

Toledo Amateur Baseball League

RULES AND REGULATIONS

REVISED April 15, 2009

This league was created to provide for men 18 years old and over an alternative to softball and enable us to play the game we all grew up playing. Adult attitudes must always prevail, no matter how competitive any league is. The responsibility that this ethic sustains will remain at the responsibility of the individual league President, and anyone who abuses the league's code can be suspended or expelled from the league. These rules were established to serve as guidelines for all local league affiliates.

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RULES

1. UNIFORMS, HELMETS AND BASEBALLS

1.a All teams must have full baseball uniforms consisting of caps, numbered baseball jerseys, baseball pants, belt, socks - each player's uniform must be of similar design to his teammates uniforms. Teams having sponsorship will be allowed the sponsors name on their uniforms via patch or uniform shirt.

a.1. No player out of uniform will be allowed to play without the opposing manager's consent.

a.2. All teams should have their uniforms by their first game. A grace period should be extended for newly activated players or for new teams to complete their uniforms.

a.3. All uniforms must be worn correctly—pants pulled up, shirts tucked in, and caps facing forward

1.b All batters and runners must wear helmets for both at bats and on base. There is no option to this rule. Full double-ear flap helmets are encouraged for at bats and are encouraged for the bases. Catchers must wear a helmet underneath their mask.

1.c All leagues are encouraged to use official Rawlings R100, R200, or Diamond Professional baseballs: Each team should bring a minimum of 3 balls to each game. Only balls provided by the local league will be permitted.

1.d Metal and Wood bats are the only bats allowed. The maximum bat differential established by the organization is a minus 3 for any type of metal or aluminum bat. If a player uses a bat exceeding this differential and a protest is made, the offending batter will be declared an out.

1.e Metal cleats are permitted.

2. GAME LENGTH, RUN RULE AND RAINOUTS

2.a All games are 9 innings -

Re: **darkness** - 7 innings complete – umpires discretion

Re: **rain** - 5 innings complete.

All league playoff games must be played to completion either by league standards, being a (7) inning or (9) inning game. The umpire may suspend, cancel or call a game if, in their opinion; the safety of the players is compromised due to rain, darkness or time limits.

2.b If there is a 15-run discrepancy at the end of 5 innings and the game has gone 2 hours and 30 minutes, the game will be ruled final at this point.

2.c Any games rained out will be re-scheduled by the league, but may be made up at any time not conflicting with previously scheduled games. Both managers must agree to all make-up games and league notification must take place. Rain out games must be made up in order of cancellations. Tie games can be played to completion at a later date, again with the agreement of both teams and league notification. Final league standings will be determined by won/lost percentage. Ties will be decided by head-to-head competition first, followed by inter-division won-lost record.

2.d In the event of rain, it is the responsibility of the League President team to notify the umpires and opposing team of field conditions and possible cancellation of game, at least 1 hour before scheduled game time. In the event such notification does not take place, the home team solely will be responsible for any travel fees imposed by the umpiring organization.

3. TEAMS, PLAYERS AND LINEUPS

3.a A player is eligible to participate in an official league sanctioned game if they turn 18 during the calendar year.

3.b New Players: The league shall control the assignment to teams of all new players who have contacted the league in response to advertising or who have been referred to the league by any means. A player who has not played in any league game in either the current or previous year shall be regarded as a new player. A new player acquired by a team through that team's own recruiting efforts should be subject to the control of the team and not the league.

3.c Team rosters must be submitted to the League President by opening day, including league and player fees, proof of date of birth, player waiver forms. Rosters may not be changed after the first league game unless:

- Players are lost to injuries.
- A player from their roster voluntarily quits for the remainder of the season.
- The local league decides to extend dates for final rosters.

3.d All players, prior to participating in a game, must have signed waiver forms on file with the league.

3.e A team manager may bat as many players as he desires, with a minimum of 9 (subject to the number of players available, if less than 10). Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game. If a team has only 9 (nine) players and therefore bats only 9, the opposing team will have the option of batting 9 as well.

3.f A manager may add batters to the bottom of the lineup at any time but if a batter is pinch-hit or run for (except under courtesy runners as outlined in section 5), the player may not re-enter the game as a hitter but may remain in the game as a fielder or pitcher. Each team has a hitting and a defensive lineup that are independent of each other. Players may play in either lineup or both.

3.g 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 a legal substitution.

If a team fails to announce an offensive addition/change, the player will be called out as soon as he occupies the batter's box and the lineup will revert back to the lineup in effect prior to the player entering the game. The unannounced player will not have officially entered the offensive lineup and is therefore still available offensively even though an out has been assessed.

Example: Team A is batting 12 players and wishes to add a player to the bottom of the lineup (Player 13). Player 13 walks to the plate and is not announced to either the opposing team or home plate umpire. Once this player occupies his position in the batter's box, the umpire will immediately call him out for an illegal substitution and it will then go back to the number 1 position in the lineup. Player 13 is still available to be added to the lineup legally.

3.h 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 replaced hitter's place. If there are no reserves that 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.i All players may be substituted for defensively, at any time, without affecting the player's 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.

3.j No player may switch teams without the consent of both managers and the league president.

3.k In the event a player wishes to leave his existing team and form a new team, he may do so. No other player can be taken from the existing team without the consent of the existing team's manager. No other players may be taken from any other team without the respective team manager's approval.

3.m Final team rosters must have no less than 12 players.

4. PLAYERS BEHAVIOR AND TEAM RESPONSIBILITY

4.a There will be no tobacco, beer or alcoholic beverages permitted at the field before, during or after the game. The field refers to the general playing area and ancillary areas.

4.b The league has the right to suspend or expel any team member who abuses league rules or who does not exhibit a sense of sportsmanship or who plays without regard to the safety of the umpires or other players.

4.c An umpire has sole discretion to expel any player or manager from the game.

4.d 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.

4.e 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 a 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. 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 (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.

4.f Each league must set its own standards of player/team sportsmanship, but must encourage suspensions for infractions unbefitting to the image and policies of the league.

4.g Failure to abide by age regulations - the managers must all recognize their responsibility to the league and the perpetuity of it as to not cross the line where winning is more important than playing. An opposing manager may at anytime have the right to question a player's age. If a manager wants to lodge a protest, proof of age and residence must be mailed to the manager who lodged his protest by Friday of the following week. If an under age player is detected, penalties whether to the individual or team will be decided by the league president and board of directors. As a national precedent, the penalties will be forfeiture of all games in which the under-age player participated in and a minimum two-year suspension. If the manager had prior knowledge, he is subject to similar suspension.

5. COURTESY RUNNERS

5.a Players that will need courtesy runners, must have their manager notify the opposing manager prior to the start of the game. If not so notified, the opposing manager may deny the request. Each team will be allowed a maximum of 2 players per game who can be run for each time that they reach base. The individual who runs for these player(s) needing a courtesy runner is not determined ahead of time. It is always the last batted out who must run for the person needing the courtesy runner. Once the game begins and the full complement of 2 courtesy runners has not been used, if a player sustains an injury, an additional courtesy runner may be used. In the event a player becomes injured during the game and the maximum number of courtesy runners (2) have already been designated, a pinch runner must be used and no courtesy runner will be allowed. If a batter (designated as needing a courtesy runner) opts to run, or forgets to get a courtesy runner and subsequently runs, he will lose his courtesy runner for the remaining portion of the game. The offensive team that is replacing the courtesy runner has 30 seconds to make the runner change. If the runner is not replaced within this time period, the original runner must run and the right to use the courtesy runner for this particular batter will be forfeited for the balance of the game. The 30-second time limit will begin at the time the umpire calls for time to allow replacement for the runner.

6. PITCHERS

6.a No player while pitching may wear white or gray sleeves, nor may a pitcher wear a batting glove or wristband while pitching.

6.b One intentional walk per game will be allowed.

6.c If a pitcher hits 4 batters in any one game, the pitcher must be removed on the fourth hit batsman.

6.d There is no regulation as to how many innings a pitcher may pitch in a game or a week.

7. FIELDERS

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, where no strategic value is gained.

8. GENERAL LEAGUE RULES

8.a Two forfeits by any team could mean immediate expulsion from the league with no money refunded to the team. Individual leagues should evaluate circumstances before rendering a decision.

8.b All protests should be lodged to the league president within 24 hours after the game for which the protest is made. The league president shall decide all protests.

9. CODE OF CONDUCT

Prohibitions

Managers and players shall conduct themselves in a sportsmanlike manner at all times. No manager or player shall commit the following:

1. **Lay a hand upon, shove or strike, or threaten an official.** Players and managers guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the league president reviews his conduct. Players and managers guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.
2. **Refuse to abide by an official's decision.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the league president reviews his conduct. Players guilty of such conduct shall be subject to probation or suspension for the remainder of the season.
3. **Be guilty of objectionable demonstrations of dissent at an official's decision.** Players and managers guilty of such conduct shall be subject to suspension from further participation in the game.
4. **Discuss with an official or officials the decision reached by such official or officials, except for the manager or his designee who are authorized to participate in such discussions.** Players guilty of such conduct shall be subject to suspension from further participation in the game.
5. **Use unnecessarily rough tactics in the play of the game** against the body or person of an opposing player. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to probation or suspension for the remainder of the season.
6. **Be guilty of physical attack as an aggressor upon any player, manager, official, or spectator, before, during, or after a game.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the league president reviews their conduct. Players guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.

7. **Be guilty of verbal abusive attack upon any player, manager, official, or spectator, before, during, or after a game.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the league president reviews their conduct. Players guilty of such conduct shall be subject to suspension for the remainder of the season.
8. **Consume alcoholic beverages or illegal drugs during the game or be upon the field of play at any time in an intoxicated condition.** Players guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to probation or suspension for the remainder of the season.
9. **Smoke on the field of play or in the dugout.** Players guilty of such conduct shall be immediately suspended from further participation in the game.