



## GREATER ATLANTA MEN'S SENIOR BASEBALL LEAGUE

### 2008 38+ & 48+ RULES AND REGULATIONS

#### LEAGUE PHILOSOPHY

The Greater Atlanta Men's Senior Baseball League, Inc. (hereinafter the "League") was founded to provide men 38 years and older the opportunity to once again play the game of baseball. While the League encourages good clean play and the spirit of competition, a "win at all cost" attitude shall serve no benefit to the League, its teams or players. Moreover, sportsmanship and respect for the tradition of the game shall at all times be the cornerstone and fundamental premise of the League.

#### **A. Player Eligibility**

1. To be eligible to play in the 38+ age bracket, one must be a male who shall attain the age of at least 38 years by December 31st of the year the player enters the League. And in the 48 and over bracket, one must be a male who shall attain the age of at least 48 years by December 31st of the year the player enters the League. Additionally, any player banned from playing in another Men's Senior Baseball League for a season or the remainder thereof will not be allowed to join the League and circumvent the suspension imposed. (This reciprocal prohibition is not intended to apply to game suspensions or players who are already playing in the league.) Any violation herein may result in forfeiture of games, suspension or expulsion of the offending player/team, or any other sanctions deemed appropriate by the Competitions Committee and subject to review by the Board of Directors.

2. In order to be eligible for the league playoffs, a player must participate in at least (1/3) of the regular season games. A player ineligible under this rule due to a physical injury or disability can be exempted from the requirements of the rule by the Competitions Committee. Upon a written application for review, the decision by the Competition Committee in regards to this paragraph may be appealed to the Board of Directors.

3. Generally, a league player cannot umpire league games. However, a player can umpire in other Men's Senior Baseball leagues (i.e. 18 and over league and the 28 and over league). Additionally, this limitation may be lifted in emergency situations, such as shortage of umpires, to allow a league player to umpire. This emergency exception is limited to the player umpiring games in the division that he is not playing. (i.e. in a player in the 38+ division may umpire games in the 48+ division.) Further, the exception to this rule must be approved by the president or a vice president.

#### **B. League Age Brackets; Divisions; Team Rosters; Contracts and Fees**

1. The League shall consist of two age brackets:

- a. A "38 and Over" age bracket in which each player on the team shall have attained the age of 38 by December 31 of the year in which he plays; and
- b. A "48 and Over" age bracket in which each player on the team shall have attained the age of 48 by December 31 of the year in which he plays, except as provided below.
- c. Each age bracket will operate as a separate competitive entity, but shall be subject to the League's Rules and Regulations set forth herein unless specifically stated otherwise.

2. Each team is required to have a minimum of fifteen (15) active players on its roster. A team may have on its roster one or more players participating in both the 38 and Over age bracket and the 48 and Over age bracket, provided, however, such team must have a minimum of 12 players on its roster that play solely for such team.





3. No player shall be allowed to play in League games until he has signed a League player contract and, if a new player, until he has also provided a copy of his driver's license.

4. No player shall be allowed to participate in League games until his League fee is paid in full.

5. It shall be the responsibility of each manager to submit a final roster with all player contracts and, when necessary, proof of age, along with all player fees to the league on the date so designated by the League. Failure to do so may result in sanctions, including expulsion of the player or team from the League for that year. The sanctions, if any, shall be determined by the Competition Committee and subject to approval by the board.

6. Players may be added to a roster at any time during the year up to and including July 31<sup>st</sup>, provided that the required information and fees are turned over to the league treasurer or his designee no less than 24 hours before the scheduled start of the game in which the new player will play. Players added on or before June 30th must pay a full league fee. Players added after July 1st must pay one-half of the league fee. The date for such determination shall be the date when the new player's league fee, player contract and proof of age have all been received by the league treasurer or his designee.

7. Any player who must involuntarily withdraw from the League due to injury, job transfer or circumstances beyond the player's control before the first game of the season may receive a full refund from the League if application and proof is submitted by his manager and approved by the Competitions Committee. Any player who voluntarily leaves his team for any reason before the first game of the season shall not be eligible for a refund until his team has secured another player as a substitute. In such case, the new player's fee shall be used by the team to reimburse the player who has left. Once the season starts, no player, for any reason, shall be entitled to reimbursement of his League fee, in whole or in part.

8. In addition to the League fee, a player may not be charged for anything other than the actual cost of his uniform (jersey, pants, cap, belt, stirrups) and a proportionate share of any reasonable team equipment and supplies expenses. No manager shall profit from any League, team or player-related activity or expenditure, nor shall any manager require a player to participate in any instructional or education activity in which the manager receives compensation or compensation in kind.

**C. Player Movement; Restrictions; New Teams**

The league shall be divided into separate divisions as designated by the Scheduling Committee and approved by the Directors.

1. Player movement shall be as follows:

a. During the season:

At no time during a season may a player leave one team to play for another team within the same age bracket in the League without the consent of both team managers and approval by the Competitions Committee. If the proposed player movement is not approved, the player involved must either remain on the roster of the team with which he began the season or withdraw as a player for the remainder of the current season.

b. Conclusion of the Season

At the conclusion of the season, each player shall become a free agent within the age bracket(s) he played, and may play for any existing team in the League (an existing team defined for purposes of these rules as being a team with at least four of the same players from the prior season remaining on its team roster), subject to the following restrictions:

(1) One free agent per season may be added to the roster of any existing team finishing in the top one-third of the standings in its respective age bracket, based on its winning percentage from the regular season and playoffs;



- (2) Three free agents per season may be added to the roster of any existing team finishing in the middle one-third of the standings in its respective age bracket, based on winning percentage from the regular season and playoffs; and
- (3) Unlimited free agents per season may be added to the roster of any existing team finishing in the bottom one-third of the standings in its respective age bracket, based on winning percentage from the regular season and playoffs.

c. The provisions of this player movement rule shall apply solely to League players, defined for purposes of this rule as any player who appeared on a team roster for the preceding season.

d. Player movement shall always be subject to the age requirements provided in these rules.

2. In the event any team withdraws or is expelled from the League during the season (a “withdrawn team”) and does not complete its schedule, players on the roster of the withdrawn team shall be eligible to be drafted as follows: At the time a team is deemed to be “withdrawn” from the League, the standings for that team’s age bracket, based on winning percentage, shall be determined and players from the withdrawn team shall be eligible to be drafted by teams in the reverse order of the standings for the teams in the same age bracket in which the withdrawn team participated (e.g., the team in last place shall have the first draft pick, with the team in the next to last position drafting second, and continuing in such reverse order thereafter).

3. Any team with three or fewer of the same League players on its team roster from the preceding season shall be considered a new team and shall submit to the Competitions Committee for review its intent to join the League. Unless otherwise determined by the Executive Committee, based upon the recommendations of the Competitions Committee, any such new team shall be treated as finishing last in the League standings (for the teams in the same age bracket) for the previous regular season for purposes of the player movement rule. Such new team shall be limited to adding a total of six (6) players from existing teams to their roster. Further, a maximum of three (3) players may be taken from any one team, afterwards a maximum of two (2) from another team and one (1) from other team or teams. This rule shall apply to any new team including those moving up from the 28+ league or a team moving from the 38+ bracket into the 48+ bracket. Additionally, this rule shall be effective at the close of the 2007 season.

4. Any team (existing or new) may at any time recruit and add a new player(s) to the team’s roster who is not a League player. All other new players who contact the League directly will be subject to draft rules, player eligibility requirements and player placement procedures established from time to time by the Executive Committee.

5. Except as otherwise specifically provided, responsibility for the application, enforcement and interpretation of the rules set forth herein shall be vested in the Competitions Committee of the League. In the event any team or League player desires to seek exemption from the application of any rules stated herein, the team or player must submit a written application to the Competitions Committee for review and recommendation to the Executive Committee with respect to such application.

#### **D. Equipment**

1. All teams must have matching professional quality and style uniforms with player numbers. Player names are optional but should be consistent within each team. T-shirts are specifically forbidden. While participating in a league game, a player must wear a uniform that is reasonably consistent with that worn by his teammates. If for any reason a player cannot be reasonably uniformed for a game, he must receive permission from the manager of the opposing team before playing, and if granted, the umpire’s approval is not required. Further, if permission is not granted, then the request for approval may be made to the umpire. Concerns regarding the violation of this rule should be made to the Chairman of the Rules and Legal Committee.

2. Wood or wood composite bats only may be used. Metal bats are prohibited.

3. Metal cleats are permitted.

4. MSBL-approved baseballs are required. Each team must provide two new baseballs at the beginning of the game.



5. All batters, runners and players waiting in the on-deck area must wear ear flap helmets. Full double-ear flap helmets are encouraged, but single-ear helmets are permitted, provided that the ear flap is facing the pitcher when batting. Half helmets are required for catchers. Also, the headgear must be worn as designed. Additionally, all base coaches are also required to wear protective head gear while on the field of play.

6. Each team must have a First Aid kit available at all games.

**E. Rules on the Playing Field**

1. Games shall be played without time limit; provided, however, that no inning may be started after three (3) hours from the official start of the game, unless it is the rubber game of the championship series. Any inning in progress after three hours of play (including an extra inning) shall be played to completion, regardless of time. Should the score be tied after completion of that inning, the game shall be considered a tie with no replay or later continuation. If the game is called by the umpires due to rain, darkness, or any other condition that threatens the safety of the players, five (5) complete innings shall constitute a complete game.

2. There shall be a minimum of fifteen minutes between games, even if this causes a game to start after its scheduled time. The home plate umpire shall signal the start of the game for the purpose of determining the "three hour rule" and shall so advise both managers.

3. A team may bat as many players as it wishes in its starting lineup, with a minimum of nine, except as otherwise provided in paragraph 4 below. A team may also declare that any batting order position can be occupied by two (2) players in each such batting position (herein referred to as a "split" batting position), with each of those players alternating at bat, beginning with Player "A" at the first plate appearance for that position in the order. Once declared, this lineup must continue for the remainder of the game for those batting positions designated as a "split" batting position. This declaration for positions 1-9 in the batting order shall be made before the start of the game. And the declaration for positions 10 and below may be made at any time in the game.(for example, after the game has started, two players could be inserted at the bottom of the batting lineup and split a batting position.) Also, at any time during the game, additional players may be inserted at the bottom of the lineup, occupying a single batting position. However, any player not in the starting lineup may also be inserted to pinch-hit or pinch-run for a player already in the lineup, regardless of whether that player is occupying a single batting position or a "split" batting position as set forth above. In such event, the player pinch-hit or pinch-run for may not return to the game as a hitter or runner, but may return as a fielder. (i.e., when a pinch runner replaces a courtesy runner (for reasons other than injury), the player for whom the courtesy runner has been used is the player substituted for and may not return to the game as a hitter or runner, but may return as a fielder. The status of the courtesy runner is unchanged. If the courtesy runner had to leave the game due to injury, then he should be replaced by the next available courtesy runner.)

4. A team must have at least eight of its own rostered players to start a game. A team may play with eight players; provided however, if it loses a player during the course of the game for any reason causing it to have less than eight players, that team shall forfeit the game, regardless of the score or inning at that time. If a new player for the shorthanded team arrives while the game is in progress, that player shall be inserted into the lineup immediately.

5. If a player is forced to leave a game for any reason other than ejection, a reserve player not previously in the game as a batter must bat in the departing player's batting position (single or "split" batter position). If no reserve is present, the batting position is skipped and all batters move up accordingly, with no penalty to the affected team. However, if the departing player was ejected from the game, a substitute cannot be inserted and the batting position will be an automatic out when reached for the remainder of the game.

6. If any 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 position after being removed or no position at all.

7. A former professional major or minor league baseball player is not eligible to play until he has been out of professional ball for three (3) complete MSBL seasons.





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8. Each 38+ team shall have up to three players for whom they may have a courtesy runner. Each 48+ team shall have up to two players for whom they may have a courtesy runner, and in addition shall be entitled to a courtesy runner for the pitcher and catcher. Each such player must be identified before the game or the player(s) shall not be entitled to a courtesy runner once the game begins, except as otherwise provided within this paragraph. A player injured during the game may have a courtesy runner only if his team has not already used its allotment of discretionary courtesy runners. If the team has used its allotment of three courtesy runners, the injured player must be removed in favor of a pinch runner, in accordance with item 3 above.

Should any player eligible to have a courtesy runner fail or decline to use a courtesy runner during the game, that player shall forfeit his right to a courtesy runner for the remainder of the game. Until the game's first out is made, a courtesy runner shall be the last person in the batting order. Thereafter, the player who made the last batted out shall be the courtesy runner. A courtesy or pinch runner shall not be restricted to a definite amount of time to replace the current base runner, provided that the amount of time used is not unreasonable under the playing conditions at the time nor causes an unreasonable delay of the game.

9. No player without the baseball shall feign a tag. As a penalty for the first offense all base runners shall advance one base beyond the base held when all play stops. Hidden ball tricks, however, are allowed.

10. Contact

- a. A fielder (including a catcher) may not block or obstruct a runner's path to a base unless he is in the immediate process of making a play on a batted or thrown ball in that area, nor may a fielder apply an excessively forceful tag to a runner. Catchers, while setting up to receive a thrown ball, must initially position themselves in such a manner so as not to block the plate or the third base line.
- b. A runner has the right to the base path, unless the fielder is in the process of making a play on a batted or thrown ball, provided, however, such runner shall not be penalized if he inadvertently obstructs a fielder's view while evading a batted or thrown ball. A runner whose path to the base is illegally blocked shall be awarded the base. Notwithstanding anything to the contrary in this Rule 10, a runner must, in all cases, reasonably attempt to avoid contact, even if the fielder is illegally blocking the base path. A runner who fails to make a reasonable attempt to avoid contact with a defensive player shall be called out, and any other runner advancing on the play shall be required to return to the last base occupied. If in the judgment of an umpire, a violation of this rule is flagrant or intentional, the offending fielder or runner, or both, may be ejected from the game.
- c. In the event of an ejection, the umpire involved shall submit a written report within 48 hours of the event to the Rules and Legal Committee who shall have the authority to impose such additional sanctions as it deems appropriate, including suspension or expulsion of an offending player from the League.

11. A pitcher may go to his mouth while on the mound (but off the rubber) as long as he wipes his hand before contacting the ball. Failure to do so results in an automatic "ball."

12. Intentional walks are allowed.

13. If there is a fifteen (15) run discrepancy at the end of 5 innings and the game has gone 2 hours and 30 minutes, the game will be ruled final. This rule shall apply to both regular season and play-off games. Additionally, the team manager of the trailing team may concede the game before the time limit without penalty of forfeit.

14. Any rule not specified herein shall be governed by the National MSBL Rules or, in the absence of such, by the Official Playing Rules of Major League Baseball.



**F. Code of Conduct**

1. Managers and players shall conduct themselves in a sportsmanlike manner at all times. No manager or player shall commit the following:

- a. Intentionally touch, shove, strike or threaten an umpire.
- b. Refuse to abide by an umpire's decision.
- c. Exhibit flagrant demonstrations of dissent at an umpire's decision.
- d. Except through the manager, discuss an umpire's decision with that umpire.
- e. Physically or verbally attack any player, manager, umpire, or spectator before, during or after a game.
- f. Through word or action, openly criticize, embarrass, disparage or in any way demean the performance, abilities or efforts of any player during the course of the game.
- g. Any manager or player found in violation of the above rules (F.1.a.-f.) shall be subject to ejection from the game by the umpire and any further sanctions deemed appropriate by the Competition Committee.
- h. For any violation of bench and/or field conduct:

The umpire shall eject any coach, player, substitute, attendant or other bench personnel from the game, unless the offense is judged to be of a minor nature. The umpire may warn the offender and then eject him if he repeats the offense. The warning or ejection shall be made at the end of playing action. Failure to comply shall result in the game being forfeited. For violations by coaches, the umpire may (1) restrict the offender to bench/dugout for the remainder of the game or (2) eject the offender. Any coach restricted to the bench shall be ejected for further misconduct. A coach may leave the bench/dugout to attend to a player who becomes ill or injured.

2. The Competition Committee is authorized to impose a sanction not to exceed a four (4) game suspension against any League player for misconduct or a violation of League rules. Any sanction greater than a four (4) game suspension may only be imposed by the Executive Committee after providing the involved player with notice and an opportunity to be heard. Notwithstanding anything above, all suspensions, regardless of duration, shall begin immediately and run continuously until satisfied.

**G. Responsibilities of the Team Manager**

1. Assemble valid team roster and submit to League on designated date.
2. Assure that each player meets the age requirement and has signed a player contract and attached a copy of his drivers license, if a new player.
3. Handle team finances, including collection of player fees.
4. Submit League fees on designated date.
5. Assure that the team has a field manager.
6. Assure that the team is properly equipped and in uniform.

7. Have a team representative at all League meetings.
8. Participate in League committees, if requested.
9. Insure that players understand and abide by all League rules.
10. Insure that players understand their financial responsibility to the League and to their team.
11. Insure that each player conducts himself properly on the playing field.
12. Fax score sheets and/or call in scores to the League. The manager of the winning team must call in the score by 9:00 p.m. on game day

A manager who knowingly and intentionally violates the rules by playing an ineligible player or a player who knowingly and intentionally provides false information may be subject to sanctions by the Competition Committee. These sanctions may include suspension (not to exceed) for two (2) games and/or forfeiture of the games played by the ineligible player. The sanctions, if any, shall be subject to approval by the Directors.

#### **H. Award Recognition**

1. Each team shall be responsible for selecting its own most valuable player.
2. There shall be no more than one MVP per team.
3. Each member of the championship team within each division of the League shall be given an individual award.

#### **I. Schedule**

1. The regular season schedule, including the number of games, dates, time, location and designation of home team, shall be set by the Scheduling Committee before the start of the season.
2. Playoffs shall be held in accordance with the format approved by the Scheduling Committee.
3. All rainouts or suspended games will be rescheduled by the Scheduling Committee, subject to field and date availability.

#### **J. Fines**

1. Any manager failing to attend or send a player of that team to attend a regularly scheduled manager's meeting will result in an automatic fine of \$50.00 for the first offense and \$100.00 for the second offense. For the third offense within a calendar year, a manager shall be suspended from managing. All fines must be paid before the next regularly scheduled game (or League meeting, whichever occurs first) to remain in good standing with the League. A team with a fine outstanding shall be deemed to forfeit any games played following notification of the fine. Managers who do not comply may be subject to further disciplinary action as determined by the Competitions Committee.

2. Any team forfeiting a game shall be fined \$130.00 for the first occurrence and \$200.00 for the second occurrence. A third forfeiture within a season shall result in mandatory expulsion from the League for the remainder of the season along with any additional future sanctions deemed appropriate by the Competitions Committee. All fines herein must be paid prior to the start of the forfeiting team's next regularly scheduled game to remain in good standing with the League and to avoid any subsequent game being recorded as a forfeit.

3. The winning team that fails to call in the score of the game by 9:00 p.m. on game day shall be fined \$25.



**K. Protests**

1. All protests must be submitted in writing to the League President within five days following the game in question. Rulings on protests shall thereafter be decided by the Competitions Committee, whose decision shall be final.

***As amended and adopted \_\_\_\_\_ 2008.***

