

# Woodland-Davis MSBL 2019 Official League Rules

## Introduction:

These rules shall be uniformly applied to all games. Throughout the course of the season, they can be periodically reviewed and, if necessary, revised by the Board of Directors (BOD). The BOD 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 31, 2019, unless a son is playing on his Fathers team or the player is approved by the BOD.
4. Player Fee: \$320 per player due by May 15.
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, but will not be eligible for playoffs. Only players paying the full fee are eligible for regular and post season play. No player can be added after July 10, unless approved by the BOD.
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 a 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 (i.e. if during the two games played

against each other team 1 scores a total of 20 runs, team 2 scores 19 runs, team 1 will be higher in the standings). If run differential is exact, least runs allowed during the season will determine who advances. If least runs is exact, 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 1<sup>st</sup> game and the 3<sup>rd</sup> game, if a 3<sup>rd</sup> 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 2.5 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 be 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 uniform.
6. There is no mercy rule; however, the manager who is losing by more than 10 runs after the 5<sup>th</sup> 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 9<sup>th</sup> 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 player's 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 – 16 players. As the game progresses, he may add players from the bench at the end of the batting order, up to a maximum of 16 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 lineup. (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.
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 field problems or umpire availability.
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 BOD, 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 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 BOD. Players, Managers, or Umpires may file complaints. After investigation, the BOD 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 SUBSTITUTE PLAYERS**

1. Fielding a team for a game is the responsibility of the Manager. A substitute player must be a paid player within the league, from any team, and may play in any position except pitcher and will bat in the last position of the lineup.
2. A manager can use up to two (2) substitute players to field a complete team of eight (8) or nine (9) players in order to avoid a forfeit (substitute players must play in right field or first base and bat at the bottom of the line-up). The team must have seven (7) players from its own roster at game time to begin an official game. If substitute player shows up for the game, he should be allowed to play the full game. During playoffs, but not during the championship series, a team can use 1 substitute player to field a team (player must be from a non-playoff team, must play right or first, and must bat at the end of the line-up).

## **8.0 TEAM ROSTERS**

1. The BOD will provide official team rosters. No changes may occur, after the start of the season, on a roster without the approval of the BOD.
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 BOD 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 BOD 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. 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 BOD.
6. Any player age 25 or older may pitch, no player under the age of 25 is allowed to pitch.
7. 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 at the discretion of the BOD, may eliminate your team from qualifying for playoffs and post-season play regardless of record.
8. 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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