

**UTAH AABL
RULES AND REGULATIONS
2018**

This league was created to provide for men 18, 25, 35, and 45 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 his officers 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, and sanitary socks - each player's uniform must be of similar design to his teammates uniforms. **Borrowed players must either be in their team's uniform, or the team they are subbing for uniform, to be allowed to play.** Teams having sponsorship will be allowed the sponsors name on their uniforms via patch or uniform shirt. Metal cleats are permitted.
- a.1. No player out of uniform will be allowed to play or coach the bases. This includes coaches and managers. Injured players out of uniform are allowed in the dugout. **(We are not a beer league. Do not treat the league like one)**
- 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.
- 1.b All batters and runners must wear helmets with at least one earflap facing the pitcher 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 Due to insurance regulations any player, coach or manager that is on the field in the capacity of a base coach must wear a batting helmet. A catcher's skullcap or hardhat also qualifies. Any player injured while in the role of a base coach could be denied coverage under league insurance if he is not wearing a batting helmet. Umpires will issue one warning per team, upon the second offense the player will be ejected from the game. No exceptions.
- 1.d All leagues are encouraged to use official Rawlings MSBL baseballs: RMSBL. Each team should bring a minimum of 2 new balls to each game. Only balls provided by the local league will be permitted.

- 1.e Wood and metal bats are allowed and both will be permitted for all tournaments. The maximum bat differential established by the National organization is a minus 3 BBCOR rated type of metal or aluminum bat for all National tournaments. A minus 5 for any type of metal or aluminum bat is the limit for local league play and local tournaments. If a player uses a bat exceeding this differential and a protest is made, the offending batter will be declared an out.

2. **GAME LENGTHS, RUN RULE AND RAIN-OUTS**

2.a Games are complete after nine (9) innings. No new inning shall start after (3) three hours unless the game is tied. If a game is tied after eleven (11) innings, and it is still under the three (3) hour time limit, the game is officially over, and will be posted as a tie. If a game has gone nine (9) innings and the three (3) hour time limit has been achieved, and the score is tied, the game will be played until the end of the eleventh (11) innings or until one team is in the lead whichever comes first. Starting times for games shall begin when the umpire requests the home team to take the field. If a team is not ready to start at the scheduled time due to missing players, then the official starting time for the game will be the scheduled game time.

Re: **darkness or light failure** - 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, field conditions or darkness.

- 2.b For 9 inning games, if there is a 15-run discrepancy at the end of 5 innings or a 12-run discrepancy at the end of 6 innings or a 10-run discrepancy at the end of 7 innings, the game will be ruled final at this point. For 7 inning games, if there is a 10-run discrepancy at the end of 5 innings the game will be ruled final at this point. This rule will not pertain in national and regional tournaments.
- 2.c Doubleheaders against the same team will be 7 inning games only. Doubleheaders against 2 different teams will be at the discretion of the coach whose team plays the doubleheader. These games will be either; 7 innings & 7 innings or 7 innings & 9 innings or 9 innings & 7 innings, they both cannot be 9 inning games.
- 2.d Any games rained out will be re-scheduled by the league President, and 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. Final league standings will be determined by won/lost percentage. Ties will be decided by head-to-head competition first, and then followed by runs against.
- 2.e In the event of rain, it is the responsibility of the league President to notify the umpires and opposing team of field conditions and possible cancellation of game, at least 1 hour before scheduled game time.
- 2.f If a player is hurt during the course of a game, and he cannot be removed from the field ten (10) minutes after being injured, the game clock will stop until he can be safely removed from the field of play. The game clock will not revert back ten (10) minutes, but continue from the time it was stopped. If medical or police need to be called to the field the President or Vice-President MUST be contacted immediately.

3. **TEAMS, PLAYERS AND LINEUPS**

- 3.a The age requirement for the 18+ division is; 18. This means that a player can play in the 18+ division as long as they turn 18 by end of calendar year. So, if they turn 18 by 12/31/2018, then this means they can play. Also any coach may ask for any players ID for proof of age at any time before, during or after a game. If the player cannot provide proof for whatever reason he may not play again until he can. If it turns out the player is under age, all games that he played will be forfeited, the player will be suspended from the league for one full year from the time of the infraction or from the time he turns 18, whichever is LONGER, and the coach will be suspended for two games or longer. If a player's age is called into question during a game, he must provide proof of age before the game can continue, if he cannot provide

proof of age, then he cannot return to the game.

- 3.b The age requirement for the 25+ division is; 25. This means that a player can play in the 25+ division as long as they turn 25 by end of calendar year. So, if they turn 25 by 12/31/2018, then this means they can play. Also any coach may ask for any players ID for proof of age at any time before, during or after a game. If the player cannot provide proof for whatever reason he may not play again until he can. If it turns out the player is under age, all games that he played will be forfeited, the player will be suspended from the league for one full year from the time of the infraction or from the time he turns 25, whichever is LONGER, and the coach will be suspended for two games or longer. If a player's age is called into question during a game, he must provide proof of age before the game can continue, if he cannot provide proof of age, then he cannot return to the game.
- 3.c The age requirement for the 35+ division is; 35. This means that a player can play in the 35+ division as long as they turn 35 by end of calendar year. So, if they turn 35 by 12/31/2018, then this means they can play. Also any coach may ask for any players ID for proof of age at any time before, during or after a game. If the player cannot provide proof for whatever reason he may not play again until he can. If it turns out the player is under age, all games that he played will be forfeited, the player will be suspended from the league for one full year from the time of the infraction or from the time he turns 35, whichever is LONGER, and the coach will be suspended for two games or longer. If a player's age is called into question during a game, he must provide proof of age before the game can continue, if he cannot provide proof of age, then he cannot return to the game. **For an exemption to the rule please see the Father / Son Rule.**
- 3.d The age requirement for the 45+ Wood Bat division is; 42. This means that a player can play in the 45+ Wood Bat division as long as they turn 42 by end of calendar year. So, if they turn 42 by 12/31/2018, then this means they can play. Also any coach may ask for any players ID for proof of age at any time before, during or after a game. If the player cannot provide proof for whatever reason he may not play again until he can. If it turns out the player is under age, all games that he played will be forfeited, the player will be suspended from the league for one full year from the time of the infraction or from the time he turns 42, whichever is LONGER, and the coach will be suspended for two games or longer. If a player's age is called into question during a game, he must provide proof of age before the game can continue, if he cannot provide proof of age, then he cannot return to the game.
- 3.e **New Players:** The league will send an email to all teams about 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.f Each team may have a maximum of 20 players on their rosters. Team rosters must be submitted to the local league by opening day, including league and player fees, proof of date of birth, player waiver forms and team medical waiver form. 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.g **All players, prior to participating in a game, must have signed waiver forms on file with the league. Any player violating this rule will be ejected from the game and serve a one (1) game suspension. The coach of the team shall also be ejected and serve a two (2) game suspension.**
- 3.h A team manager may bat as many players as he desires, with a minimum of 9. Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game. If a team only bats 9, the opposing team will have the option of batting 9 as well.
- 3.i 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. Added players to the bottom of the lineup may be added as individual hitters or as A/B. Each team has a hitting and a defensive lineup that are independent of each other. Players may play in either lineup or both.

- 3.j A team may declare at the time that lineups are exchanged prior to the start of play that any batting order position (i.e. 9, 10, 11, etc.) can be occupied by two (2) players in each such batting position. That is, 9A/9B, 10, 11A/11B, 12, etc. The first time that position 9 gets an at bat, 9A would hit and the next time this slot hits, 9B would be up. Then 9A hits the third time this spot in the order comes up, and so on, alternating between these two players throughout the game. Once a team declares the use of this A/B system, it must continue using it for the remainder of the game. Hitters in the A/B position may be pinch hit for, just as any other player.
- 3.k 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. **(Again we are not a beer league)**

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. Scorekeepers are allowed to bring this up to the umpires. Once discovered that a player failed to properly report in, he will be called out immediately, any action that took place until he is declared out shall stand. If the unannounced batter reaches base safely and a subsequent pitch or play has been made, the batter shall be declared as properly reported in.

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.l 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 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.* Should a team drop down to eight (8) of their own players after the game has begun they may borrow a player from the opposing team or from another MSBL team upon the consent of the opposing coach or they can finish the game with eight (8) players. Should a team drop down to seven (7) of their own players after the game has begun the game will be declared a forfeit.
- 3.m **A team must have seven (7) of their own rostered players for an official game and may borrow two players from another team with the opposing manager's consent, or he can take the forfeit win. Borrowed players are not allowed to pitch or catch.** The game shall start at the scheduled time if a team has seven (7) players. Should a team not have seven (7) of their own rostered players the game will not start but the game clock will start at the scheduled game time. If a team does not have a minimum of seven (7) of their own rostered players by fifteen (15) minutes past the scheduled start time the game shall be declared a forfeit. Due to insurance regulations once a game has been declared a forfeit, the field must be vacated.
- 3.n All players may be substituted for defensively, at any time, without affecting the players offensive status in the line-up. If the starting 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.o To keep the flow of the game going teams may use the “Speed Up Rule” for their catchers when there are two (2) outs and their catcher is on base. The speed up rule is such; when the catcher is on base and there are two (2) outs the team may replace him with the last batted out. The speed up rule does not apply to the pitchers.
- 3.p No player may switch teams during a season without the consent of both managers and the league president. If this does not meet with approval, the player must sit out the remainder of the season. In the event a team disbands during the season or at season’s conclusion, all players will be permitted to play for any desired team.
- 3.q 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. This rule only applies during the season and does not cover the off-season. Players leaving a team should inform their current coach of their decision as soon as possible so that he may rebuild his time in a timely manner.
- 3.r Final team rosters must have no less than 12 players.
- 3.s **Last names MUST be used in the lineup cards and scorebook to allow for player identification, along with jersey numbers (if available) for follow up inquiries that relate to playoff and national tournament participation requiring minimum playing requirements.**
- 3.t Each coach will give the opposing coach and the home plate umpire a copy of their lineup card, which must have the last name and jersey number of each player participating in the game. This will be done no later than five (5) minutes to game time. The game clock will begin at the scheduled game time, but the game will not start until the lineup card transaction has taken place. The time lost will not be replaced.
- 3.u Teams in the 18+, 25+ & 35+ may only have four (4) Crossover Players. It will be up to coaches to inform the Commissioner of who is a crossover player on their team. Once the league fees have been submitted to the National MSBL/MABL there will be no refunds. With this in mind, NO GAMES will be rescheduled or postponed due to lack of players. If a team cannot field eight (8) of their own players, including their crossover players, then the game will be posted as a forfeit. This of course excludes “Special Circumstances” but the Commissioner must approve those. Due to scheduling conflicts crossover players will NOT be allowed in the fall season.
- 3.v Father/Son: Sons may play on the same team as their fathers and/or stepfathers in the 35+ division only, but, only under these guidelines;
 a). Teams can only have a maximum of four (4) sons.
 b). They must be twenty five (25) during the calendar year.
 c). Their father and/or stepfather must play on the team and play in 50% of the regular season games.
 d). They cannot pitch until they turn thirty five (35) in the calendar year.
 By not following these rules the team will forfeit any and all games played by the son. Sons that fall under the Grandfather rule will be exempt from this ruling (see Grandfather rule 8k.) This does not affect the 18+, 25+ or the 45+ Wood Bat division.
4. **PLAYERS BEHAVIOR AND TEAM RESPONSIBILITY**
- 4.a There will be no 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 The league President is concerned about possible unnecessary and violent collisions that may occur with the catcher at home plate, and with infielders at all bases. The intent of this rule is to encourage base runners and defensive players to avoid such collisions whenever possible.

a. When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:

(1) Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked) or

(2) Whether the runner actually was attempting to reach the base (plate) or attempting to dislodge the ball from the fielder.

PENALTY—If the runner, a) could have avoided the collision and reached the base, or b) attempted to dislodge the ball, the runner shall be declared out even if the fielder loses possession of the ball. The ball is dead and all other base runners shall return to the last base touched at the time of the interference.

(3) If the fielder blocks the path of the base runner to the base (plate), the runner may make contact or slide into, a fielder as long as the runner is making a legitimate attempt to reach the base or plate.

(4) If the collision by the runner was flagrant, the runner shall be declared out and also ejected from the contest. The ball shall be declared dead.

b. If the defensive player blocks the base (plate) or base line clearly with or without possession of the ball, obstruction shall be called. The runner is safe and an immediate dead ball shall be called.

(1) If the base runner collides flagrantly, the runner shall be declared out on the obstruction, and will be ejected from the contest. The ball is dead.

c. Decoy Rule

Any fielder may use a decoy only if it serves a strategic purpose. For example, if a fielder, who sees a man attempting to steal second base during a hit and run, looks upward into the sky and says that he's got the pop-up when in fact the ball has been hit on ground is a legal decoy as it may cause the runner to retreat to first base and prevent him from advancing.

However, if a fielder fakes a tag, forcing a player to slide, when there is no strategic purpose or apparent play, the runner will be ruled safe and all runners will advance one base.

This is entirely an umpire judgment decision and not a rule that may be protested.

d. Force Play Slide Rule

The intent of the force-play-slide rule is to ensure the safety of the defensive player. This is a safety as well as an interference rule. Whether the defense could have completed the double play has no bearing on the applicability of this rule. This rule pertains to a force-play situation at any base, regardless of the number of outs.

a. On any force play, the runner must slide on the ground and in a direct line between the two bases.

Exception—A runner need not slide directly into a base as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.

(1) “On the ground” means either a head-first slide or a slide with one leg and buttock on the ground.

(2) “Directly into a base” means the runner’s entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

(3) If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.

b. Contact with a fielder is legal and interference shall not be called if the runner:

(1) Makes a legal slide directly to the base, or

(2) Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play.

(3) Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.

(4) When the base runner slides beyond the base, but does not (a) make contact with, or (b) alter the play of the defensive player, interference shall not be called.

c. Actions by a runner are illegal and interference shall be called if:

(1) The runner slides or runs out of the base line in the direction of the fielder;

(2) The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;

(3) The runner’s raised leg makes contact higher than the fielder’s knee when in a standing position;

(4) The runner goes beyond the base and either makes contact with or alters the play of the fielder;

(a) Beyond the base” means any part of the offensive player’s body makes contact with or alters the play of the fielder beyond the base.

(5) The runner slashes or kicks the fielder with either leg;

(6) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

PENALTY:

(1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.

(2) With two outs, the interfering runner shall be declared out and no other runner(s) shall

advance.

(3) If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.

(4) If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

- 4.f Each league must set its own standards of player/team sportsmanship, but must encourage suspensions for infractions unbecoming 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 an under age player is detected, the penalty will be forfeiture of all games in which the under-age player participated in and suspension for the remainder of the calendar year. If the manager had prior knowledge, he will be subject to the same suspension.
- 4.h Any player that is ejected from the ballpark will serve a minimum two (2) game suspension. Players that are ejected from the game only will not be penalized by the league, but by their own coach as he sees fit.
- The exception to this rule is listed under "**Code of Conduct.**"

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) has 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.
- 5.b A player that substitutes for another player who is designated as having a courtesy runner has the option of also having a courtesy runner, in keeping the team with 2 courtesy runners and no more.

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. If a second intentional walk is attempted, a balk will immediately be called and all base runners will advance one base.
- 6.c If a pitcher hits 4 batters in any one game, the pitcher must be removed on the fourth hit batsman.
- 6.d The pitcher will be removed from the mound upon the third visit from the coach and/ or manager. This also is enforced when the coach and/or manager is playing in the field. This will eliminate teams trying to slow down a game. (This rule supersedes MLB rule 8.06 (b))
- 6.e Pitchers will be allowed 5 pitches at the beginning of each inning. New pitchers will be allowed 10 pitches for the first inning they are placed on the mound, unless replacing an injured pitchers. Then it is at the discretion of the umpire. This will eliminate teams trying to slow down a game.

7. **EX-PRO STATUS AND REGULATIONS**

- 7.a A player must be out of pro-ball for 2 complete MSBL seasons before becoming eligible to participate in a MSBL league. This is a general rule meant to stand as an example for other local AABL & MSBL leagues to examine. Local AABL & MSBL leagues may establish their own criteria for ex-pros as its individual board and managers see fit. Pro-ball refers to major and minor leagues. Independent leagues are to be considered separately. For the World Series and Fall Classic, the following rules will pertain without exception:

In order to guarantee fairness to all, the ex-pro rules will be as follows:

National division

1. No team may have more than 5-ex-pros on their roster and no more than 25% of any team roster can be comprised of ex-professionals, no matter the time spent out of pro-ball.
2. No ex-pro may play, if he has been out of professional baseball for less than 3 complete MSBL seasons without the written permission from MSBL-National Rules Committee.

A player is not an ex-pro if:

- A) The player is over 35 years old and he has been out of pro-ball for at least 3 complete seasons.
- B) The player has been out of pro-ball for more than 8 years.

American Division

No more than 3 ex-pros, as defined above, will be allowed on the roster without written permission from the National Tournament Rules Committee.

Continental Division - Same as American Division.

Federal/Mountain Divisions – Limit 2 ex-pros, no matter length out of pro ball.

to **Central division** – Ex-pros that have been out of pro-ball (A, AA, AAA) for 20 or more years are eligible participate in the Central Division but may NOT pitch. Players that played in the Major Leagues are not eligible regardless of how long they have been out.

For National Tournament Play

- | | |
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| 18 and over | - player becomes eligible on the date of his 18th birthday |
| 25 and over | - player becomes eligible on the date of his 25th birthday |
| 35 and over | - player becomes eligible if turns 35 during the calendar year |
| 45 and over | - player becomes eligible if turns 45 during the calendar year |
| 50 and over | - player becomes eligible if turns 50 during the calendar year |
| 55 and over | - player becomes eligible if turns 55 during the calendar year |
| 60 and over | - player becomes eligible if turns 60 during the calendar year |
| 65 and over | - player becomes eligible if turns 65 during the calendar year |

8. **GENERAL LEAGUE RULES**

- 8.a Three forfeits by any team will mean immediate expulsion from their league playoffs. Four forfeits by any team will mean immediate expulsion from the league with no money refunded to the team. League Presidents should evaluate circumstances before rendering a decision.
- 8.b All protests should be lodged to the umpires and league President during the game for which the protest is made. The league President shall decide all protests.
- 8.c Only AABL, MSBL and MABL leagues are eligible for all MSBL and MABL sanctioned regional and national tournaments, unless waived by national tournament committee.
- 8.d Determination of eligibility to participate in MSBL regional and national tournament competition will be based solely on the decision of MSBL National Tournament Rules Committee. In general, no player will be allowed to participate in a regional or national tournament unless the player has participated in at least 50% of his regular season AABL games.
- 8.e In order for a player to qualify and participate in his team's local league playoffs, tournaments and post-season events, he must have one plate appearance and/or have one mound appearance in 40% of his teams regular season games This includes pitchers. If such a player fails to meet the requirements due to injury, a letter should be submitted to the league president explaining non-compliance, at which time a ruling will be made.
- 8.f In the case of a player whose team plays a regular season local league schedule that had 15 or fewer games, the player must play in a significant way in the greater of eight (8) games or 75% of the number of regular season games on the schedule. A player shall be deemed to have played in a game in a significant way if; (a) he has at least three (3) at bats in the game; or (b) plays at least four (4) innings in the field; or (c) plays at least three (3) innings in the field and has at least one at bat; or (d) plays at least three (3) innings in the field, has no at bats, but pitches the game.
- 8.g For teams to be eligible for their local league playoffs they must post their teams offensive stats including pitching stats for each game on the league web site within 7 days of the game. Teams not posting their team stats will be ineligible for their local playoffs. Should a forfeit be declared after five (5) complete innings have been played all stats for that game will be recorded. If less than five (5) complete innings have been played then no stats will be recorded.
- 8.h Any and all league meetings called by the President are mandatory, not optional. Each team must have a representative there.
- 8.i **Due to insurance regulations there will be no one allowed in a team dugout or on the field during a game unless they are on an AABL roster. Teams will be given one warning during the game; upon the second warning the offending team will forfeit the game.**
- 8.j Any team will be ejected from the spring playoffs and/or fall playoffs, if they are caught cheating; i.e. A player to young for the age bracket, a player not on the team roster, or any other team rosters, a player playing under another player's name.

10. **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, shoves or strikes, or threatens 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 President and Vice-President review 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 President and Vice-President review 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 board of directors 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 President and Vice-President review 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 are 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. **Smoking on the field of play or in the dugout.** Players guilty of such conduct shall be immediately suspended from further participation in the game.

Penalties

1. The league President and/or Vice-President may suspend any player or manager for such a period and upon such terms as it may propose, for the conduct with in its opinion is prejudicial to the welfare, interest, reputation, or charter of the league.
2. Except as otherwise provided, the league President and/or Vice-President shall determine the appropriate action required for violations of the codes of conduct, and shall report their decision to the player, manager.
3. Any 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

Grievances, protests, and appeals

1. Grievances may be filed by an individual player or by the manager of a team provided that a grievance is formally submitted to the league President. The league President and Vice-President shall adjudicate all such grievances.

2. An appeal of any action or ruling may be filed with the league President or Vice-President by an individual player or by the manager of a team provided that the appeal is formally submitted. However, all decisions by the league President and/or Vice-President are final and not subject to appeal.