

**OFFICIAL EDITION
ST LOUIS MEN'S SENIOR BASEBALL LEAGUE
RULES AND REGULATIONS**

Amended for the 2010 season on 4/25/2010

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1. UNIFORMS, HELMETS AND BASEBALLS

1. a. All teams must have full baseball uniforms consisting of caps, baseball jerseys of the same color, baseball pants (absolutely no shorts), belt, and baseball socks and/or stirrups - each player's uniform must be of similar design to his teammates' uniforms. All uniform shirts must be numbered, with no duplicate numbers on the same team. Teams having sponsorship will be allowed to have the sponsors name on their uniforms via patch, uniform shirt and/or cap. The MSBL Board shall approve all team names and has the right to deny use of certain team names that are considered to be in poor taste, socially unacceptable, or detrimental to league credibility.

(i.) No player out of uniform will be allowed to play without the opposing manager's consent. The manager of the out of uniform player must request permission of the opposing manager prior to the start of the game or when the out of uniform player arrives at the field and prior to his participation.

(ii.) All teams should have their uniforms by their first game. A grace period of three (3) weeks will be allowed to get complete uniforms for newly activated players and for new teams.

(iii.) Metal cleats are permitted.

1. b. All players must wear helmets when batting and running the bases. There is no exception to this rule. Single earflap helmets with a protective earflap facing the pitcher are allowed. Full double earflap helmets are encouraged. The umpire shall suspend play until all base runners are wearing approved helmets. Catchers are required to wear a helmet underneath their mask. The same rule applies to all national tournament play.

1. c. Only baseballs provided by the league will be permitted.

1. d. Traditional wood and composite-wood bats can be used in any age Division. Metal/Aluminum bats are restricted to 35+ and lower age Divisions. The maximum bat differential established by the local league and national organization is a minus three (-3) for any metal or aluminum type bat. All bats must have the BESR tag to be considered legal. No metal bats exceeding 36" in length and/or a 2 5/8" diameter are permitted. If a player uses a bat exceeding the limits, the offending batter will be called out and immediately ejected from the game, with any base runners returning to the base they held prior to the at-bat. Being in the batter's box with an illegal bat constitutes illegal use, as does swinging the bat. The discovery of an illegal bat may be made by the umpire, opposing manager or opposing player. The protest, by umpire, opposing manager or player must be made before the next pitch is made to the next batter. Umpires will make judgment rulings on bats by the BESR tag and

manufacturer's weight and barrel diameter markings. Bats without the BESR tag or with an unreadable BESR tag will be considered illegal. There will be no appeal and the umpire's ruling is final. Upon a second offense of using an illegal bat, the batter will be suspended for the remainder of the season. (See Section 11a.10)

2. GAME LENGTH, RUN RULE, RAIN-OUTS AND HOME TEAM SELECTION

2. a. All league games are scheduled for seven (7) innings. No inning shall start after two hours and five minutes for games played on Monday, Tuesday, Wednesday and Thursday or after two hours and twenty minutes for Friday, Saturday and Sunday games unless the score is tied. An inning in process at the time limit will be played out, unless the home team is batting and is ahead in the score. The umpire(s) will be the official keeper(s) of the time.

2. b. In the event of a twelve (12) run or greater difference in score after five (5) complete innings, or four and a half (4 ½) innings with the home team leading, the game shall be halted and the team leading by twelve (12) or more runs shall be declared the winner. If the home team is leading by less than twelve (12) runs in the bottom of any inning after five (5) innings have been completed and proceeds to score enough runs to reach a twelve (12) run differential in the bottom half of the inning, the game shall be halted immediately and the home team shall be declared the winner.

2. c. In the event of rain/inclement weather during the game, the umpire may call a game if, in his opinion, the safety of the players is compromised. A rain-called game must have five (5) complete innings or four and a half (4 ½) innings if the home team is leading at the conclusion of the top of the fifth inning to be considered an official game. If the game is called due to rain, light failure, etc. during any portion of an inning, the final score reverts back to the end of the previous complete inning. Only play-off games and games tied after 5 complete innings will be suspended; regular season games will be started from the beginning if they did not meet the minimum innings. All suspended games shall be resumed at the point of interruption with the home team's scorebook serving as the official record for the resumption of the game.

2. d. When the angle of the sun creates an unsafe situation, at the umpire's discretion, there can be a twenty (20) minute delay of game, with ten (10) minutes being added to the time limit (so that game 1 and 2 share the delay, otherwise only game 2 would be impacted when their lights go out).

2. e. Games cancelled due to rain/inclement weather, light failure, etc. may be re-scheduled by the league, if it is possible to re-schedule and the game will have an effect on the league's standing. Every attempt will be made to reschedule at a time that does not conflict with other previously scheduled league games.

2. f. Line-ups must be submitted to the home plate umpire and the opposing manager prior to game time. If at the end of 1/2 inning the offending team still fails to provide a line-up card, they will automatically forfeit the game.

(i.) The line-up card will reflect the correct batting order and players present, listed by number, last name and first initial (if more than one player on the team has the same last name). Injured players will receive credit for the game played if they are listed on the line-up card, are present at the game for at least two innings (rationale is that a pitcher only has to pitch one inning and a batter make one plate appearance) and wearing the team uniform (unless the nature of the injury prevents dressing fully (for example, broken arm, broken leg, etc.)

(ii.) Each manager is responsible for maintaining a scorebook at each game and for posting the game score and players present on Home Team On-line for his team. Failure to post game score and players present within 7 days of the game will invalidate the players' credit for participation.

(iii.) Managers may file Appeals to opposing player participation entries up until the last regular season

game within the Division or until the Playoff Eligibility Roster has been published, whichever is first. Such Appeals shall be considered “non-disciplinary rulings” and shall be filed in accordance with Rules 12a. – 12f. Once the Playoff Eligibility Roster has been published, Rule 14a. dictates.

2. g. In the event a team does not have enough players to start and/or complete a game, the opposing manager may allow up to two players from his team to join the team that is short in order to complete the game. If the opposing manager does not have players to give or does not wish to do so, the game is an official forfeit. The final score on a forfeited game will be 7-0 (one run awarded for each inning to have been played).

2. h. If a manager knows in advance that he cannot field a team for a game, he is to contact the commissioner or division president at least 8 hours in advance to avoid umpire fees. Such a forfeit will be considered a ‘foreseen’ forfeit. The winning team’s entire roster will be credited for a game played on a foreseen forfeit win. If a team shows without enough players to complete a game and cannot get enough players from the opposing team, the forfeiture will be considered an unforeseen forfeit. Only those players present and on the line-up card of the winning team will be given credit for a game played. Games forfeited by the losing team will be disregarded and will not be counted in the total number of games played (toward play-off eligibility) for players present.

3. PLAYER ELIGIBILITY AND ROSTERS

3. a. A player must meet the minimum age eligibility to participate in an official league-sanctioned game. Players in the 18+ division, hereafter referred to as MABL Division, shall be eligible upon reaching their 18th birthday. All players in the 25+, 35+, 45+ and 52+ divisions must be at least 25, 35, 45 and 52 respectively or will reach their 25th, 35th, 45th and 52nd birthdays respectively anytime during that calendar year.

3. b. Team rosters, including Player Participation Contracts and league fees must be submitted to the league office at least two weeks prior to the first scheduled game, exact date to be determined by the Board of Directors.

3. c. All players, prior to participating in a game, must have signed Player Participation Contract on file with the league. All players must provide a clear photocopy of their driver’s license, U.S. passport, military identification, state identification or other official picture identification with age verification to the league office at least 2 weeks prior to the first scheduled game, exact date to be determined by the Board of Directors. A player may be asked to submit a copy of his driver’s license if the copy on file with the league is more than 3 years old. The team manager is responsible for submitting all player identification to the league office and must verify each player on his team is of legal age. Any player or manager who misrepresents the legal age of a player shall face league disciplinary action up to and including expulsion from the St. Louis MSBL.

3. d. Once a roster has been submitted, a player may not switch teams without the consent of both managers and the division president. The player must complete his transfer (notification to and consents from the managers and division president) by July 31 of the calendar year and must play between the two teams enough games equal to or greater than half the games his new team’s league scheduled games in order to be eligible for the play-offs on his new team. A player can change teams after July 31 deadline; however, the games played with his previous team will not count towards his playoff eligibility. If consent is not approved, the player must play for the original team or sit out the remainder of the season. The player is free to play for another team the next season providing the player does not owe the previous manager or team unpaid player fees, uniforms or team equipment. If so, the manager must contact the division president and restitution must be made before the player may play for another team.

3. e. League Fees for each team are based on rosters consisting of eighteen (18) players. It is recommended that team's roster consist of AT LEAST fifteen (15) players. Each team with a roster larger than eighteen (18) players will be assessed \$30 per player above the eighteen (18) player allowance in accordance with Rule 3f.

3. f. A manager may add a player to his roster after the roster submission deadline (i.e. the first league game). The player must meet the age requirements of the league (3.a) and the requirements of 3.d, if they apply. The manager must submit a revised roster form, as well as a copy of the Player Participation Contract signed by the player to the division president prior to the player participating in a league game. If the player is new to the league, he will need to provide a clear photocopy of his driver's license, passport, or military, state or other picture identification with age verification to the league. If the team is assessed \$30, per 3.e, the team must pay the amount before the player is permitted to participate. The player must meet the requirement of 10.c to be eligible for play-off participation. If a player has started the season at another MSBL league (from another city or state), he will not be given credit for those games to count for our play-off eligibility.

4. LEAGUE AUTHORITY

4. a. The STLMSBL commissioner, division president, appeals committee and/or board has the right to reprimand, suspend, and/or expel any player or manager who does not exhibit a sense of sportsmanship to the league, who plays without regard to safety, or who verbally or physically abuses any other players, umpires, spectators, board members or league officials. The suspended player or manager has the right to appeal the suspension through the approved appeals process, but must follow the Appeal Process as defined in Rule 12.

4. b. An umpire has sole discretion to eject any player or manager from the game.

4. c. Each division president shall set standards for player/team sportsmanship and may issue penalties and suspensions for infractions unbecoming to the image and policies of the league in accordance with the league code of conduct and the penalties summary in 13.c.

4. d. Except as otherwise provided, the division presidents shall determine the appropriate action required for violations of the codes of conduct, and shall report their decision(s) to the player, manager, commissioner and the board. Each division president shall solicit all pertinent information from each incident requiring disciplinary review by personal interview, e-mail or other written account from each party involved including both teams and the umpires involved.

4. e. The appeal committee shall review decisions by the division presidents and may uphold, reject or amend such decisions. All decisions by the appeals committee are final.

4. f. Any STLMSBL player who is suspended or expelled from the league for misconduct or any other behavior deemed inappropriate by the commissioner, division president, appeals committee and/or board is NOT entitled to any refund or reimbursement of league fees.

4. g. The Player Participation Contract (i.e. the waiver form) which each manager and player are required to sign states the commissioner, division presidents and/or board of director's right to disallow any player membership. By signing that form, the player and manager acknowledges the league does not guarantee any playing times on any league teams. The signer also agrees to abide by all Rules and Regulations set forth by the commissioner, division president and/or board and that failure to do so could result in suspension or expulsion and possible team forfeiture of all games in which Rules and Regulations were violated. The signer also acknowledges that fighting, physical or verbal abuse, the use of abusive or offensive language with any league players, umpires, spectators, team managers, division presidents, commissioner, appeals committee, and/or board members, and abuse of any facility used by our league, including ignoring field specific alcohol policies, will not be tolerated by the league and any violation could result in the signer's banishment or suspension from the league and forfeiture of all fees paid.

5. BATTING

5. a. A team manager may bat as many players as he desires, but must bat a minimum of ten (10). This rule is subject to the number of players available. If less than ten (10) players are available, the manager must bat all available players. MABL division teams will bat a minimum of nine (9) players in all games. If a team has only eight (8) or nine (9) players and therefore bats eight (8) or nine (9), the opposing team has the option of batting the same number as well. If a team has more than ten (10) players, the manager may use an A/B batting lineup as outlined in Rule 5.f

5. b. A manager may add batters to the bottom of the lineup at any time but if a batter is substituted for a pinch hitter or runner (except under courtesy runners as outlined in section 5), the player may not re-enter the game as a hitter but may remain in the game as a fielder or pitcher. Each team has a hitting and a defensive lineup that are independent of each other. Players may play in either lineup or both.

5. c. If a player is forced to leave a game due to injury, commitment or ejection, a reserve player, not previously entered into the game as a hitter, must hit in the batter's place. If no reserve is present, that spot is skipped and all batters move up accordingly, with no penalty to the affected team.

5. d. A team must field at least eight (8) players for an official game and may borrow up to two (2) players from an opposing team with the opposing manager's consent. If the team's player(s) arrives after the start of the game, the borrowed player(s) reverts back to his regular team.

5. e. All players may be substituted for defensively, at any time, without affecting the player's offensive status in the line-up.

5. f. A manager may declare at the time lineups are exchanged (prior to the start of play) a lineup with batting order positions from 9 down (ie: 9, 10, 11, etc.) occupied by two (2) players in each such batting position. That is, 9A/9B, 10A/10B, etc. The first time position 9 gets an at bat, 9A would hit and the next time this slot hits, 9B would be up. Then 9A hits the third time this spot in the order comes up, and so on, alternating between these two players throughout the game. Once a manager declares the use of this A/B system, he must continue using it for the remainder of the game. A hitting position that is vacated due to injury or ejection and for which there is no replacement player will be skipped over without penalty. Hitters in an A/B lineup may be pinch hit for, just as any other player.

5. g. Last names must be used in the scorebook and line-up card to allow for player identification on follow up inquiries that relate to playoff and national tournament participation requiring minimum playing requirements. (See 10b, 10c) All non-hitting players should be listed in the scorebook below the batting order in the event a record of attended games is needed.

6. BASE RUNNING

6. a. The Rules Committee is concerned about possible unnecessary and violent collisions that may occur with the catcher at home plate, and with infielders at all bases. The intent of this rule is to encourage base runners and defensive players to avoid such collisions whenever possible.

1. When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:

(a.) 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

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

PENALTY— 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.

2. If the fielder blocks the path of the base runner to the base (plate), the runner may make contact or slide into, a fielder as long as the runner is making a legitimate attempt to reach the base or plate.

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.

(a.) If the defensive player blocks the base (plate) or base line clearly without possession of the ball, obstruction shall be called. The runner is safe and an immediate dead ball shall be called.

(b.) 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.

4. Decoy Rule - 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. However, 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. This is entirely an umpire judgment decision and not a rule that may be protested.

5. Force Play Slide Rule - The intent of the force-play-slide rule is to ensure the safety of the defensive player. This is a safety as well as an interference rule. 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. With regard to Rule 6a. - 5 the following applies:

(a.) On any force play, the runner must slide "on the ground" and in a direct line between the two bases. Exception—A runner need not slide "directly into a base" as long as the runner slides or runs in a direction away from the fielder to avoid making contact or altering the play of the fielder.

-- "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground.

-- "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

(b.) If a runner goes into a base standing up and does not make contact or alter the play of the defensive player, interference shall not be called.

(c.) Contact with a fielder is legal and interference shall not be called if the runner:

(1) Makes a legal slide directly to the base, or

(2) Is on the ground at the time of contact and the fielder moves directly down the line between the two bases to attempt a play.

(3) Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.

(4) When the base runner slides beyond the base, but does not (a) make contact with, or (b) alter the play of the defensive player, interference shall not be called.

(d.) Actions by a runner are illegal and interference shall be called if:

(1) The runner slides or runs out of the base line in the direction of the fielder;

(2) The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;

(3) The runner's raised leg makes contact higher than the fielder's knee when in a standing position;

(4) The runner goes "beyond the base" and either makes contact with or alters the play of the

fielder;

-- "Beyond the base" means any part of the offensive player's body makes contact with or alters the play of the fielder beyond the base.

(5) The runner slashes or kicks the fielder with either leg;

(6) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

PENALTY:

(1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runner(s) shall advance.

(2) With two outs, the interfering runner shall be declared out and no other runner(s) shall advance.

(3) If the runner's slide or collision is flagrant, the runner shall be ejected from the contest.

(4) If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to their original bases.

6. b. Each 25+, 35+ and 45+ team will be allowed the maximum of three (3) courtesy runners per game, with one of the courtesy runners as the mandatory runner for the catcher with two (2) outs. Each 52+ team will be allowed the maximum of four (4) courtesy runners per game, with one as the mandatory runner for the catcher with two outs and one for the pitcher. The player making the last batted out must be the courtesy runner. With regard to rule 6 the following applies:

1. A catcher may be allowed a courtesy runner with less than two (2) outs if it is agreed upon by both managers.

2. Each manager must designate the batter(s) needing courtesy runner(s) and notify the opposing manager prior to the start of the game. If the opposing manager is not notified of the designated courtesy runners prior to the start of the game, then the opposing manager may deny the request for a courtesy runner.

3. The player making the last "batted" out must be the courtesy runner. Last batted out shall be defined as the last previous batter who was put out AND did not reach base during his time at bat.

CLARIFICATION - Runners who have reached base and are forced out on a fielders choice play or runners that have reached base and are put out stealing or are thrown out trying for an extra base are not considered "batted" outs.

4. Once the game begins and the full complement of courtesy runners has been used, only by obvious injury can an additional courtesy runner be used. In the event a player becomes injured during the game and the maximum number of courtesy runners has already been designated, a pinch runner must be used and no courtesy runner will be allowed.

5. If a batter designated as needing a courtesy runner opts to run for himself, or forgets to get a courtesy runner and subsequently runs, he will lose his courtesy runner for the remaining portion of the game.

6. The offensive team that is invoking a 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 that particular batter will be forfeited for the remainder of the game. The 30-second time limit will begin at the moment that the umpire calls for time at the end of the play.

PENALTY: When an improper courtesy runner is used, and the defensive team appeals to the umpire before the first pitch to the next batter, the umpire shall declare the courtesy runner out. After the first pitch is thrown, then the improper courtesy runner becomes the courtesy runner of record and the right to appeal is forfeited.

6. c. The MABL Division will not be allowed any additional courtesy runners except a courtesy runner for the catcher as defined in Rule 6b.above.

6. d. If a courtesy runner has already run the bases in an inning and becomes eligible to run again, he has the option to run or pass. If he should pass, the player who committed the next last batted out shall be the courtesy runner.

7. PITCHERS

7. a. No player while pitching may wear white or gray sleeves, nor may a pitcher wear a batting glove or wristband while pitching.

7. b. There will be no limit to the number of intentional walks per game. However, the pitcher must throw the minimum four balls out of the strike zone. Umpires are not to issue a walk without the pitches thrown.

7. c. If a pitcher hits three (3) batters in any one game, the pitcher must be removed on the fourth hit batsman. If a pitcher hits three (3) batters in the same inning, he must be immediately removed from pitching. Pitchers removed for hitting batsmen are not allowed to re-enter the game as outlined in Rule 7.e

7. d. There is no limit as to how many innings a pitcher may pitch in a game or a week.

7. e. If the pitcher is removed, he may re-enter to pitch only one (1) time during the course of the game, but not in the same inning. The removed pitcher may play any other position or no position at all after being removed.

7. f. To keep the game moving, the starting pitcher is allowed eight (8) warm-up pitches, less if he desires, but not more. In between innings five (5) pitches are allowed. In the event of injury to a pitcher, the new pitcher is allowed a reasonable number to warm up. In the event of just changing pitchers, the new pitcher is also allowed eight (8) warm-up pitches.

8. FIELDERS

8. a. All players may be substituted for defensively, at any time, without affecting the player's offensive status in the line-up.

9. EX-PRO STATUS AND REGULATIONS

9. a. Pro Players (independent league, A, AA, AAA, majors) may play immediately upon official release as long as they meet local MSBL league eligibility requirements. The league reserves the right to require proof of release.

10. GENERAL LEAGUE RULES

10. a. All formal protests must be lodged with the division president within twenty-four (24) hours after the game for which the protest is made. Protests may be made regarding rule interpretation and implementation. Protests cannot be made on judgment calls. The cost of a formal protest is \$50 and is refundable only if the protest is upheld. The division president will investigate the protest and render a verdict. If the manager wishes to appeal the protest, he may submit the president's decision to the MSBL board. The board reserves the right to hear or deny the appeal. The decision of the MSBL board is final. The umpire will mark in the official scorebook (the home team) at the exact point in the game when the protest was lodged and initial it, and advise the opposing manager the game will be continued under protest. If the protest is for an illegal player and upheld, the team using the illegal player will forfeit the game.

10. b. Determination of eligibility to participate in MSBL regional and national tournament competition will be based solely on the decision of MSBL National Tournament Rules Committee. In general, no player will be allowed to participate in a regional or national tournament unless the player has participated in at least 50% of his regular season MSBL/MABL games.

10. c. In order for a player to qualify and participate in his team's local league playoffs, tournaments and post-season events, he must participate in at least 50% of his team's regular season games. As described in rule 5.g, last names are required in the official league scorebooks. These scorebooks remain league property through out the year and are subject to review by the division president and/or board. STLMSBL on-line postings (i.e. HomeTeamsOnline) will be used to determine playoff eligibility. Injured players may still be counted toward the required participation percentage if they are present at their team's game and in uniform. A team's entire roster will receive participation credit for any and all games that were postponed and unable to be rescheduled prior to the end of the regular season.

10. d. As a general rule, in order to maintain league credibility, umpires are not allowed to officiate in a league division in which they play unless there is an emergency and both managers agree to the use of the player/umpire. It is acceptable however for the umpire to officiate in the other age divisions of which he is not a player or manager.

10. e. The governing rules for any and all on-field baseball situations and disputes shall follow this hierarchy. 1) STLMSBL rules, 2) MSBL National rules, 3) Major League baseball rules. Any scenario not covered by these rules shall be decided by the board.

11. CODE OF CONDUCT

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

(i.) Lay hand upon, shove, strike, punch (fighting), physically attack or threaten a player, manager, coach, umpire, spectator or league official before, during or after a game. Players and managers guilty of such conduct shall be immediately suspended from further participation in the game. Players and managers found guilty of such conduct by the division president shall be subject to the penalties set forth in the penalty chart 13.c.

(ii.) Refusing to abide by an umpire's decision resulting in game disruption and/or delay. Players and managers guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to review by the division president. Players guilty of such conduct shall be subject to the penalties set forth in the penalty chart 13.c.

(iii.) Excessively object, argue or protest an umpire's decision. Players and managers guilty of such conduct shall be subject to the penalties set forth in the penalty chart 13.c.

(iv.) Throwing equipment (including helmets, bats, gloves or other baseball gear) in anger or frustration with excessive force. Players and managers guilty of such conduct shall be immediately suspended from further participation in the game and may be subject to the penalties set forth in the penalty chart 13.c.

(v.) Use unnecessary rough tactics during the course of play against an opponent. Players and managers guilty of the penalties set forth in the penalty chart 13.c.

(vi.) Excessive use of abusive, offensive, threatening or foul language toward an umpire, opponent, manager, coach, teammate, league official or spectator, before, during, or after a game. Players and

managers guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to further review by the division president. Players and managers guilty of such conduct shall be subject to the penalties set forth in the penalty chart 13.c.

(vii.) Consume alcoholic beverages or use illegal drugs prior to or during the game or participate in a game while under the influence of either alcohol or illegal drugs. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to the penalties set forth in the penalty chart 13.c.

(viii.) Smoke cigarettes, cigars or pipe on the field of play or in the dugout during a game. –Players guilty of such conduct can at the umpires’ discretion be immediately suspended from further participation in the game.

(iv.) Knowingly participate in a game outside the proper age division or misrepresent a player’s age for any purpose. A player or manager found guilty of such conduct shall be immediately suspended from further participation in the game (if discovered prior to or during a game), forfeiture of all games where the player participated, automatic suspension of the player (and manger if complicit) for the remainder of the season, subject to further review by the division president. Players and managers guilty of such conduct shall be subject to the penalties set forth in the penalty chart 13.c

(x.) Use equipment that exceeds the limits allowed by the league (i.e. illegal bat). Players and managers guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to further review by the division president. Players and managers guilt of such conduct shall be subject to the penalties set forth in the penalty chart 13.c.

(xi.) Participating in any game during the term of a suspension warrants an automatic suspension for the remainder of the season. If caught participating during a suspension for the remainder of the season, the player or manager receives an automatic expulsion as set forth in the penalty chart 13.c.

(xii.) Grievances may be filed by an individual player or by the manager of a team with the division president, league commissioner or the board of directors. Grievances must be in writing and must state clearly the nature of the grievance. The division president, commissioner or board of directors shall adjudicate all such grievances and shall report any action taken to the grievant, commissioner and the board.

12. THE APPEAL PROCESS

12. a A player or manager may appeal a ruling or action, taken by an umpire, division president, or league commissioner.

12. b. If a player or manager wishes to appeal a non-disciplinary ruling or action, such as an umpire’s interpretation of a rule (umpire’s judgment calls are not subject to the appeal process), the player or manager must submit his appeal in writing with the \$50 fee to the division president within twenty-four (24) hours of the decision. The president will review the appeal and will render a decision within twenty-four (24) hours of receiving the appeal. If he wishes to appeal the decision of the division president, the player or manager must submit a written appeal to the league commissioner within twenty-four (24) hours of the division president’s decision. The league commissioner will review the president’s decision and will render a ruling. If he wishes to appeal the decision of the league commissioner, the player or manager must submit a written appeal to the board within twenty-four (24) hours of the commissioner’s decision. The board of directors will review the case and render a decision. All decisions by the board are final and not subject to further appeal.

12. c. If a player or manager wishes to appeal a disciplinary ruling by the division president that is allowed to be appealed per Chart 13.c, the player or manager must submit his appeal in writing with a \$50 fee to the division president within twenty-four (24) hours of the ruling. The division president will forward the appeal to the league's appeal committee. The appeals committee will review division president's ruling and gather information as deemed necessary. The appeals committee will render its decision within forty-eight (48) hours and will notify the grievant(s), division president, commissioner and board of directors. All decision by the appeals committee are final and not subject to further appeal.

12. d. Appeals to rulings or actions taken by the umpire, division president or commissioner must be made within the timelines given. The appeals process for disciplinary rulings cannot be used as a delay tactic to allow a player to continue playing until the appeal is heard. Therefore, the action taken by the division president stands unless the appeals committee can review the ruling prior to action taking place. Appeals will be forfeited if made after the deadlines as outlined in 12.b. and 12.c. If the league president is unavailable to handle disciplinary actions or appeals, the commissioner will take his place. If the commissioner is unavailable to handle disciplinary actions or appeals, the appeals committee will take his place.

12. e. In the event an umpire, division president, commissioner or appeals committee member is on the same team as a player or manager making an appeal, that umpire, division president, commissioner or appeals committee member must excuse himself from the process. In the case of a tie in the appeals committee, the commissioner will cast the deciding vote.

12. f. The appeals committee shall consist of five board members appointed by the commissioner.

13. PENALTIES

13. a. The STLMSBL has penalties to deter behavior that is deemed inconsistent with the rules set forth by the board of directors. The penalties are listed in the penalty chart 13.c shall be defined as follows:

(i.) Ejection – Players and managers who are ejected from a game are no longer allowed to participate in that particular game and must leave the field of play, which includes the dugout area. Play will not resume until the ejected player or manager has left the field of play and dugout area. The ejected player or manager may be a spectator at the game provided they have no contact with their team and do not make comments or take actions that disrupt play on the field as determined by the umpires. Ejected players and managers may not have any further contact with umpires at the field following the ejection.

(ii.) Probation – A player may play and a manager may manage while on probation. Probation is defined as a defined period of time or number of games in which no further rule infractions or behavior problems may occur for a player or manager. Should a player or manager while on probation be ejected from a game, have a grievance filed against him or be cited for disrupting a game, his case shall be subject to immediate review by the division president for suspension and/or expulsion.

(iii.) Suspension – Players and managers who are suspended for a game, games, or season are not allowed to participate in any way in all league (i.e. all age divisions) games during the suspension (this includes, but is not limited to coaching, managing duties, warming up, sitting on the bench and dressing out). Managers shall not have contact with players or their acting managers during any game during the suspension period. Players may not have contact with the manager or teammates during any game during the suspension period. Suspended players and managers may be spectators at games during their suspension provided they have no contact with their teams and do not make comments or take actions that disrupt play on the field as determined by the umpires. Remainder of the season suspensions include suspensions from all league, division and post-season activities, including play-offs, the All-Star Game and the Father-Son Game. Reinstatement following any season long suspension requires STLMSBL

board approval. Games that are called or cancelled for rain or other reasons will not be counted toward suspensions of a specific number of games. The game has to end as a win, loss or tie to be counted toward the suspension.

(iv.). Expulsion – A player or manager receiving a league or season expulsion shall be prohibited from any and all participation in all league-sanctioned games and activities from the date of the expulsion. Reinstatement following any expulsion requires STLMSBL board approval.

13. b. All players and managers shall abide by the code of conduct as explained in Rule 12. The STLMSBL has a list of automatic penalties that will be levied as outlined in 13.c.

13. c. St. Louis MSBL Penalty Summary

Offense (umpires judgement)	Penalty	Appeal Eligible?
Lay hand upon, shove, strike, punch (fighting) or physically attack a player/manager, coach, umpire, spectator or league official before, during or after a game.	Game ejection, automatic suspension until further notice pending review by the division president. Additional suspension up to and including expulsion from the league pending complete review of the incident.	YES
Refusal to abide by an umpire’s decision resulting in game disruption and/or delay	Game ejection, subject to additional suspension or probation pending review by the division president.	YES
Excessively object, argue or protest an umpire’s decision.	Game ejection	NO
Throwing equipment in anger or frustration with excessive force, including helmets, bats, gloves or any other baseball gear.	Game ejection, subject to additional suspension or probation pending review by the division president.	NO
Use of unnecessary rough tactics during the course of play against an opponent.	Game ejection, if deemed action was with intent to injure – automatic three (3) game suspension, if no intent to injure, then subject to additional suspension or probation pending review by the division president.	YES
Excessive use of abusive, offensive, threatening or foul language directed toward an umpire, opponent, coach, manager, league official or spectator before, during or after a game.	Game ejection, automatic one (1) game suspension, subject to additional suspension or probation pending review by the division president.	NO
Consume alcoholic beverages or use illegal drugs prior to or during the game or participate in a game while under the influence of either alcohol or drugs.	Game ejection, automatic three (3) game suspensions, subject to additional suspension or probation pending review by the division president.	NO
Smoke cigarettes/cigars on the field of play or in the dugout during a game.	Game ejection, second offense will earn one (1) game suspension.	NO

Knowingly participate in a game outside of the proper age division or misrepresent player's age for any purpose.	Game ejection (if discovered during or prior to a game), forfeiture of all games where player participated, automatic suspension of player (and manager if complicit) for remainder of the season, subject to additional suspension or probation pending review by the division president.	YES
Use of equipment that exceeds the limits allowed by the league (i.e. illegal bat)	Game ejection, automatic one (1) game suspension. Second offense earns suspension for remainder of the season.	NO
Violation by any player or manager of the terms of any suspension	Participating in any game during the term of a suspension warrants an automatic remainder of the season suspension. If caught participating during a remainder of the season suspension the player or manager receives expulsion from the league.	YES
Non-Game Disciplinary Penalties		
Submitting false information on on-line postings (HomeTeamsOnline), including submitting names of players who were not present at the game, and changing earlier submissions to credit players for games where they were not present.	Automatic disqualification of team from playoff participation, automatic two (2) year suspension of the offending manager pending review by the Appeals Board.	YES

14. LEAGUE STANDINGS AND PLAYOFFS

14. a. Division Presidents shall notify team managers of the publication of the Official Playoff Eligibility Rosters not less than seven (7) days prior to the first playoff game for their respective divisions. Protest of playoff eligibility rosters shall be considered appeals to “non-disciplinary rulings” and shall be filed in accordance with Rules 12.a – 12. f.

14. b. Final league standings will be determined by won/lost percentage. Ties will be decided by head-to-head competition first, followed by least runs allowed in head-to-head play if tie still exists. If a tie continues, a coin toss will determine the final standing.

14. c. All league playoff games must be played to completion. The umpire may call a game if, in his opinion, the safety of the players is compromised due to rain, darkness, field conditions, time limits, etc.