

Woodland-Davis MSBL Baseball 2018 Official League Rules

Introduction:

These rules shall be uniformly applied to all games of the 2018 season. Throughout the course of the season, they can be periodically reviewed and, if necessary, revised by the Board of Directors. The Board of Directors will decide upon any situation, event or happening that is not specifically covered by these rules. Their decision will be final.

The rules of the MSBL National League shall apply to all games with the following exceptions:

1.0 LEAGUE INFORMATION

1. Teams: The league will consist of **9 teams, each team must have a minimum of 14 paid players**
2. Games: Each team will play a total of **18 games**
3. Official Age: Players must be at least 25 years old as of December 31st 2018.
4. Player Fee: \$320 per player due by May 19th.
5. Player Fee Alternative: All players wanting to play regular season and playoff games must pay the full league fee. Players starting after June 2 can pay a prorated fee, but will not be eligible for playoffs. Only players paying the full fee are eligible for regular and post season play.
6. Only wood or wood composite bats are allowed. No metal bats.

2.0 LEAGUE CHAMPIONSHIP

1. At the conclusion of regular league play, there will be a championship playoff tournament. The championship playoff tournament will consist of series between two teams to advance to the next round. The series will be best-of-three format.
2. To be eligible for the championship playoff tournament, a player must have paid his full registration Player Fee.
3. The following rule will be used to determine league standings and playoff qualification:

Win/Loss record

At the conclusion of the season, if two teams are tied in the standings, the tie shall be broken as follows:

Head to head record in games involving two teams who are tied.

If the two teams split the head-to-head games, run differential between the two teams will determine bracket placement or advancement. If run differential is exact, most runs scored during the season will determine who advances. Final tiebreaker is a coin flip.

4. There will be 6 teams in the playoffs. Seed 1 and 2 have a bye the first weekend, seed 3 plays 6, seed 4 plays 5. Second weekend, seed 1 plays lowest remaining seed, seed 2 plays highest remaining seed. For all series, each game will be 7 innings. The team with the best overall record will be home for the 1st game and the 3rd game, if a 3rd game is necessary.

3.0 LENGTH OF GAMES / PLAYER ATTIRE

1. All league games will conclude at the end of seven innings, unless a game is tied (see rule # 3). The playing time per game is 3 hours when another league game is immediately scheduled to follow on the same field; otherwise there is no time limit. (Supersedes MSBL Rule 2.a)
2. When (in the sole opinion of the umpire) a game is moving at a pace that will not allow a full seven innings to be played if a time limit is in effect, the plate umpire will announce "Final Inning". This announcement must be given to both teams prior to the start of the final inning. Once "Final Inning" has been announced, it shall become, for all intents and purposes, the seventh inning.
3. In the event of a tie, extra innings will be allowed if time permits. A time game shall continue until a winner is decided, unless darkness, curfew or time limit occurs.
4. All teams must have full baseball uniforms consisting of: Caps, Numbered jerseys, Baseball Pants. Each player's uniform must of the similar design of his teammates' uniform. Teams having sponsors may have the sponsors name on the jersey.
5. There will be a grace period of two weeks at the beginning of each season for new players and/or teams to obtain the proper wear.
6. There is no mercy rule; however, the manager who is losing by more than 10 runs after the 5th inning may request that the game be ended. (Supersedes MSBL Rule 2.b)

4.0 OFFENSIVE / DEFENSIVE LINE-UPS AND SUBSTITUTIONS

1. A minimum of eight players must be available at game time for any league game to be conducted. If only eight players are present, an out will **NOT** be recorded when the 9th position is due to bat.
2. A game that starts with nine players may continue with eight players. In the case of injury an out will **NOT** be recorded when the injured players at-bat time occurs. In all other cases, an out will be recorded when the players at-bat occurs, unless agreed upon by both managers prior to the start of the game. A game will not be allowed to continue with less than eight players.
3. The manager may start a game with a batting line-up of between 9 – 18 players. As the game progresses, he may add players from the bench at the end of the batting order, up to a maximum of 18 players. (Supersedes MSBL Rule 3.e)

4. If due to injury an out will **NOT** be recorded each time that player is scheduled to bat even if the line-up was increased from 9 batters, any time a player is ejected and there are no other players to be inserted into the line-up an out **WILL** be recorded.
5. If a batter is removed for a pinch hitter, the removed batter must remain out of the batting order for at least one full cycle. After one full cycle, the batter can be substituted for any batter in the batting order (including his original place in the order). This rule also applies to the use of pinch runners, since they are part of the offensive (batting) lineup. After one full cycle, the batter (or pinch runner) can be substituted for any batter (or runner) in the lineup. A full cycle is defined as all batters have had a plate appearance who at currently in the line up. (Supersedes MSBL Rule 3.f)
6. Each team may declare at the start of the game two non-runners in their batting order. The non-runners must be clearly marked on the batting lineup given to the other team. The last batted out will be the player that goes in for the non-runner. In the case of injury, a manager may add a player as a non-runner as long as he has not declared two non-runners before the game.
7. If there are two outs and the catcher for your team reaches base, you may substitute a runner for him to speed the game (the substitute must be the last non-runner batted out).
8. Free defensive substitutions are allowed. A player may play any fielding position at any time; he does not have to be in the batting order at the time his playing in a fielding position.
9. Game reschedules will be allowed in the event of rain or unforeseen circumstances, such as construction problems or umpire availability. Games will not be allowed to be rescheduled due to players being unable to attend the game.
10. It is the responsibility of each manager to contact his players and ensure that they will be attending the scheduled game. A forfeit of 3 or more games will result in disciplinary action by the WDMSBL Board, including the potential for the team removal from the league, and the players wishing to continue playing the season being placed in the player's pool or on another team. No refund of player's fees due to forfeited games will be issued.
11. 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. 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.

5.0 PLAYER CONDUCT

1. The Player Code of Conduct is located in the signed Code of Conduct/waiver form.
2. The plate umpire may warn and/or eject any player who commits one or more infractions as described in the code of conduct.
3. All complaints of unsportsmanlike conduct will be directed to the Board of Directors. Players, Managers, or umpires may file complaints. After investigation, the Board of Directors will determine the appropriate penalty based on the signed Code of Conduct each player submitted prior to the start of the season and based on the severity of the infraction.

4. For clarity, 1 calendar year equals 365 days from the date of the infraction.

6.0 PHYSICAL CONTACT

1. No player shall intentionally collide with any other player. High School slide rules apply.
2. A defensive player cannot block the base or be in the path so as to impede (obstruct) the base runners right to that base, unless he is in possession of the ball or is in the act of receiving the ball, otherwise the runner will be considered safe and the obstruction rule will be enforced. The defensive player, at the umpire's discretion, may be ejected from the game if the action was intentional.

7.0 PLAYER POOL

1. Managers of teams that require additional players for the roster during the course of the season must contact the WDMSBL Board a minimum of twenty-four hours in advance of game time for assignment of a pool player. This player may play in the following positions only: left field, right field, or first base and must be placed at the bottom of the batting order.
2. If a manager is unable to field a complete team via the player pool in a timely fashion he may insert one regular league player, hereafter referred to as a "roster player". This player also may only play in left field, right field or first base and must be placed at the bottom of the batting order. No roster players will be allowed to play in any other position.
3. A single pool player or roster player sub can only be used to field a complete team of eight (8) or nine (9) players in order to avoid a forfeit. **The team must have 7 players from its own roster at game time to begin an official game.** If an invited pool player shows up for the game, he must play the full game. If the game starts with a roster player from another team, he must be allowed to play at least ½ of the game. Any deviations from this procedure will result in a forfeit. During playoffs, no team can use a pool player or roster player substitute to field a team.
4. Pool players must submit a \$90 deposit to be eligible to be in the player pool along with the player consent form and waiver. A pool player will be charged \$18 per game; thus the \$90 deposit allows the pool player to play 5 games. Should the pool player wish to stay in the pool after playing 5 games, they must remit another \$90 deposit. Should they not play all five games by season's end; the additional fees will not be refunded to the player.

8.0 TEAM ROSTERS

1. The WDMSBL Board will provide official team rosters. No changes may occur on a roster without the approval of the WDMSBL Board.
2. Team rosters will consist of 14 or more registered players who have remitted all payments to the league treasurer. A team roster of more than 14 players is at the discretion of the team manager unless the WDMSBL Board determines, for the welfare of the league, that additional players should be added.
3. No player already on a team and indicating a desire to return to that team will be forced to leave that team in order to make room for a new recruit.

4. Managers should contact the WDMSBL Board to indicate their team weaknesses and needs. New players from open registration will be assigned to teams with the objective of maintaining competitive league balance.
5. Approval by the WDMSBL Board is required before a pool player can become an official team roster player.
6. No player will be allowed to participate in any games until all registration fees have been paid, the waivers have been signed and proof of age for new players has been provided. Managers are responsible for reporting any violations of these rules to the WDMSBL Board.
7. Any player age 25 or older may pitch, no player under the age of 25 is allowed to pitch.
8. No players are allowed to play, who are not paid roster players. If a non-roster player is found to be playing, this will result in forfeiture of all games this player has participated and will eliminate your team from qualifying for playoffs and post-season play regardless of record.
9. If a team is going to forfeit, for any reason, the manager of the team that is forfeiting must notify both the opposing manager and a board member. The manager of the forfeiting team should attempt to notify the other manager and board member at least 8 hours before game time.

9.0 Pitchers

1. There are no limitations on intentional walks; however, 4 pitches must be thrown for an intentional walk.

LEAGUE CONTACT

Please refer to the website, <http://wdmsbl.com/>

HEAD UMPIRE

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