

2003 SUFFOLK STAN MUSIAL BASEBALL LEAGUE, INC. RULES AND REGULATIONS

Rule 1- Suffolk Stan Musial Baseball League, Inc. shall be ruled in accordance with the national affiliated organizations (NABF and AABC) except in such situations where the local rules conflict with the national rules. The local rules prevail over the national rules.

Rule 2- The only way rules can be added, dropped or modified is by a two-thirds vote of the quorum.

Rule 3- If an interpretation of a rule or a situation is in question the President and Rule Interpreter should be notified immediately for clarification. If there is a question during a game, the umpire's ruling shall be used.

Rule 4- When the final schedule is issued, the games are to be played in accordance with that schedule; no changes are to be made. This league schedule takes precedence over other leagues.

Rule 5- All league fees must be submitted in full by the April manager's meeting. The deposit must be submitted by the February manager's meeting and is non-refundable.

Rule 6- A team's roster must have a minimum of 14 players and a maximum of 24 players. Rosters are due to the league President by June 15.

Rule 7- A player must sign a roster before playing in a league game. Once a player has signed a roster he becomes the property of that team unless he is released before June 15. Once a player has participated with a team he is considered locked into that team for the season. The only exception is if a written waiver is given from the team and is approved by the league. All rosters are frozen on June 15 and no additions can be made. All players become free agents on September 1.

Rule 8- The use of a player not officially on a team's roster will cause said team an automatic forfeit.

Rule 9- All teams are responsible for field maintenance, including clean-up, repair and proper conduct. Judgment must be used in determining if a field is playable due to rain. Puddles can be swept, but in no event can holes be dug or mud be swept onto the outfield or infield grass. This kills the grass and can cause the league to forfeit use of the field. Teams will be held financially responsible for damage caused to fields.

Rule 10- All players must be fully uniformed (matching hats, jerseys, pants and socks) by June 1. Managers and coaches on baselines need to be uniformed. Managers and coaches on the bench need not be in uniform. If they are not in uniform they cannot make trips to the mound, coach baselines or question umpires' calls. The umpire can eject any manager, coach or player in accordance with this rule.

Rule 11- Any former professional player who wants to play in the League must fill out and file the proper reinstatement forms with the President.

Rule 12- The League's official baseball is the Rawlings Pro Baseball (R-100)
No other balls are allowed in League play. Baseballs can be obtained from the League President.

Rule 13- The use of baseballs are to be shared by each team, each game, regardless of who is the home team.

Rule 14- Mercy Rule: play is stopped under this rule when 1) a team has a lead of 10 or more runs after the trailing team has batted at least 5 times 2) a team has a lead of 15 or more runs after the trailing team has batted at least 3 times.

Rule 15- Lightning Rule: If the umpire sees lightning all future play is suspended. There is no waiting period.

Rule 16- The home team is decided by field permit in single games. If neither team has the permit for the field, or both teams have permits for the same field, the team listed second on the schedule is the home team. For doubleheaders, the second team listed on the schedule is the home team for the first game and the visiting team for the second game.

Rule 17- Slide / Avoid contact rule: All players must slide or avoid contact at all four bases. Failure to do so will cause the player to be called out on the play and ejected from the game. Fake tags are illegal and are cause for ejection.

Rule 18- All players must wear a double-flap helmet when batting and when on base unless a waiver is forwarded to the League office waiving all responsibility for the League in case of injury. The player who signs the waiver to use a single flap helmet becomes solely responsible. Catchers must wear skull caps and throat protectors. Umpires may eject players for refusal to wear such equipment. Managers are responsible for catchers to wear protective gear while warming up pitchers.

Rule 19- The local rule for the designated hitter (DH): Use of the DH is optional. The DH can be used for any position player, not just the pitcher. The DH can never change his spot in the batting order. A DH can be substituted for without affecting the fielder being DH'd for. If the DH enters the game defensively, the use of the DH is lost for the rest of the game. Now, every fielder must have a spot in the batting order. The fielder previously being DH'd for will occupy the player's spot who was replaced in the field by the DH.

Rule 20- The local rule for the extra hitter (EH): Use of an EH is optional. AN EH is a player who is in the batting order in addition to the players in the field and the DH. Use of an EH creates a 10 man batting order. You can use multiple EH's, therefore you can

have a batting order longer than 10 if you desire. EH's can go into the game defensively with no affect on the batting order. The player being replaced defensively simply becomes the EH.

Rule 21- The local speed-up rule (pinch runners): Use of the speed up rule is optional. Each team can use a pinch runner for the pitcher and the catcher as well as up to two additional players in its batting order. These additional players must be designated prior to the start of the game. When a designated player reaches base he must be replaced by a runner immediately. If a replacement is not made prior to the next pitch then it cannot be made. The replacement runner must be the last man to bat out in the batting order. It cannot be a player not in the game. Teams cannot have fast runners on the bench simply to use as replacement runners. If a player not designated for a runner becomes injured and needs a runner, he must be pinch run for. He is then out of the game. There is no change to designated runners once the game starts.

Rule 22- Insurance claims must be reported to the League office immediately. Incidents need to be recorded and reported to the insurance company within 48 hours.

Rule 23- The local rule for forfeits. Forfeit time is 20 minutes. If a team does not have enough players at game time there is a 20-minute grace period for the players to show up. After 20 minutes the game is declared a forfeit, in the case of a doubleheader, both games are declared forfeits. The team that forfeits is responsible for all of the umpire fees. If a team has 9 players it cannot wait 20 minutes for other players to show, the game starts on time as long as 9 players are present.

Rule 24- A manager must be declared before each game. The manager is the person who is listed on the League manager's directory. If the listed manager is not present a manager for the game must be declared. If a defensive conference on the mound includes the manager it is considered a pitcher's conference.

Rule 25- Protests. Protests must be lodged at the time of incident with the home plate umpire before the next pitch is thrown. A phone call to the President within 24 hours and a written application of protest within 72 hours are required. The protest committee will determine the outcome and has the authority to overturn the decision made on the field. A fee of \$100 must accompany the written protest. The fee will be returned if the protest is upheld. The protest committee will decide the outcome of the protest and if a replay of the game is necessary from the point of protest, and if the protest has any bearing on League playoff standings or it does not warrant continuation.

Rule 26- Rainouts or suspended games must be replayed within 2 weeks. It is the responsibility of both managers to agree on a replacement date, time and acquire the field. The League President must approve the game and assign umpires. Teams are not permitted to schedule games on their own.

Rule 27- Teams must call or email the results of played games to the League President within 48 hours.

Rule 28- Standings for division championships and eligibility for post-season play will be determined by the following: A) won-lost percentage B) head to head record C) total wins D) record vs. common opponents E) playoff

Rule 29- For night games, no inning can start after the specific field's set time (see League President for times). When a game reaches a time curfew or is interrupted by rain the game reverts to the last completed inning. If an inning is not finished it does not count. Games where 5 innings are completed are official.

Rule 30- Ejections. The first ejection warrants a warning but could carry a suspension. The second ejection carries a two-game suspension. The third ejection carries a minimum of a 2 game suspension up to the remainder of the season. The umpires have the right to ask for a suspension at all times, even if it is the first ejection. A hearing will be held to determine suspensions.

Rule 31- When a manager, coach or player is ejected from the game, that person must leave the bench area. A coach cannot run the team from a distant area. Failure to comply will result in a forfeit.

Rule 32- Physical abuse of an umpire will result in banishment from the league for one year. Physical abuse of an opposing player will result in suspension. Banishments, suspensions and reinstatements will be determined by the League office.

Rule 33- Alcoholic beverages on the playing field, dugouts or stands are strictly prohibited and are grounds for immediate ejection and suspension. Any player found drinking during a game will be suspended indefinitely pending a hearing. If during a doubleheader, the ejection goes for both games. A hearing of the rules committee will be held for further action.