defined in the National Rules and Regulations with the following exceptions:

1. Illegal drugs, tobacco products, or alcoholic beverages are strictly prohibited at the field before, during, or after the game. The field refers to the general playing area, park and/or facility.
2. Other than official roster players, no one shall be allowed in the dugout or dugout area unless he/she is eighteen (18) years of age and has a signed league player contract (wavier).
3. The league has the right to suspend or expel any team member who abuses the 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.
4. **Collision Rule:** The intent of this rule is to encourage base runners and defensive players to avoid collisions whenever possible, but the majority of the burden is on the runner to avoid the defensive player. This rule will be strictly enforced as defined in the National Rules and Regulations with the following clarifications:
 - a. Offensive players must make an effort to avoid unnecessary contact with a defensive player's attempt to make a play (i.e. running over the catcher at the plate or crashing into the pivot man on a double play).
 - b. All base runners must either slide directly toward the base (not within arm's length) or give up their right to the base (avoiding a collision by stopping or leaving the base path) if the defensive player has possession of the ball, is in the act of receiving the ball, or is about to immediately receive the ball and will be able to make an apparent play on the base runner. If the runner does not do this, then it shall be ruled offensive obstruction.
 - c. Any attempt by a base runner to "take out" a fielder after being retired for an out shall be, at the umpire's discretion, ruled offensive obstruction.
5. **Decoy Rule:** The decoy rule will be strictly enforced as defined in the National Rules and Regulations with the following clarifications:
 - a. Infielders will not be allowed to decoy a throw or catch unless there is a strategic value to such decoy (i.e. faking a cutoff from the outfield to prevent

a runner from advancing or faking calling for a popup to coax a runner to retreat back to a base).

- b. The decoying rule shall be enforced where a false catch, tag or throw was done in an attempt to get a base runner to slide unnecessarily with no strategic value to be gained.
- c. If, in the umpire's judgment, a fielder is guilty of a decoy rule infraction, then the runner will be ruled safe and all runners will advance one base.

6. **Three Strikes and You are Out Rule:** An ejection from a game does not automatically suspend a player from playing in any further league games. Each offense is different, and the league may decide to take further action on a player if the offense (reason for ejection) is serious enough. However, any player that is ejected from league games three times in one season is automatically suspended from all league play for the remainder of the season. Please note - this does not include being tossed for hitting batters, collisions with fielders, or any such technicality. This rule applies when being tossed for harassing an umpire, harassing the other team, and other such behavioral or sportsmanship issues. The third time a player is tossed for one of these reasons, that player is done for the season.

5. COURTESY RUNNERS

Same as defined in the National Rules and Regulations with the following exceptions:

- 1. In the event that the last batted out also has a courtesy runner declared, the batted out prior to the last batted out is to be used as the courtesy runner.
- 2. In the event where no outs have been recorded (i.e. first inning), the last player to cross the plate will be used if applicable, otherwise the last hitter in the batting lineup will be used.
- 3. If an additional courtesy runner is required due to an injury, the last batted out is to be used as the courtesy runner.
- 4. Speed Up Rule: The speed up rule refers to when a team's current pitcher and catcher use a courtesy runner when there are two outs only. This rule is automatically in effect unless both managers agree otherwise during the home plate meeting before the game (such as to use it with any number of outs). When used, these "speed up" courtesy runners do not affect the use of the normal courtesy runners as defined in the National Rules and Regulations. Also, the speed up rule only applies to the current pitcher and catcher of record, not a specific player – if the pitcher or catcher is changed, then the new pitcher or catcher will receive the runner with two outs when the speed up rule is in effect.

6. PITCHERS

Same as defined in the National Rules and Regulations with the following exceptions:

- 1. Intentional walks are allowed in accordance with the Official Playing Rules of Major League Baseball.
- 2. The pitcher must be removed on the fourth hit batsman and may not re-enter the game as a pitcher.
- 3. In regards to a pitcher faking a throw to third base, the Atlanta MABL will now conform to Major League Baseball rule 8.05 (b) which states: If there is a runner or runners on base, it is a balk when the pitcher, while touching his plate, feints a throw to first or third base without completing the throw.



7. EX-PRO STATUS AND REGULATIONS

Same as defined in the National Rules and Regulations with the following exceptions:

1. A player must be out of pro-ball for at least two full calendar years/24 months (three full years/36 months for pitchers) from the date they were released before becoming eligible to participate in a MABL league game unless otherwise approved by a majority ruling vote by the individual league's managers or by the league Commissioner.
 - a. Exception – For the 18+ National League, any player that played professionally ball can join a National League team without being subject to any votes by the managers, and he can play without any restrictions. These players are still subject to rule 7.3 which limits the number of ex-pro players on one team who have not been out of pro ball for at least three calendar years. NL teams can have no more than two pro and only 1 pitcher.
2. Pro-Ball refers to major and minor league teams only (independent or international ball does not count and therefore do not require a vote to be eligible to play). In order to be eligible for National tournaments, a player must meet the standards set by the National Rules and Regulations.
3. No team in the Atlanta MABL (excluding the 18+ National League) can have more than three (3) independent/ex-MLB pro players who have played independent/pro ball in the past three calendar years. Unlike MABL/MSBL National Rules, this rule includes independent league players. As stated in rule 7.1, pro-ball players must be voted on by a majority vote of that league's managers if they played within the past three years, but independent league players do not need to be voted in. However, no team can have more than three (3) of any combination of these guys on their team that have played within the past three years.
4. Regarding ex-pro players, all minor baseball is included as playing ex-professional baseball. This includes any team that is affiliated with an American Major League Baseball franchise, including rookie ball, low A, high A, etc. Only independent league and foreign leagues are not counted.

8. GENERAL LEAGUE RULES

Same as defined in the National Rules and Regulations with the following exceptions:

1. The "strike zone" shall be called as defined in Major League Baseball.
2. Any umpire decision which involves judgment, such as, but not limited to, BALLS AND STRIKES, is final. Objection to any such judgment decisions will not be permitted.
3. All players are deemed playoff eligible as long as they are added to the official roster before the playoff eligibility cutoff date.
 - a. As long as the Atlanta MABL is running the 25+ age division or any other age division, this rule holds true for all leagues/age divisions under the Atlanta MABL umbrella. There is no more "must play in 6 regular season games" rule for any age division. All leagues and all age divisions will use the same rule of playoff eligibility as defined above.
4. Playoff eligibility cutoff dates are determined at the beginning of each season and can be waived or changed at the discretion of the league Commissioner in the best interests of the league. The current playoff eligibility cutoff date is August 1st.



- a. For a player to be officially added to your roster for the playoffs, that player must have BOTH his league fees paid AND his online waiver completed by 10:00 PM of the cutoff date (not to be confused with rule 3.6). If these are not BOTH done by 10:00 PM of the cutoff date, then that player is not added to the roster. If that player then appears in any games after the cutoff date, that player is an illegal player and those games will be forfeited and the manager will incur possible disciplinary action including fines and/or suspension.
 - b. A player can still be added to a roster after the playoff eligibility date, and that player can play the remainder of the regular season, but that player cannot play in any playoff games. If any players are added to rosters after the playoff eligibility date, then a list of those players will be distributed to all teams before the start of the playoffs.
5. Should a team forfeit, they will be subject to a fine. This will now be strictly enforced.
 - a. If a team forfeits a game prior to 12:00 PM on Saturday, it is a \$50 fine.
 - b. If a team forfeits a game after 12:00 PM on Saturday, it is a \$75 fine.
 - c. A team that forfeits a game will not be allowed to participate in future games until those fines are paid in full.
6. Penalties for each forfeit will be enforced at the discretion of the league Commissioner. Penalties include, but are not limited to, a \$75.00 fine for each forfeit.
7. Three forfeits by any team results in a rejection of playoff eligibility.
8. Whenever a manager desires to protest a game because of alleged misapplication of the rules, that manager must notify the umpires of his intent to protest at the time the play under protest occurs and before the next pitch, play, or attempted play. If the next pitch, play, or attempted play occurs, then the protest will not be recognized. In a situation where a protest arises on a game ending play, the umpires must be notified before they leave the field. No protest shall ever be permitted on judgment decisions by the umpire. Once a legitimate protest is announced to the umpires, all protests must be lodged to the league Commissioner and Board within 24 hours after the game for which the protest is made, or the protest will not be recognized. All protests shall be decided by the league Commissioner and Board, and the decision is final once it is declared.
9. Trading for draft picks is allowed ONLY IF all terms are disclosed and approved by the league Commissioner. Any trades between National, American, and Central League teams that result in a player moving down from one league to another are PROHIBITED without the expressed approval of the league commissioner.
10. A free agent is a player that has at least three consecutive years in any official MABL/MSBL affiliated league. If a player does not meet the free agent criteria, and he wishes to go to another team in the same age division, then he must receive his official release from his current manager and receive approval from the league commissioner. If that player does not receive his official release from his current manager or does not receive approval from the commissioner, and he still does not want to play on his current team, then he must sit out for an entire calendar year or reenter himself in the next draft so that he can be made available to all teams in that age division. If the player does meet the free agent criteria, then that player has unrestricted freedom to move to any team of his choosing in the same age division. In the event that a team disbands during the season or at season's conclusion, all



players with three years seniority in the league will become automatic free agents and will be permitted to play for any desired team. Players not having three years in the league will re-enter the draft.

11. No team can pick up more than one free agent from any one existing (non-folded) team, and no more than two total free agents from within all of the Atlanta MABL (all 18+ and 25+ leagues combined). If a team has folded, then a team may pick up five free agents from the team, but they will not be eligible to take free agents from an existing team. Any deviation from this rule must be approved by the league commissioner, and the league commissioner alone has the authority to approve such changes.
 - a. If a manager happens to run more than one team (such as an 18+AL and an 18+NL or an 18+NL and a 25+NL, etc.), then this rule applies for that entire organization. In other words, that manager can only pick up one free agent from an existing team for his whole group - not one per each of his teams.
 - b. If a manager picks up a free agent from an existing team within his own league, then that manager will forfeit their first round draft pick to the team that lost the free agent.
 - c. In situations where a team that is on the verge of folding wants to merge with another existing team, this must be approved by the league commissioner.
12. Field Regulations – Any and all fields to be designated for use by the Atlanta MABL must conform to the following requirements: (1) grass infield, (2) 90 foot distance measured for each base path, (3) 60 foot, 6 inch distance measured from the pitching rubber to the tip of home plate, (4) top of pitching mound must be at least 10 inches high, (5) distance from home plate to the outfield fence must be no less than 280 feet down the foul lines and no less than 345 feet to straight away center, and (6) the field SHOULD have suitable and covered dugouts. If a field does not meet all of the aforementioned requirements, then it cannot be used in the Atlanta MABL.
13. The Atlanta MABL has established the following policy: a manager has the right to ask an umpire to check our rule book in a situation where our rules are being misapplied or disregarded - and the umpire MUST comply. This is a mandatory requirement for all umpires that officiate in our league. Here are the guidelines:
 - a. Managers (only managers, no players) must approach and ask the umpire RESPECTFULLY and CALMLY (example - sir, I would like to check our rules please).
 - b. Bring the other manager in on the umpire conference - if the other manager already knows that the rule is being misapplied, then just say so and move on.
 - c. This policy is NOT intended to check on judgment calls or major league baseball rules, just MABL rules and regulations that vary from MLB rules. For example - you are not allowed to ask an umpire to check the definition of offensive obstruction. However, you can ask the umpire to check our MABL ruling on illegal offensive substitutions or pitchers re-entering a game.
14. Free agents that jump ship from one team to another team cannot play for the new team until all jerseys/uniforms are returned to the previous team.
15. A free agent has until Feb 15th to declare if he is moving to another team. If he does not declare this to the league by Feb 15th, then he must play for his existing team for



the entire season. Reason: the league cannot have players jumping ship to another team after the tryouts have concluded. It's not fair to the existing team.

16. Players are no longer allowed to play on more than one team in different leagues on the same day. For example, players are not allowed to play on two different teams both on Sundays, but a player can play on a Saturday league team and a Sunday league team.

- a. Exception: The only exception is if both teams are managed by the same manager. In that case, no more than 5 players are allowed to play on both teams.
- b. Some players that were already playing on multiple teams when this rule was repealed have been grandfathered in and can continue to play on two different Sunday teams (as long as those teams remain in different leagues and still exist). If for any reason the two teams end up in the same league, or they quit playing on one of those teams, then they can only play on one team from that point forward.
- c. Exceptions or special concessions may be made at the discretion of the league Commissioner.

9. CODE OF CONDUCT

Same as defined in the National Rules and Regulations.