



# San José Men's Senior Baseball League

Est. 1988

## 2010 SJMSBL Rules and Regulations

### 1. Game Rules

- 1.1. Time limit:
  - 1.1.1. Any new inning will start if 2:45 (for a 9-inning game) or 2:15 (for a 7-inning game) has not elapsed.
  - 1.1.2. A new inning starts at the time the third out is recorded in the previous full inning.
  - 1.1.3. There is no time limit if the game is the only game scheduled for the field.
- 1.2. Official start time for the first game is 10 AM.
- 1.3. Start time for the second game is the time of the first pitch. The published approximate start time is 1:30 PM.
- 1.4. The time between the first and second games on any field is 45 minutes and may be shortened with both managers' consent.
- 1.5. The managers, not the umpires, control the start time for the second game.
- 1.6. All league games will be nine (9) innings in length unless otherwise noted on the official League schedule.
- 1.7. The standard 10-run rule is in effect. The trailing team must have batted 7 times in a 9-inning game or 5 times in a 7-inning game. The 10-run rule is in effect for playoffs.
- 1.8. Teams must have eight (8) players for an official game (Note: Starting the game with 8 players in the batting order or when the batting order falls below 9 during the game will cause an out to be recorded when that vacant spot is skipped.) or choose one of the following:

#### Option I

If the eighth player does not arrive by 15 minutes after the scheduled start time (i.e. 10 AM or 1:30 PM), the shorthanded team forfeits the game.

#### Option II

Any team may borrow one or more players from an opposing team with the opposing manager's consent, even if the shorthanded team has only one player. The opposing manager has the option to decline to loan any player(s) to the shorthanded team. As the player(s) arrive for the shorthanded team, they must take the place of the borrowed player so the borrowed player can return to his original team immediately.

- 1.8.1. A team borrowing any player(s) from the opposing team can do no better than record a tie in the standings, if that team wins.
- 1.9. Managers must notify the opposing manager prior to the start of the game if courtesy runners (CR) are to be used.
  - 1.9.1. A manager may designate two (2) players who will have courtesy runners.
    - 1.9.1.1. A player not in the batting order may have a courtesy runner (CR) when the player enters the game.
    - 1.9.2. If the opposing manager has not declared any runners, none can be used.
    - 1.9.3. The courtesy runners (CR) must be the last batted out.
      - 1.9.3.1. In the 1st. inning, if there is no "last batted out", the courtesy runner (CR) will be the last player in the batting order.
    - 1.9.4. The catcher will have a courtesy runner (CR) with two (2) outs in any inning. The CR will be the "last batted out". If it is the 1<sup>st</sup> inning and there are no batted outs the CR will be the last player in the batting order.



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- 1.10. Each manager may bat as many players as he chooses in the initial lineup with a minimum of ten hitters - unless only 8 or 9 players are present at the start of the game. If a Team starts a game with 8 or 9 players, the 9th and 10th players must be inserted onto the bottom of the batting order as soon as they arrive.
  - 1.10.1. The batting order cannot be reduced except if a player is forced to leave a game due to injury or commitment or if a player is ejected from a game. If so, 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, except if the number of hitters falls below 9, the vacant spot is a recorded out each time skipped.
  - 1.10.2. Players may be added to the bottom of the batting order at any time during the game.
  - 1.10.3. If a player is pinch-hit for in the batting order (one player bats for another) the original batter must remain out of the game until at least six defensive outs are recorded by his team. That means two innings on defense must be completed by his team before he can re-enter the lineup. The original hitter can only re-enter the game once and must re-enter the lineup in his original spot in the batting order. A player pinch hit for may remain in the game on defense indefinitely.
  - 1.10.4. If a player is pinch ran for (runner off the bench, not in the batting order, replaces a batter who reached base safely) that player is removed from his spot in the batting order for the remainder of the game and can NOT return to the batting order for the remainder of the game. He is permanently OUT of the game on offense.
  - 1.10.5. Any batting position in the batting order may be occupied by 2 players in each position (1A/1B) and must alternate at-bats. This is known as the "A/B Rule".
  - 1.10.6. If the A/B Rule is used, the original batting order may have A/B spots and spots with only one batter. Example: 1A/1B – 2 – 3 – 4 – 5 – 6 – 7 – 8A/8B – 9 - 10
  - 1.10.7. The A/B option may only be used in the original line-up and must be declared to the opposing team prior to the game starting. The original line-up must have 10 batting order spots when using the A/B option.
  - 1.10.8. The A/B option, once utilized, must be used for the duration of the game – a team cannot drop the "B" hitter once the game starts and must continue to alternate between the A and B hitter in those batting order spots until the game is concluded.
- 1.11. A player may play defensively in a game and not be placed in the batting order.
- 1.12. All players may be defensively substituted for at any time, with the exception of the pitcher.
  - 1.12.1. Pitchers may re-enter the game to pitch only once after being removed from the mound.
  - 1.12.2. The pitcher must sit out at least one batter.
  - 1.12.3. There is no regulation as to how many innings a pitcher may pitch in a given game.
  - 1.12.4. No white pitching sleeves will be allowed.
  - 1.12.5. Intentional walks must be pitched. The pitcher must throw all four balls to the catcher.
  - 1.12.6. If a pitcher hits three (3) batters in anyone game, the pitcher must be immediately removed from the mound. This is not an option. The pitcher can play any other defensive position.
- 1.13. Only California or MSBL logo stamped baseballs will be permitted in game play - unless both team managers' consent to an alternate.
- 1.14. Protests are to be filed in writing to the League Board of Directors within 24 hours.
  - 1.14.1. A \$25 fee must accompany the protest. The fee will be returned if the judgment is in favor of the protester.



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1.15. The Board of Directors will decide all protests.

## 2. Playing Rules

- 2.1. All players must intentionally avoid collisions with any other player on the field.
- 2.2. In a double play situation the player must slide within the width of the base and not passed the base. If the player chooses not to slide, the player must not obstruct the fielder in ANY way.
  - 2.2.1. Violation of this rule will result in an automatic out, multiple outs on a double play, and ejection of the violating player should the umpire rule the play was deliberate, i.e. the high school "force play slide rule" is to be applied. (See: Section 6.6 for more details.)
- 2.3. A fielder may not fake a tag or decoy a throw when standing at a base in which the runner or runners are approaching. If in the judgment of the umpire(s) a fake tag or decoy does occur, all runners will be entitled to advance one (1) base in addition to the base they are advancing towards.
- 2.4. If the same fielder fakes a tag or decoys twice in a game, he may be ejected from the game at the umpire's discretion.
- 2.5. No bat used in any league game may have a length/weight minus rating exceeding -3.
  - 2.5.1. If a batter is found using an illegal bat he will be ejected from the game and subject to further suspension from league play.
  - 2.5.2. His at bat, whether completed or not, will be declared an out and all runners will return to the bases they occupied at the beginning of the at bat.
  - 2.5.3. Opposing teams have until the time the first pitch is thrown to the next batter to report the illegal bat to the umpires.
  - 2.5.4. Once the first pitch is thrown to the next batter – opposing teams may not protest the illegal bat until the next time the hitter, or any other player attempts to use the illegal bat.

## 3. The "SJMSBL Golden Rule"

The single most important aspect of operating our league is having fields to play baseball games.

**No fields = No league.**

It is the responsibility of BOTH teams to do the pre-game and post-game cleanup. ALL league players are responsible for helping in this endeavor. We pay for the right to use a field - we do not pay for the school to provide groundskeepers to prepare the field and clean up after we use the field. The league is "allowed" to use school district properties provided that we keep them maintained and protected.

Coaches and athletic directors have zero tolerance for disrespectful treatment of their sacred fields. The league therefore must enforce a zero tolerance policy regarding field maintenance upon all teams playing in the league - teams not participating in the preparation and cleanup of league fields will not be tolerated.

- 3.1. The home team will be responsible for grooming and re-grooming the mound, home plate area, and first and third base lines, watering, sweeping their dugout and picking up trash on or near the field.
- 3.2. The visiting team will be responsible for placing and retrieving the bases, grooming and re-grooming (dragging) the infield dirt area, watering, sweeping their dugout and picking up trash on or near the field.



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- 3.2.1. If there is a second game on your field, the visiting and home teams in game one must complete their field maintenance duties before leaving the field (except for removing the bases).

Home Team	Visiting Team
Pitcher's Mound	Dragging Infield
Home Plate Area	Watering Infield
Baselines	Placing and Retrieving bases
Watering Mound, Plate & Baselines	Cleaning out Dugout
Cleaning out	Picking up trash on or near the field
Dugout	
Picking up trash on or near the field	

- 3.3. Failure to comply will result in:

- A. First Offense: \$50 team fine and/or a one point deduction in the standings.
- B. Second Offense: \$100 team fine and/or a two point deduction in the standings.
- C. Expulsion from the League.

## 4. Definition of Player

- 4.1. Players must meet the age requirement for their division prior to playing in a SJMSBL game.
- 4.1.1. The minimum age limit for the SJMSBL Central Division is 18 years of age.
- 4.1.1.1. For the Central Division, a player turning 18 during the season may participate on or after their 18<sup>th</sup> birthday.
- 4.1.2. The minimum age limit for SJMSBL American, National, or Pacific Divisions is 25 years of age.
- 4.1.2.1. For the American, National, or Pacific Divisions, a player turning 25 during the season may participate on or after their 25<sup>th</sup> birthday.
- 4.2. It is the manager's responsibility to verify the ages of all players on his team.
- 4.2.1. Any underage player who participates in an MSBL game will be suspended for a minimum of two (2) years.
- 4.2.2. Any team who uses an underage player will forfeit all games in which the underage player participated.
- 4.2.3. The manager of the team who used the underage player may also be suspended for a period of up to two years.
- 4.2.4. It is each manager's right to ask for verification of any player's age. Failure to comply with this request may result in the lodging of a formal protest, and require the player in question to forward proper verification to the Board of Directors by Friday of the following week.
- 4.3. The official roster minimum is 14 players.
- 4.3.1. All final rosters must be submitted with a signed waiver for each player and a copy of photo identification with proof of birth date for each player.
- 4.3.2. Rosters will be frozen with regard to playoff eligibility on June 30th. Any player added to a roster after June 30th, regardless of reason, is ineligible to compete in postseason play unless a team's roster falls below in players. In this case, the League Board of Directors may allow dispensation to add an additional player.
- 4.4. A player is not officially allowed to participate unless a completed waiver is signed and presented to the Board of Directors accompanied by a photocopy of valid birth certificate or driver's license.



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- 4.5. Any player participating in a League game without completing the above steps will be considered "ineligible" and the team will forfeit all games the "ineligible" player participated in.
- 4.6. Teams are allowed to acquire unlimited "free picks".
  - 4.6.1. A "free pick" is any player who has not participated in an MSBL game in the previous calendar year.
  - 4.6.2. A "free pick" is not a player who has signed up for the League's workouts or draft.
- 4.7. All players within the League are free agents as of January 1 each year and have until April 30 to change teams. All players must notify the Board of Directors in writing of their intentions to switch teams plus notify their existing manager of this intention. Players failing to comply with these rules will be denied free agency and returned to their former team.
  - 4.7.1. All free agent transactions are subject to approval from the Board of Directors.
  - 4.7.2. After April 30, any player wishing to switch teams may do so only with the agreement of both managers and the approval of the Board of Directors.
  - 4.7.3. Should a player still wish to move to another team after unsuccessfully trying to negotiate with both managers, he may do so by declaring free agency during the period of January 1 until April 30 of the *next season*.
  - 4.7.4. All players wishing to change teams must file a written request with the League Board of Directors and no transaction is official until so deemed by the Board of Directors.
- 4.8. All trades must be approved by the Board of Directors before the trade is official.
  - 4.8.1. All trades must be documented in writing with both managers' signatures.
  - 4.8.2. Only players may be involved in trades.
  - 4.8.3. Teams cannot trade draft picks or free agent picks as compensation in a trade.
  - 4.8.4. Once a team acquires a free agent from within the League that player may not be traded until the conclusion of the upcoming season.
- 4.9. No team can acquire more than four players from all other teams in the League without the Board of Directors' approval.
  - 4.9.1. No team can acquire more than two players from another team without the Board of Director's approval.
- 4.10. Players with previous professional experience (having played for an affiliate of any major league team) may participate in the SJMSBL provided they have an approval from the Board of Directors. There is no minimum wait period before an ex-professional may apply to play in the League. Teams may not use ex-professionals without the approval of the Board of Directors. Independent and semi-pro leagues are NOT considered "professional" baseball.
- 4.11. Any other condition or circumstance outside of the above rules that does not fit exactly is subject to a case-by-case evaluation by the Board of Directors.

## 5. Team Rules

- 5.1. There is a team fee to participate in the League for rosters up to 14 players. Starting with the 15th player, there is an additional League fee, payable to San Jose MSBL.
- 5.2. New players can be signed during the season, even at a game, only if all of the following conditions are met:
  - 5.2.1. The player has not signed or played with a team in the SJMSBL in the current season or in any of the last 10 games of the prior season. If the player played for another team last year the player would need to be traded.
  - 5.2.2. The player must have a signed waiver.
  - 5.2.3. The acquiring manager has to show the other team's manager the waiver and driver's license.
  - 5.2.4. A \$50 fee is assessed, even if it's for one game.
  - 5.2.5. The fee and waiver must be in the League's mailbox no later than the following Sunday.



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5.2.6. Failure to comply with any of the above rules will constitute a forfeit for the game the new player played in and all subsequent games until the above rules have been met.

5.3. The new forfeit penalties as of July 23, 2000 are:

1st Forfeit = 1 point deduction from team point total.

2nd Forfeit = 2 point deduction from team point total.

3rd Forfeit = 3 point deduction from team point total.

4th Forfeit = 4 point deduction from team point total.

5.4. All winning managers must email (most preferred) or call (least preferred) the score of their game to the official League score line by 11 PM, the Sunday following each week of League play. The email address is sjmsbl@comcast.net and the phone number is 510.659.2089. Scores may be emailed or called in at any time of the day or night, 24 hours a day. Updated scores and standings will be available on Tuesday of each week.

5.5. All teams must have FULL matching baseball uniforms.

5.5.1. Should a player not have the full uniform, he may only participate with the approval of the opposing manager.

5.5.2. The opposing manager does not have to give consent if he so chooses.

5.5.3. Hats must be worn on the field.

5.5.4. Teams have until June 1st to comply with this rule.

5.6. All batters must wear helmets with a minimum of one earflap facing the pitcher when at bat.

5.7. Helmets must be worn when players are on base, but earflaps are optional while on base.

5.8. Catchers must wear a protective helmet underneath their mask.

5.9. Knee braces may be worn on the outside of a player's uniform.

5.10. All teams should have a first aid kit on their bench.

5.11. Metal cleats are permitted.

## 6. Special Rules

6.1. If a player is ejected from a game he must leave the field and school property immediately.

6.1.1. It is the umpire's discretion whether the player can return for the second game of the day.

6.1.2. Every ejection will be reviewed by the Board of Directors for possible disciplinary action.

6.2. Threatening violent behavior or pushing/touching an umpire or player during any argument/dispute will result in suspension or expulsion from League play.

6.2.1. The Board of Directors will investigate any incident of excessive player aggression towards an umpire or player and determine any penalty.

6.3. Any player ejected more than once from a League game during a season will be subject to potential suspension or expulsion from League play as determined by the Board of Directors.

6.4. There will be no beer or alcoholic beverages permitted on school district premises during or after games. This includes parking lots and street sides.

6.4.1. Any player drinking alcoholic beverages during games will be ejected from play and is subject to review for disciplinary action by the Board of Directors.

6.5. Any team not sending a team representative to a mandatory Manager's meeting called by the Board of Directors shall incur a negative point in the standings.

6.6. 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.



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- 6.6.1. On any force play, the runner must slide on the ground and in a direct line between the two bases.
- 6.6.1.1. 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.
  - 6.6.1.2. "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground.
  - 6.6.1.3. "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.

#### **Clarification 1**

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.

#### **Clarification 2**

If the runner goes into a base standing up and is safe or out, but makes contact with or alters the play of the defensive player, interference shall be called.

- 6.6.2. Contact with a fielder is legal and interference shall not be called if the runner:
- 6.6.2.1. Makes a legal slide directly to the base, or;
  - 6.6.2.2. 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.
  - 6.6.2.3. Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond the base.

#### **Clarification**

When the base runner slides beyond the base, but does not (1) make contact with, or (2) alter the play of the defensive player, interference shall not be called.

- 6.6.3. Actions by a runner are illegal and interference shall be called if:
- 6.6.3.1. The runner slides or runs out of the base line in the direction of the fielder;
  - 6.6.3.2. The runner uses a rolling, cross-body or pop-up slide and either makes contact with or alters the play of a fielder;
  - 6.6.3.3. The runner's raised leg makes contact higher than the fielder's knee when in a standing position.
- 6.6.3.4. The runner goes beyond the base and either makes contact with or alters the play of the fielder.

#### **Clarification**

"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.

- 6.6.3.5. The runner slashes or kicks the fielder with either leg;
- 6.6.3.6. The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

#### **6.6.4. PENALTY for 6.6.3.1-6.6.3.6**

- 6.6.4.1. 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.
- 6.6.4.2. With two outs, the Interfering runner shall be declared out and not other runner(s) shall advance.



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6.6.4.3. If the runner's slide or collision is flagrant, the runner shall be ejected.

**Clarification**

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.



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## Change Log

April 12, 2001; Robert Ettare and Robert Straight

May 20, 2001: Grammatical corrections made, courtesy of Hal Levin.

\* June 4, 2001: Mandatory manager's meeting. Board of Directors.

April 23, 2003: Re-state age requirements. Added options

August 5, 2003: Golden Rule added.

August 22, 2004: Change date to 2004.

April 25, 2005: Re-state age requirements, Starting with 8 players, re-define courtesy runner, Time limits, Define Pro player.

Feb. 20, 2006: Re-define age requirements.

May 1, 2007: Added or changed several rules.

1.10.3 Pinch hitter.

1.10.4 Pinch runner.

1.12.6 Pitcher hits 3 batters.

1.13 Approved baseballs.

2.3 Fake tag or decoy.

Feb. 1, 2008: Changed 2.2.1 "college" to "high school".

March 19, 2009: Changed 4.2 and 4.2.1 to 25 year-old age limit from 27 year-old.

Fixed many spelling and punctuation errors.

May 2, 2010 Changed A/B rule, Free Agency dates, Two out CR for catcher, Illegal Bat Rule added