


CENTRAL ARKANSAS MSBL BY-LAWS, RULES AND REGULATIONS

Revision	Approved	Date	Comment
0	 Chris Hall, President	5/5/2019	Rules rewritten and combined into one formal document

1. Teams, Governing Body and Official Rules

1.1. Governing Body

- 1.1.1. The **Board** will be made up of one representative from each team. Each team can designate a second representative to attend and participate in league meetings.
- 1.1.2. The **President** may appoint at-large members to attend and participate in League meetings.
- 1.1.3. Each team has one (1) vote on league matters, at-large members do not have voting privileges.
- 1.1.4. All local rules must be passed by the **Board** by a majority vote. League **President** has tie- breaking authority.
- 1.1.5. Managers shall sign and submit the Code of Conduct prior to the season.

1.2. Teams

- 1.2.1. All teams are required to submit 100% of the team fee by the agreed upon deadline prior to the season.
- 1.2.2. All teams shall submit a completed (including all required fields) roster in excel (.xls) format prior to the start of each season.
 - 1.2.2.1. Players eligibility for the playoffs will be determined by the **Board** prior to each season and documented on the website.
- 1.2.3. All managers are required to submit a completed waiver to the league office prior to a player participating in a league game. Players in violation of this rule can be ruled ineligible and games forfeited.
- 1.2.4. All managers shall sign and submit the Code of Conduct prior to the season.

1.3. Official Rules

- 1.3.1. The official rules of Major League Baseball govern the Central Arkansas Men's Baseball League unless superseded by the rules set forth herein.

2. Uniforms, Helmets, Baseballs and Other Equipment

2.1. Uniforms

- 2.1.1. All teams must have full baseball uniforms consisting of caps, numbered baseball jerseys, and baseball pants - each player's uniform must be of similar design to his teammates uniforms. Sponsor name are allowed on uniforms via patch or uniform shirt.
- 2.1.2. No player out of uniform will be allowed to play without the opposing manager's consent.
- 2.1.3. All teams should have their uniforms by their first game. A grace period should be extended for newly activated players or for new teams.

2.2. Helmets

- 2.2.1. 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 for the bases.
- 2.2.2. Catchers must wear a helmet underneath their mask.
- 2.2.3. All base coaches must wear helmets while on the field of play.

2.3. Baseballs & Other Equipment

- 2.3.1. Each team shall bring a minimum of 4 new balls to each game. Only balls provided by the league will be permitted unless approved by both managers.
- 2.3.2. Wood bats and composite wood bats are permitted. Bats shall meet the specifications of the Official Rules of Major League Baseball. Upon protest, the penalty for using an illegal bat will be an out for the violating player.

2.3.3. Metal cleats are permitted unless not permitted by the local field.

3. Game Length, Run Rule and Game Delays

3.1. Game Length

3.1.1. All games are 7 innings

3.1.1.1. In the event of rain, a game is final if 4 innings have been completed (3.5 innings if the home team is winning).

3.1.2. All regular season games have a 2-hour, 30-minute time limit.

3.1.2.1. If an inning starts before the time limit has been reached, the full inning shall be completed.

3.1.2.2. Playoff games do not have a time limit.

3.1.3. In the event of a tie, once the time limit has expired, teams may play an additional two (2) innings. Umpires will receive \$20/inning (\$10/each) for each additional inning.

3.1.4. Tie games are final at the end of the additional two (2) innings

3.1.4.1. Final league standings will be determined by won/lost percentage. Won/lost percentage will be calculated by wins divided by total games played. [Example: a team with a 10-7-1 record has a 55.6% winning percentage is (10/18)].

3.1.5. All games must be played to completion by league standards. 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.

3.1.5.1. Once a game has started, both managers must agree on calling the game due to rain before the game has reached the time limit.

3.2. Run Rule

3.3.1. If there is a 15-run discrepancy at the end of 5 innings the game is final.

3.3. Game Delays

3.3.2. Any games rained out will be re-scheduled by the league and agreed to by both managers.

3.3.2.1. Makeup games shall be re-scheduled at the discretion of the **President** based on the following (but not limited to) circumstances: cost, overall league schedule, playoffs, etc.

3.3.3. In the event of rain, a decision to cancel the game will be made at least 1.5 hours before scheduled game time to minimize unnecessary umpire costs.

4. Players, Line-Ups, Courtesy Runners & Pitchers

4.1. Players

4.1.1. A player is eligible to participate in an official league sanctioned game if their 25th birthday is within the calendar year.

4.1.1.1. Each team has two (2) waivers for players who are 23 or 24 years of age on opening day of the season.

4.1.2. A player is eligible to pitch in an official league sanctioned game if their 28th birthday is within the calendar year.

4.1.3. A player who has not played in any league game in either the current and previous year shall be regarded as a new player.

4.1.4. Players with less than three (3) years seniority may not switch teams without the consent of both managers and the league **President**. If the switch is not approved and the player does not want to continue with his current team, the player must sit out one (1) calendar year from competition, from the last date of his playing.

- 4.1.4.1. The player is an unrestricted free agent after sitting out one (1) calendar year.
- 4.1.5. Players with three (3) or more years seniority in the league are eligible to become automatic free agents prior to the start of each season. In order to exercise their right to become a free agent, the player shall notify their manager by 2/1 prior to the upcoming season.
 - 4.1.5.1. Once a player has signed a waiver or played one (1) sanctioned game with a team, he is ineligible to switch teams until the next season.
- 4.1.6. If a player is not invited back by his manager, or if a team disbands during the season or at season's conclusion:
 - 4.1.6.1. Players will become automatic free agents.
- 4.1.7. 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.
- 4.1.8. Potential expansion teams shall notify the league in writing by 12/31 of their intent to join the league.
- 4.1.9. Expansions teams shall provide a roster and partial payment by a date determined by the President to be considered for inclusion in the next season.
- 4.1.10. No manager, coach, player, or other individual(s) affiliated with an existing team shall recruit a player while he is a member of another team. No coach, manager, player, or other individual (s) shall entice a player to change teams.

4.2. Line-Ups

- 4.2.1. A team manager may bat as many players as he desires, with a minimum of 10 (subject to the number of players available, if less than 10). 'If a team has more than 9 players and still only bats 9, they will be assessed an out each time the 10th batting position is skipped.
 - 4.2.1.1. If a team has only nine (9) players and therefore bats only 9, the opposing team will have the option of batting 9 as well.
 - 4.2.1.2. If a team has only eight (8) players, the ninth spot in the lineup will be an automatic out each time through the lineup, regardless of the number of outs.
- 4.2.2. 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. 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.
- 4.2.3. Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game except in case of injury.
 - 4.2.3.1. If a player is injured and the team does not have any substitutions to replace him with in the batting order, they can be removed from the lineup and the spot skipped without penalty.
 - 4.2.3.2. If a player is ejected and the team does not have any substitutions to replace him in the batting order, an out will be assessed each time through the order.
- 4.2.4. A manager may add batters to the bottom of the lineup at any time. Added players to the bottom of the lineup may be added as individual hitters or as A/B
- 4.2.5. If a batter is pinch hit or run for (except under courtesy runners as outlined in section 4.3), the player may re-enter the game once as a hitter if the substitute has at least one plate appearance.
- 4.2.6. Each team has a hitting and a defensive lineup that are independent of each other. Players may play in either lineup or both. All players may be substituted for defensively, at any time, without affecting the players offensive status in the line-up.

- 4.2.7. If the pitcher is removed, he may re-enter to pitch only one time while the game, but not in the same inning. The re-entering of a pitcher can only be done once a game.
- 4.2.8. All teams must announce all 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.
 - 4.2.8.1. 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.
- 4.2.9. A team must have 8 players for an official game.
 - 4.2.9.1. The team may borrow players (up to 10) from another team with the opposing manager's consent. If the team's 9th or 10th player arrives after the start of the game, the borrowed player(s) may continue to play.
 - 4.2.9.2. Borrowed players are ineligible to pitch without both their manager's and the opposing team's managers consent. Substitute players eligibility to pitch should be determined prior to the start of the game.
- 4.2.10. Last names must be used in the scorebook to allow for player identification for follow up inquiries that relate to playoff participation requiring minimum playing requirements.

4.3. Courtesy Runners

- 4.3.1. Each team will be allowed a maximum of two (2) players per game who can be run for each time that they reach base.
- 4.3.2. If the Pitcher or Catcher does not have a designated courtesy runner, with two (2) outs they may also use a courtesy runner to speed up play.
- 4.3.3. Players that will need courtesy runners, must have their manager notify the opposing manager prior to the start of the game.
 - 4.3.3.1. If two (2) courtesy runners are not designated at the start of a game, the manager may designate the remaining runners at any time without penalty.
- 4.3.4. The individual who acts as the courtesy runner is always the last batted out. Players who have courtesy runners designated for them, the active pitcher, and the active catcher are not required to be courtesy runners if they were the last batted out.
- 4.3.5. 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.
- 4.3.6. 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.
- 4.3.7. 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.

4.4. Pitchers

- 4.4.1. No player may pitch wearing white or gray sleeves, batting glove or wristband.
- 4.4.2. 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.
- 4.4.3. If a pitcher hits four (4) batters in any one game, the pitcher must be removed on the fourth hit batsman.

5. Player Behavior, Safety and Team Responsibility

5.1. Player Behavior

- 5.1.1. The **Board** has the right to suspend or expel any team member who abuses league rules, plays without regard to the safety of the umpires or other players, or who does not exhibit a sense of sportsmanship.
- 5.1.2. An umpire has sole discretion to expel any player or manager from the game.
- 5.1.3. 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.

5.2. Safety

- 5.2.1. Base runners and defensive players are expected to **avoid** collisions whenever possible. When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:

- 5.2.1.1. 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

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

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.

- 5.2.2. If the fielder blocks the path of the base runner to the base (plate) without possession of the ball, the fielder should be called for obstruction and the runner ruled safe. **The runner is still expected to avoid contact.** If the base runner collides flagrantly, the runner shall be declared safe on the obstruction, but will be ejected from the contest. The ball is dead.
- 5.2.3. 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.
- 5.2.4. 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. 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. This is entirely an umpire judgment decision and not a rule that may be protested.
- 5.2.5. On any force play, the runner must slide in a direct line between the two bases. 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. Exception—A runner need not slide directly into a base if the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.

5.3. Team Responsibility

- 5.2.6. Both Teams are responsible for making sure the field is prepped and closed up properly.
- 5.2.7. If an underage player is detected, penalties whether to the individual or team will be decided by the league **President** and **Board**. 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 a similar

suspension.

- 5.2.8. Two forfeits by any team could mean immediate expulsion from the league with no money refunded to the team.
- 5.2.9. All protests should be lodged to the league **President** within 24 hours. All protests shall be decided by the league **Board** and/or **President**.

6. Ex-Pro Status and Regulations

- 6.1. A player must be out of pro-ball for 3 complete MSBL seasons before becoming eligible to participate in a MSBL league. The league **President** or **Board** can waive the requirement when in the best interest of the league.

7. Code of Conduct

- 7.1. Managers and players shall conduct themselves in a sportsmanlike manner at all times. Players and managers guilty of the following conduct shall be immediately suspended from further participation in the game and shall remain suspended until his conduct is reviewed by the **Board**. 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. No manager or player shall commit the following:
 - 7.1.1. Lay a hand upon, shove or strike, or threaten an official.
 - 7.1.2. Refuse to abide by an official's decision.
 - 7.1.3. Be guilty of objectionable demonstrations of dissent at an official's decision.
 - 7.1.4. 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.
 - 7.1.5. Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player.
 - 7.1.6. Be guilty of physical attack as an aggressor upon any player, manager, official, or spectator, before, during, or after a game.
 - 7.1.7. Be guilty of verbal abusive attack upon any player, manager, official, or spectator, before, during, or after a game.
 - 7.1.8. Consume alcoholic beverages or illegal drugs during the game or be upon the field of play at any time in an intoxicated condition.
 - 7.1.9. Smoke on the field of play or in the dugout.
- 7.2. The **Board** may, by majority vote, 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.
- 7.3. Except as otherwise provided, the League **President** shall determine the appropriate action required for violations of the codes of conduct, and shall report their decision to the player, manager and the **Board**.
- 7.4. 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.
- 7.5. 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.
- 7.6. Grievances may be filed by an individual player or by the manager of a team provided that a grievance is formally submitted to the **President**. The **President** shall adjudicate all such grievances and shall report any action taken to the **Board**.

7.7. An appeal of any action or ruling may be filed with the **Board** by an individual player or by the manager of a team provided that the appeal is formally submitted. However, all decisions by the **Board** of directors are final and not subject to appeal.