



**Boston Men's Baseball League
18+ Division**

Rules & Regulations

RULES & REGULATIONS FOR THE BMBL

Updated April 2016

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RULES & REGULATIONS FOR THE BOSTON MENS BASEBALL LEAGUE 18+ DIVISION

The Boston Men's Baseball League (“BMBL”) is a non-profit recreational baseball organization centered in Boston, Massachusetts consisting of 18+, 30+ and 38+ divisions. These rules apply to the 18+ division of the BMBL unless otherwise noted. The BMBL offers ballplayers the opportunity to participate in competitive baseball games from the Spring to the Fall each year. Adult attitudes must always prevail.

The league President and his Officers will have the responsibility of upholding this ethic. Anyone who abuses the league's code of conduct (section 8) can be suspended or expelled from the league at the sole discretion of the league officers. Except for the instances stated below, the American League of Major League Baseball rules in place for the current season shall govern.

1.00 EQUIPMENT

1.01 Uniform. All players must wear full baseball uniforms. Teams must have uniforms by the first game of the year. Players not in uniform will be allowed to play, but only with the opposing manager's consent and while during the opening month of the season.

1.02 Pitchers. Pitchers may not wear white pitching sleeves, batting gloves or wristbands.

1.03 Game balls. Teams must use the official league approved baseball. The home team must provide the first six (6) game balls. In the event that additional balls are needed after the first six, both teams will share the responsibility of providing game balls.

1.04 Helmets. All batters and base runners must wear helmets at all times.

1.05 Cleats. Metal cleats are permitted.

1.06 Bats. Wood bats, including bamboo are permitted without any weight limitations. Wood composite bats are allowed but must meet the BBCOR (Batted Ball Coefficient of Restitution) standard and be properly marked with the BBCOR logo. [2014 revision to allow bamboo and wood composite bats with a goal of decreasing player costs.]

2.00 GAME LENGTH AND POSTPONEMENTS

2.01 Length of Game. All games are seven (7) innings.

2.02 Called Game. Games called off due to rain, light failure, curfew or darkness will be considered complete and a regulation game if: (a) Four (4) innings have been completed; (b) The home team has scored more runs in three (3) or three and a fraction (3+) half innings than the visiting team has scored in four (4) completed half innings; 5 Version: June 3, 2014 (c) If the home team scores one (1) or more runs in its half of the fourth (4th) inning to tie the score. EXCEPTION: Should a playoff game be called at any point due to rain, light failure, curfew or darkness, the game shall be considered SUSPENDED.

2.03 Tie Game. If each team has the same number of runs when the game ends, the umpire shall declare it a "Tie Game."

2.04 No Game. If a game is called before it has become a regulation game, the umpire shall declare it "No Game."

2.05 Suspended Game. If the game is called while an inning is in progress after it is considered a regulation game and before it is completed, the game becomes a "Suspended Game" in each of the following situations: (a) The visiting team has scored one (1) or more runs in the incomplete inning to tie

the score and the home team has not scored; (b) The visiting team has scored one (1) or more runs in the incomplete inning to take the lead and the home team has not tied the score or retaken the lead.

2.06 Off-Site Game Rules. For off-site games, such as at Doubleday Field in Cooperstown, NY or Hadlock Field in Portland, ME, participating teams may adhere to the following rules to be determined prior to the start of the game: (a) Teams will play nine (9) innings. (b) Free unlimited defensive substitutions are allowable. (c) A removed pitcher may not re-enter to pitch in an inning where they were previously replaced.

2.07 Game Cancellation due to Rain.

(a) The following procedure is required to cancel a game prior to arriving at field:

1. Both teams must agree to cancel a game at least two (2) hours prior to game time in the event of inclement weather, and one (1) week prior to the game for any other reason.
2. Home Team manager must speak with Umpire Crew Chief Walter Bentson to inform him that the game has cancelled so umps do not arrive.
3. If Home Team manager is unable to speak with Walter Bentson by phone, he should leave a detailed voicemail message that includes the league (BMBL 18+), the teams playing, and the date, time and location of the game.
4. Home Team manager is responsible for immediately updating 400Hitter with "postponed" so players and spectators are aware of the game status.
5. Home Team manager must contact the League President to reschedule game.
6. Best effort should be made to reach date consensus with Visiting Team manager.
7. Home Team manager must contact Walter Bentson to inform him of new game date, time and location. (b) If postponement is required once at the field, the following procedure is required: 1. Home Team manager determines if a game is to begin. 2. Once a game begins, umpires have the authority to call off a game due to inclement weather or poor field conditions. 3. Home Team manager is responsible for updating 400Hitter with "postponed" game status. 4. Home Team manager must contact the League President to reschedule game. 5. Best effort should be made to reach date consensus with Visiting Team manager. 6. Home Team manager must contact Walter Bentson to inform him of new game date, time and location.

2.08 Rescheduling Rained Out Games. If a game is rained out, it is the responsibility of the affected teams to find a suitable day to play the game. The League President reserves the right to reschedule a rained out game at his discretion if he is not contacted by the affected managers. Games that are not rescheduled will not count toward final standings (see Rule 5.06(e) for player credit information). If a previously rained out game is rescheduled by the affected managers, the League President and Umpire-In-Chief must be notified as soon as possible.

2.09 Completion of Regular Season. All regular season games must be completed by September 1 unless consent is provided by the league officers, thus also delaying the playoffs.

2.10 Mercy Rule . If there is a 12 run differential after 5 innings or 4 1/2 if the home team is leading, the leading team will be deemed the winner. If there is a 10 run differential after 6 innings or 5 ½ if th home team is leading, the leading team will be deemed the winner. Applies to regular season games only.

3.00 UMPIRES

3.01 Umpire Fees.

Umpires will be compensated in the following manner:

- (a) Umpires will be compensated in full once the first pitch is thrown.
- (b) If a game is called off before the umpires arrive at the field in accordance with 2.08(a), no umpire fees will be due.
- (c) If a game is called off in after the umpires arrive at the field but before the game begins in accordance with 2.08(b), umpires each receive 50% of fee.
- (d) Full umpire fees are to be paid for any rescheduled or continued games, regardless of previous fees paid for same game on previous date.
 - 1. EXCEPTION: If a suspended game is continued on a later date as part of a double- header with the same teams and same umpires, each umpire will receive \$10 per inning (or part of an inning).
- (e) In the event of a forfeit at the field, the forfeiting team is responsible for paying the full fee to both umpires.
- (f) If the forfeiting team notifies the league, the opposing team, and the Umpire Crew Chief of their decision to forfeit a game at least one (1) day prior to the scheduled game then neither team shall be responsible for the payment of umpire fees.

4.00 TEAMS, PLAYERS & LINEUPS

4.01 Minimum Number of Players. Teams must have a minimum of eight (8) players for an official game to begin. If a team begins the game with eight (8), the ninth slot in the lineup will be an automatic out every time through the lineup. If a 9th player arrives, he enters the game in the 9th spot and the automatic out is discontinued. In the event of a player ejection during the game where no substitute players are available, the team may continue to play with eight (8) players with the ejected player's slot in the lineup being an automatic out every time through the lineup. If a player is injured during the game and is unable to continue playing, and no substitute player is available per Rules 4.03 and 4.07, the injured player's slot in the lineup is an automatic out ONLY the first time through the lineup. In every subsequent time through the batting order, the slot is skipped and no automatic out

is assessed. A team will not be permitted to continue playing with 7 or fewer players whether due to ejection or injury, and the game will end as a forfeit per Rule 7.06. [Rule was revised in January 2012 as part of the effort to differentiate between -2 point forfeit and a 0 point forfeit, as well as to change the automatic out rule for a player who has to leave the game due to an injury when the team does not have a viable substitute]

4.02 Lineup. Each manager will be able to bat a minimum of nine (9) players.

4.03 Extra Hitters.(**UPDATED 2016**) : The manager may include one or more extra hitters in the starting lineup should he wish to bat more than 9 players. There is no limit to the number of extra hitters the manager may insert in the starting lineup. Players designated as an extra hitter in the starting lineup (and who are present at the time the lineups are exchanged) are treated as fielders for purposes of defense and as such may freely switch positions with any other defensive player, including the pitcher.

4.04 Adding Players to the Lineup. (**UPDATED 2016**)If the manager wishes to add players beyond the initial 9 (or 10 if using an EH) after the game has started, he may do so at the bottom of the lineup (i.e. hitting positions 11, 12, 13, 14, etc.). These batters at the bottom of the lineup may be added at any time during the game. No batter in a lineup may be deleted or skipped over, regardless of their batting position or when they were added to the game. For example, if a team increases the size of their lineup to 15 hitters, they must always have 15 hitters in their lineup. A player added to the lineup pursuant to this rule may not enter the playing field on defense or switch positions with any position players, including the pitcher; provided, however, that a player added to the lineup pursuant to this rule may enter the playing field if a player is injured and there is no other reserve available.

Commentary:

An extra hitter who is named in the starting lineup is treated as a 10th defensive player, and can be substituted in the same manner that any defensive players may swap defensive positions at any time. For example, the starting shortstop and starting extra hitter can swap positions at any time.

Only extra hitters who are put in the starting lineup may switch defensive positions. Those added to the end of the lineup during the game under Rule 4.04 are not permitted to enter the game on defense or otherwise swap defensive positions. This is done to prevent an unfair advantage.

If the starting extra hitter is substituted with a reserve player, said reserve player may swap positions in the same manner the starter could.

4.05 A/B Batting Slot. Players may be added to the bottom of the lineup as individual hitters or as A/B. In the latter case, the last slot in the lineup or slots added to the bottom of the lineup after the start of the game may be in A/B form such that the respective batting slot is occupied by two (2) players. For example, if the 9th slot in the lineup is an A/B with Johnson as the “A” and Smith as the “B”, the first time through the batting order Johnson would hit. The second time through the order Smith would hit. The third time through the lineup Johnson would hit, and so on, alternating between these two players throughout the game.

Rule 4.05 Note: Once a team declares the use of this A/B system, it must continue using it for the remainder of the game in the batting slots for which it was designated. Hitters in an A/B position may be pinch hit for, just as any other player. A/B slots may only be added on the initial lineup card. Individual batters may be added at any time.

4.06 Designated Hitter.

(a) A team may use one (1) Designated Hitter to hit for a pitcher consistent with American League Major League Baseball rules.

(b) Alternatively, a team may use one (1) Designated Hitter to hit in the place of ANY positioned player (not just a pitcher) and shall adhere to the following designated hitter rules:

1. If the player that the Designated Hitter is hitting for switches positions, the Designated Hitter is lost. Example: Smith, the DH, is hitting for Johnson, the pitcher, in the batting order. Johnson is relieved by Williams, the first baseman, with Johnson now playing first base. Smith is now out of the game and Johnson is hitting in Smith’s spot in the lineup.

2. The Designated Hitter may enter the field only if he replaces the positioned player that he is hitting for, and the positioned player will then leave the game. Example: Smith, the DH, is hitting for Johnson, the pitcher, in the batting order. Smith enters the game as a pitcher in relief of Johnson, in which case Johnson is now out of the game and Smith retains his spot in the batting order. The DH is now lost.

[Rule was revised in January 2012 to clarify the usage of the Designated Hitter]

4.07 Player Injury Substitution. If a player is forced to leave a game due to injury, a reserve player not previously entered into the game will enter the game in his place. If no reserve is available, any previously removed player may re-enter the game in his place.

4.08 Pitcher Removal. If a pitcher is removed from the pitcher position, the player may remain in the game at another position. If the removal took place after the 2nd visit by the coaching staff in the same inning, the player may not pitch again in the same game.

4.09 Starter re-entry rule. Any of the players in the starting lineup may re-enter the lineup after he has been removed, provided that the substituted player has completed at least one plate appearance since his entry, and provided further that said starting player re-enters and occupies the same spot in the batting order as indicated in the starting lineup. The removed starting player may re-enter prior to the substitute’s completed plate appearance if the substitute is injured before he is able to complete one plate appearance, regardless of the

availability of other reserves .The starting player may re-enter only once. If he is removed again after re-entering, he is permanently removed from the game.

Question:

Can the substitute be substituted for prior to his one PA? That is, Sam Starter is replaced with Ricky Reserve. Before Ricky bats, Benny Bench replaces Ricky. Benny completes a plate appearance. Can Sam re-enter?

Commentary:

This rule is enacted to better allow managers to give reserves meaningful playing time, but also allow the manger the option to re-insert the starter if the game becomes competitive.

The substituted player must complete at least one plate appearance before the starter may re-enter (except in case of injury). This was done to prevent taking advantage of this rule, such as replacing a slow runner with a fast one, and immediately putting the slow runner back into the lineup. Of course, the fast runner still can pinch run in this situation, but he (or another reserve) must remain in the game until he has batted. Only then may the starter re-enter.

Re-entry applies only to starters. The substituted player may not re-enter once he is removed from the lineup, except in the case of injury as provided in Rule 4.07.

And a starter may only re-enter once. If a re-entered starter is substituted a second time, he is permanently removed from the game, except in the case of injury as provided in Rule 4.07.

4.10 Courtesy Runners. No courtesy runners are allowed.

4.11 Professional Player Limitation. A player must not have appeared in a professional MLB game for 3 years before becoming eligible to participate in the Boston BMBL 18+. Players appearing in MLB-affiliated professional games are immediately eligible, so long as they have not appeared in a professional MLB game within 3 years' time. Independent professional league and international professional league alumni may play in the BMBL 18+ at any time provided that, if applicable, it has been at least 3 years since the player participated in a professional MLB game. [Rule was revised in March 2012 to allow minor league players who have never played at the MLB level to be immediately eligible for Boston BMBL 18+ league games]

4.12 Player Eligibility. A player is eligible to participate in an official league sanctioned game on the date of their 18th birthday. The opposing manager may, at any time, have the right to question a player's age and request identification. A player has 24 hours to produce proof of age. The league officers will determine penalties whether to the individual or the team for an underage player. EXCEPTION: Each team may have up to two (2) players who are 17 years of age in any given season at the discretion of the league's Board of Directors and with the signed consent of a legal guardian. The player(s) may not participate in any league sanctioned games until the 17th birthday. [Rule 4.11 Exception was added in March 2012 to allow players who are 17 years of age to participate in Boston BMBL 18+ games on a limited basis (2 per team)]

4.13 Player Movement – In-Season. No players may switch teams during the season without the written consent of both managers and the league Board of Directors.

4.14 Player Movement – Off-Season. During the off-season (defined as the period of time from the final league playoff game to the first game of the following year), players are considered free agents. A player is considered officially a member of a team when he has been placed on the returning player roster submitted to the league and has completed a Player Waiver. Any player appearing on more than one team roster will be subject to review by the Board of Directors. At that point, the board will determine to which team that player belongs. If 10 Version: June 3, 2014 the player should play for a team other than the board assigned team, the offending team will forfeit any game in which that player appears.

4.15 Outstanding Player Fees. A player must have any outstanding fees paid to the league and/or teams played on, including National Tournament teams, before being allowed to participate in league sponsored events and games.

5.00 SLIDE RULE

5.01 Collisions. Players shall not intentionally collide with any other players. In the case of a runner intentionally colliding with a fielder, the runner will be called out and may, at the umpire's discretion, be expelled from the game. All base runners must either slide or give up their right to a base (avoid collision by stopping or leaving a base path) if the defensive player (e.g. catcher) 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.

5.02 Defensive Obstruction. If a defensive player is not in possession of the ball, is not in the act of receiving the ball, or is not about to immediately receive the ball so that he is able to record an out (an apparent play at any base), he cannot block the base (e.g., home plate) or be in the base path so as to impede (obstruct) the base runner's right to that base. Under such circumstances, the defensive player shall be responsible to avoid collision. If a collision does occur under these circumstances, the runner will always be considered safe and the obstruction rule shall be enforced. The defensive player may be ejected from the game (if the action is intentional, he must be ejected), and will be suspended from league play if the obstruction is judged to be flagrant.

5.03 Decoy Throws and Catches. Infielders are not allowed to decoy a throw or catch. If a decoy throw or catch is detected, all runners shall be allowed to advance one base beyond the base held after all play

stops. If the same fielder decoys twice in the same game, the fielder shall be expelled from the game. Decoying is referred to as a false catch or throw done in an attempt to get the player to slide unnecessarily, when strategic value is not gained.

6.00 STANDINGS, PLAYOFF ELIGIBILITY AND TIEBREAKERS

6.01 Points. Teams shall be awarded two (2) points for a win, one (1) point for a tie, and zero (0) points for a loss. Forfeiting teams may receive negative two (-2) points per Rule 7.06 while the winning team receives two (2) points for the forfeit win. [Rule was revised in January 2012 to differentiate between -2 point forfeit and a 0 point forfeit]

6.02 Playoff Qualification. 6 total teams will qualify for the playoffs based on highest point total. In the event of a tie for playoff spots see rule 6.04.

6.03 Playoff Seeding --8 teams in MABL 18+ overall--Top 6 qualify.

1. The teams with the top 2 records will automatically make the playoffs as the 1-2 seeds and receive first round byes.
2. Seeds 3-6 will be wild cards, and will be seeded based off of the most points received during the year.
3. Playoffs are re-seeded after the first round.

6.04 Tiebreakers. In the event of a tie for playoff spots, the following procedures, in the order they are listed, will be used to break the tie:

- (a) Two teams 1. Head to head 2. Record within division 3. Fewest runs allowed within head to head games 4. Fewest runs allowed during the season 5. Coin toss
- (b) Three or more teams: if any team is determined to be the "winner" during this process, that team receives the highest seed at stake, with any remaining teams reverting back to step 1 for the determination of remaining seeds (if applicable).

NOTE: with only 2 teams remaining, tiebreaker reverts back to 5.04(a). 1. Cumulative head to head records 2. Records within division 3. Fewest runs allowed within head to head games 4. Fewest runs allowed during the season 5. Coin toss Example: W L Pts Team 1 14 11 28 Team 2 13 12 26 Team 3 13 12 26 Team 4 13 12 26 Team 5 13 12 26 Team 6 10 15 20 Team 7 10 15 20 12 Version: June 3, 2014 Teams 1-7 are competing for 4 playoff spots. Team 1 clinches the 1 seed, while Teams 2-5 are tied for the remaining 3 seeds. Teams 6 and 7 are eliminated from the playoffs. First tiebreaker is used to determine the 2 seed: Cumulative Head to Head Rec Team 2 3-6 Team 3 5-4 Team 4 4-5 Team 5 6-3 Team 5 has the best cumulative head to head record and thus claims the 2 seed. With 3 teams remaining and 2 possible playoff seeds, the tiebreaker process starts over: Cumulative Head to Head Rec Team 2 3 -3 Team 3 2-4 Team 4 4-2 Team 4 has the best cumulative head to head record and thus claims the 3 seed. With 2 teams remaining and 1 possibly playoff seed, the process reverts to the 2 team tiebreaker (Rule 5.04(a)):

Head to Head Rec Team 2 3-0 Team 3 0-3 Team 2 has the best head to head record and thus claims the remaining 4 seed. Team 3 is eliminated from the playoffs.

6.05 Playoff Series Length and Setup. The first round series will be a best 2 out of 3, with the second round and third round series as best 3 out of 5. The higher seed will be the home team in games 1, 3 and 5 of each series.

6.06 Playoff Qualification: Players. In order for a player to qualify and participate in his team's playoff games, he must participate (play) in at least 50% of his team's regular season games.

(a) EXCEPTION 1: A player who has not played in 50% of his team's games, but has pitched at least 30 total innings, will still be playoff eligible.

(b) EXCEPTION 2: The lone player designated as manager at the beginning of the season may be playoff eligible with 10 game appearances.

(c) EXCEPTION 3: A player who switches teams midseason will get credit for 50% of games 13 Version: June 3, 2014 played for his prior team, rounded up if he played an odd number of games, up to a maximum of 4 games of credit.

(d) EXCEPTION 4: A player on Active Military Duty may receive credit for games missed due to service with prior permission from the league president.

(e) EXCEPTION 5: In the event of a winning forfeit, or a un-played rainout that cannot be made up due to lack of time, teams may credit players towards playoff eligibility as follows: 1. One game appearance may be allotted to each player on the official roster at the time of the game. 2. A total of 7 innings may be credited to the pitcher or pitchers of their choice from these players. No pitcher may be allotted more than 7 innings over the course of a season via this rule. NOTE: inning allotment should be reported to the league's Board and not record in 400Hitter.

7.00 GENERAL LEAGUE RULES

7.01 Preliminary Rosters and League Fees. Preliminary rosters and league fees are to be submitted to the League President by April 1. Final rosters must be entered/updated in 400hitter.com in entirety AND submitted before the first game of the season.

7.02 Adding Players to the Roster. For a player to be placed on a roster once the season has begun, the following must occur prior to player appearing in the scheduled game. (a) The player must sign a player waiver. Managers have 3 days to email/mail/show proof of the waiver to the league after the player appears in a game. AND (b) The player must be placed on the roster in 400Hitter at least one (1) hour prior to game time. [Rule 7.02 was amended in 2014 to provide managers with more roster flexibility.] Rule 7.02 Note: Use of an ineligible player will result in the automatic forfeiture of any games in which the offending player has appeared (in these instances, the -2 points penalty will not apply). Additionally, the manager will serve a three (3) game suspension effective for the next immediately scheduled 3 games. The BMBL board reserves the right to review and penalize further if necessary.

7.03 MSBL National Membership Fee. Each team is responsible for paying a yearly membership fee with the MSBL National organization. [As of 2014, there is no longer a \$26 per player fee. Those costs have been converted to a flat team fee.]

7.04 Minimum Roster Size. Teams must have a minimum of 16 players on their roster.

7.05 Player Add Deadline. A team may add an eligible player to their roster on any date. Other rules such as 7.02 (Adding Players to Roster) and 6.06 (Playoff Qualification) still apply. [Rule 7.05 was amended in 2014 to provide managers with more roster flexibility by removing previous deadline.]

7.06 Forfeits. A forfeit will be declared and a loss with negative two (-2) points will be assessed to the forfeiting team in the following circumstances:

- a) A team fails to show up for a scheduled league game; or
- (b) A team fails to field a team of eight (8) or more players at the start of the game; or
- (c) A team is left with only seven (7) or fewer players as a result of an ejection or ejections.
- (d) A team fails to provide sufficient notice of intent to take a loss due to an anticipated shortage of players per Rule 7.07. A forfeit for any reason other than those stated above will result in a forfeit loss for the forfeiting team but no point penalty will be assessed.

Rule 7.06 Note 1: Two (2) forfeits by a team in one season may, at the discretion of the league's board, result in immediate expulsion from the league with no money refunded to the team or its players. Any remaining scheduled games following expulsion shall be deemed forfeits.

Rule 7.06 Note 2: If a game in progress ends as a forfeit before completion, all game statistics up to the point at which the game was halted will count and should be entered into 400Hitter. [Rule was revised in January 2012 to differentiate between -2 point forfeit and a 0 point forfeit]

7.07 Moving a Game. A team may reschedule up to one (1) regular season game based on reasons other than weather without the game being deemed a forfeit, as long as the following condition is met: the manager rescheduling the game notifies the League President, the opposing team's manager (or designee), and the Umpire-In-Chief at least four (4) days before the scheduled game. Four (4) days is defined as 96 hours prior to the scheduled start time of the game. NOTE: A non-returned phone message or e-mail will not constitute notification. Exception: With the agreement of the other manager, a team may reschedule a game with thirty (30) day's notice without the change counting towards the one (1) game change per season. A team may also take a loss on a game if they will be unable to field enough players with the following results: • 3+ days notice. A zero (0) point loss • 0-2 days notice. A two (-2) point loss.

7.08 Cost of Moving a Game. These costs apply to the requesting team for rescheduling a game due to non-weather related reasons with less than ten (10) days of notice if the field cannot be reused by another team. These costs help cover the costs of unused fields and also serve as a financial penalty. Field Cost for League Supplied Fields OR for Visiting Teams • \$100 night game. • \$50 day game. All fees

must be paid within seven (7) days or a team will be considered in default. Future games occurring after the originally scheduled game will be forfeited at zero points until the balance is paid. [2014 amendment to protect the league from the added expense of unused fields and to discourage last minute game moves.]

7.09 Use of the Field Prior to the Game. The home team shall have use of the field for pre- game warm-up thirty (30) minutes prior to the start of the game for a period of not more than fifteen (15) minutes, provided that the home team has the required number of players for an official game to begin. The away team shall have use of the field for the final 15 minutes before game time, provided the visiting team has the required number of players for an official game to begin.

7.10 Reporting Game Scores. After each game, the winning team's manager (or home team manager, in the event of a cancellation) shall be responsible for updating 400Hitter with the score by noon (12pm) the following business day. If the manager does not have such access, they shall report the final score to the League President by email or phone. Rule 7.10 Note: If the outcome of a game is in question, managers will report the game as "suspended" in 400Hitter and alert the board immediately so they may render a decision. In turn, the board will notify all teams to let them know that the game outcome is under review.

7.11 Reporting Line Score and Game Summary. The winning team's manager is responsible for entering the line score and game summary into 400Hitter for each game by noon (12pm) the following business day. Each manager is responsible for entering batting and pitching statistics for each game into 400Hitter in a timely fashion. Any statistics not input into 400Hitter by 7 days (defined as 168 hours) after the scheduled start time, will not count towards player playoff eligibility.

7.12 Protests. All protests should be submitted in writing to the League President and/or Board within 24 hours following the game on which the protest is made.

7.13 Disabled List. If, during the course of the season, a player is seriously injured and expects to miss several games, the team may place that player on the "disabled list" according to the following criteria:

- (a) Only 1 (one) player per team may be placed on the disabled list per season.
- (b) Team Manager must notify the League President and/or BMBL board of the decision to place the player on the disabled list, after which time the player's DL period will commence (no retroactive placement on the DL).
- (c) Injured player must sit out a minimum of 25% of the team's total number of games.
- (d) Injured player will receive credit for no more than 50% of the minimum number of games on which the player must sit out.
- (e) If player is placed on the disabled list with 25% of the team's total number of games remaining, the player will only receive credit for 25% of the minimum number of games on which the player must sit out.

- (f) If less than 25% of the team's total number of games remains, the player may not gain credit for games played according to the disabled list exception.
- (g) During the player's time on the disabled list, he may not participate in any games for other area leagues. If it is discovered that the player participated in a game for another league while on the BMBL's disabled list, that player will be suspended for the remainder of the season and playoffs.

8.00 PLAYER BEHAVIOR AND TEAM RESPONSIBILITY

- 8.01 Alcoholic Beverages. There will be no alcoholic beverages permitted at the field before, during or after the game. This rule pertains to the general playing area and ancillary areas.
- 8.02 General Suspension/Expulsion Rule. The league has the right to suspend or expel any team member or player 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. The BMBL sets its own standards for sportsmanship and will enforce suspensions/expulsions for infractions or for conduct not appropriate for league members.
- 8.03 Umpire Authority. An umpire has sole discretion to expel any player or manager from the game.
- 8.04 Fighting. Fighting among players or aggressive physical contact with an umpire will not be tolerated and players expelled from the game for either violation will be subject to suspension or expulsion from the league at the Board's discretion.
- 8.05 Ejections. Any player who is ejected from a game will receive an automatic one (1) game suspension effective for their team's next scheduled game. There is no appeal for this rule. The league reserves the right to review any ejection for further disciplinary action. (a) EXCEPTION: If the player designated at the beginning of the season as the team manager is ejected from the game due to his actions as a manager rather than a player (ex: questioning a call on the field), there will be no automatic one-game suspension. However, the league reserves the right to enforce suspension or expulsion based on a review of any such manager ejection.

9.00 CODE OF CONDUCT

- 9.01 Prohibited Conduct. Players shall conduct themselves in a sportsmanlike manner at all times. No player shall commit the following:
 - (a) Lay a hand upon, come in contact with, shove or strike, or threaten an official. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the Board of Directors concludes their review of the matter. Players guilty of such conduct may be subject to suspension for the remainder of the season or expulsion from the league for life, at the discretion of the Board. [2014 rule amended to include "come in contact with" to include incidental contact]

(b) 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 the Board of Directors concludes their review of the matter. Players guilty of such conduct may be subject to probation or suspension for the remainder of the season, at the discretion of the Board.

(c) Be guilty of objectionable demonstrations of dissent at an official's decision. Players guilty of such conduct may be subject to suspension from further participation in the game, subject to Umpire discretion.

(d) 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, at the discretion of the Board.

(e) Be guilty of a 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 the Board of Directors concludes their review of the matter. Players guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life, at the discretion of the Board.

f) Be guilty of a verbally abusive attack or abusive gesture toward 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 the Board of Directors concludes their review of the matter. Players guilty of such conduct shall be subject to suspension for the remainder of the season, at the discretion of the Board.

(g) Smoke on the field of play or in the dugout. Players guilty of such conduct shall be immediately suspended from further participation in the game.

9.02 Penalties.

(a) The Board of Directors may, by vote of the majority of the directors, 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 character of the league.

(b) The Board of Directors shall determine the appropriate action required for violations of the codes of conduct, and shall report their decision to the league president, player and their manager.

(c) A player found in violation of any provision delineated in the codes of conduct, after being placed on probation for the remainder of the season shall be suspended for the remainder of the season.

(d) Any player found in violation of any provisions delineated in the codes of conduct, after being suspended from further participation in a game shall be suspended for the remainder of the season.

(e) For serious offenses involving multiple game suspensions, player penalties are subject to the BMBL umbrella where the Board may apply suspensions across all age divisions. Under this umbrella policy, a player will not be able to play in another age division until the original penalty is served. [9.02 (e) added in 2014 to close loophole where a player could be suspended in one BMBL age division and still play in another for serious offenses.]

9.03 Grievances, Protests, and Appeals.

(a) 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 of Directors in writing. The league president shall adjudicate all such grievances and shall report any action taken to the Board of Directors.

(b) An appeal of any action or ruling may be filed in writing with the Board of Directors by an individual player or by the manager of a team provided that the appeal is formally submitted.

10.00 THE OFFICIAL SCORER

10.01 Winning and Losing Pitcher.

(a) The official scorer shall credit as the winning pitcher that pitcher whose team assumes a lead while such pitcher is in the game, or during the inning on offense in which such pitcher is removed from the game, and does not relinquish such lead, unless:

1. such pitcher is a starting pitcher and Rule 9.01(b) applies; or
2. Rule 9.01(c) applies.

Rule 9.01(a) Comment: Whenever the score is tied, the game becomes a new contest insofar as the winning pitcher is concerned. Once the opposing team assumes the lead, all pitchers who have pitched up to that point and have been replaced are excluded from being credited with the victory. If the pitcher against whose pitching the opposing team gained the lead continues to pitch until his team regains the lead, which it holds to the finish of the game, that pitcher shall be the winning pitcher.

(b) If the pitcher whose team assumes a lead while such pitcher is in the game, or during the inning on offense in which such pitcher is removed from the game, and does not relinquish such lead, is a starting pitcher who has not completed (1) four innings of a game that lasts five or more innings on defense, or (2) three innings of a game that lasts four innings on defense, then the official scorer shall credit as the winning pitcher the relief pitcher, if there is only one relief pitcher, or the relief pitcher who, in the official scorer's judgment was the most effective, if there is more than one relief pitcher.

Rule 9.01(b) Comment: It is the intent of Rule 9.01(b) that a relief pitcher pitch at least one complete inning or pitch when a crucial out is made, within the context of the game (including the score), in order to be credited as the winning pitcher. If the first relief pitcher pitches effectively, the official scorer should not presumptively credit that pitcher with the win, because the rule requires that the win be credited to the pitcher who was the most effective, and a subsequent relief pitcher may have been most effective. The official scorer, in determining which relief pitcher was the most effective, should consider

the number of runs, earned runs and base runners given up by each relief pitcher and the context of the game at the time of each relief pitcher's appearance. If two or more relief pitchers were 20 Version: June 3, 2014 similarly effective, the official scorer should give the presumption to the earlier pitcher as the winning pitcher. (c) The official scorer shall not credit as the winning pitcher a relief pitcher that is ineffective in a brief appearance, when at least one succeeding relief pitcher pitches effectively in helping his team maintain its lead. In such a case, the official scorer shall credit as the winning pitcher the succeeding relief pitcher that was most effective, in the judgment of the official scorer. Rule 9.01(c) Comment: The official scorer generally should, but is not required to, consider the appearance of a relief pitcher to be ineffective and brief if such relief pitcher pitches less than one inning and allows two or more earned runs to score (even if such runs are charged to a previous pitcher). Rule 9.01(b) Comment provides guidance on choosing the winning pitcher from among several succeeding relief pitchers. (d) A losing pitcher is a pitcher who is responsible for the run that gives the winning team a lead that the winning team does not relinquish. Rule 9.01(d) Comment: Whenever the score is tied, the game becomes a new contest insofar as the losing pitcher is concerned. 10.02 Saves for Relief Pitchers. A save is a statistic credited to a relief pitcher. The official scorer shall credit a pitcher with a save when such pitcher meets all four of the following conditions: (a) He is the finishing pitcher in a game won by his team; (b) He is not the winning pitcher; (c) He is credited with at least 1/3 of an inning pitched; and (d) He satisfies one of the following conditions: 1. He enters the game with a lead of no more than three runs and pitches for at least one inning; 2. He enters the game, regardless of the count, with the potential tying run either on base, or at bat or on deck (that is, the potential tying run is either already on base or is one of the first two batters he faces); or 3. He pitches for at least two innings.