

Charlottesville MABL, Inc.

MSBL/MABL Local League Rules



Listed below are **amended National MSBL rules and regulations** developed by the Charlottesville MABL Inc. Rules Committee in 1996 and amended in 2001, 2003, and 2004, 2005, 2008, and 2011. Players and coaches who have questions about rules that are not discussed below should refer to their official MSBL/MABL scorebook, which contains the National MABL/MSBL rules (most recently revised 4-20-2011).

1.0 Eligibility

- 1.01** A player is eligible if he is 18 years of age by December 31, of the year of the season is being played.
- 1.02** Additional players may be added to a team's roster **prior to July 10th**.
- 1.03** In order for a player to qualify and participate in his team's and/or league's playoffs, tournaments, and post-season events, he must participate in at least five (5) of his MABL (18+) team's regular season games or four (4) of his MSBL (30+) team's regular season games. If a player fails to meet the requirements due to any injury, a letter should be submitted to the league explaining non-compliance. The league shall make a decision based on this information.
- 1.04** A player may be replaced during the season in the following circumstances:
- 1) Player expulsion by majority vote of the entire team prior to July 10th.
Note: As it is not the league's policy to discriminate against any player, any time this situation occurs, the team manager (or representative) and the affected player should inform the league of the circumstances which led to the decision so that the player might be placed on another team. Player is suspended or expelled by the league for any reason at any time during the season.
 - 2) Player is no longer able to participate in league play due to serious injury or relocation out of the area.
Note: If this occurs on or after July 10th, the player must notify the league with a signed, written statement as to why he can no longer participate. The affected team may then apply to the league to add a replacement player. The league may decide as to whether that player can be replaced.
- 1.05** No player may transfer to another team during the season without the consent of both managers. Both managers are also responsible for notifying the League secretary/treasurer of the transfer. Additionally, before approving a transfer, the team receiving the transfer player must agree, by a majority of the team's players, to add the player to the roster. If both managers are not in agreement, and if the receiving team does not agree with the transfer, the player must finish the season with his current team or be declared ineligible to participate for the remainder of the season. The following year, the player will become a free agent, eligible to play for any team.

Note: Under no circumstances will the transfer of a player from one team to another be permitted after July 10th.

- 1.06** If a team disbands during the season, players from that team, who want to continue to play in the league, will be permitted to play for another team that has room on its roster. Players will be chosen according to the current league standings. The team with the worst won/lost record (from

the previous regular season) will have the first opportunity to choose from the available players. Any new teams that have been added to the league will choose last. Player selection will continue in this manner. If a player chooses not to play with a team that has selected him, he forfeits the opportunity to finish out the season with another team.

2.00 Game Preliminaries

- 2.01** For everyone's safety, young children of all players should be supervised at all times. If children of players disrupt the game, the umpire should suspend play, issue warnings to the responsible player(s), then resume play when safe to do so. If the game continues to be disrupted, the umpires should suspend play indefinitely and award the win or tie as is appropriate.
- 2.02** All Charlottesville MABL, Inc. Managers and Coaches must recognize their responsibility to the league and the perpetuity of it as to not cross the line where winning is more important than playing the game.

NOTE: The use of profane language of any kind by any Player or Coach/Manager **“Directed at”** a teammate, opposing team's Player, opposing team's Coach /Manager, Umpire or Fan(s) will not be tolerated. **An umpire may issue a warning to a Player engaging in such behavior, and may immediately eject a Coach or Manager engaging in such behavior.** Following the warning, the Player will be subject to ejection from the game if he repeats the offense. To avoid confusion, in the event of a double header, a warning in the first game will still be in effect at the start of the 2nd game. That is, **if the Player receives a warning in the 1st game, he will be subject to immediate ejection for an offense in the 2nd game.** If a Player or Coach/Manager is ejected from a game for unsportsmanlike conduct there shall be no penalty for the first ejection. **If a Player or Coach/Manager is ejected a second time in a season from a 30+ league game, he shall receive a one (1) game suspension beginning immediately following the game in which the 2nd ejection was received. A two (2) game suspension will apply in the case of a Player or Coach/Manager receiving a 2nd ejection from an 18+ league game.**

If a Player, Manager or Coach is ejected a third time in a season, he shall immediately be suspended from all of his team's remaining games until a league meeting can be called. This league meeting shall be held within 10 calendar days of the Player or Coach/Manager's 3rd ejection and will be an opportunity for the Player, Manager or Coach to defend his unsportsmanlike behavior. The Umpire(s) will be requested to appear at this meeting to explain the reason for the ejection. If unable to appear the Umpire(s) may submit a written statement(s) regarding their interpretation of the events leading to the ejection, or participate in the meeting by phone if practicable. After a brief discussion, Board members will vote on whether or not the Player or Coach/Manager shall be allowed to return to his team that season and, if allowed to return, will further decide the length of suspension that must be served. The opposing team's Coach/Manager involved in the game where the Player or Coach/Manager was ejected will have no vote in the determination of the Player or Coach/Manager's suspension.

- 2.03** A team shall forfeit to the opposing team if it is not able to field (8) **rostered** players fifteen (15) minutes after the designated starting time.
- a) No borrowing of players is permitted for official games.
 - b) A team shall forfeit to the opposing team if, at any time, a player must leave for any reason and only (7) or fewer players remain. A reasonable grace period may be agreed upon by the coaches of the participating teams to allow the “short” team to field an eighth rostered

player, subject to the time limits for games set by the league. Succeeding games must start on time (except for the completion of an inning already in progress).

- c) If the game is a forfeit (because of inability to field 8 rostered players within the time limit), the forfeiting team may borrow player(s) from the other team and play a game. **However, the game is an unofficial game is still a forfeit, which counts as a win for the non-forfeiting team.** The umpires will remain and umpire the game, even if it is an unofficial game.

2.04 The 18+ MABL Division of our league shall schedule games depending upon field availability, darkness, or other factors. All games will be 9-innings or 2:30 hours in length unless a doubleheader is being played, doubleheaders will have two 7 innings games with a 2:15 hour time limit on each game of 2:15 hours with the following exceptions and provisions:

- a) No new inning of a single game shall begin after 2:30 hours. The game will be called by the umpire(s), at the 2:30 hour limit, and it will be a regulation game, if at least five innings have been completed (4.5 innings if the home team is ahead).
- b) Each game of a doubleheader will be 7 innings with a 2:15 hour's time limit. No new inning shall begin after 2:15 hours. The game will be called by the umpire(s), at the 2:15 hour limit, and it will be a regulation game, if at least five innings have been completed (4.5 innings if the home team is ahead).
- c) Games that are called by the umpires, for time limit or for weather, and are not regulation games as per (a) above, will be resumed at the exact point where they were stopped (the score and inning carries), at a later date, as agreed upon by both teams.
- d) If a game ends in a tie, either at the end of 9 innings or where the 2:30 hour rule applies, up to two additional innings will be played to attempt to eliminate the tie. If after two additional complete innings, the game remains a tie, it will remain a tie in the standings. These extra innings will be played immediately, which may delay the start of any scheduled games following. The umpires will receive no additional compensation for officiating these extra innings.
- e) **The 2:30 hour time limit does not apply to league playoff games.** All other rules (i.e., regulation games, games called for weather, etc.) per (a), (b), (c) above apply. The only exception to these rules for league playoff games is the 2:30 hour limit, as all games must have a winner, with no tie games allowed.

2.05 30+ MABL Division of our league shall schedule games depending upon field availability, darkness, or other factors. All games will be 7-innings or 2:00 hours in length unless a doubleheader is being played, doubleheaders will have two 6 innings games with a 1:45 hour time limit on each game of 1:45 hours with the following exceptions and provisions:

- a) No new inning of a single game shall begin after 2:00 hours. The game will be called by the umpire(s), at the 2:00 hour limit, and it will be a regulation game, if at least five innings have been completed (4.5 innings if the home team is ahead).
- b) Each game of a doubleheader will be 6 innings with a 1:45 hour's time limit. No new inning shall begin after 1:45 hours. The game will be called by the umpire(s), at the 1:45 hour limit, and it will be a regulation game, if at least five innings have been completed (4.5 innings if the home team is ahead).

- c) Games that are called by the umpires, for time limit or for weather, and are not regulation games as per (a) above, will be resumed at the exact point where they were stopped (the score and inning carries), at a later date, as agreed upon by both teams.
- d) If a game ends in a tie, either at the end of 7 innings or where the 2:00 hour rule applies, up to two additional innings will be played to attempt to eliminate the tie. If after two additional complete innings, the game remains a tie, it will remain a tie in the standings. These extra innings will be played immediately, which may delay the start of any scheduled games following. The umpires will receive no additional compensation for officiating these extra innings.
- e) **The 2:00 hour time limit does not apply to league playoff games.** All other rules (i.e., regulation games, games called for weather, etc.) per (a), (b), (c) above apply. The only exception to these rules for league playoff games is the 2:00 hour limit, as all games must have a winner, with no tie games allowed.

2.06 The 18+ MABL ten (10) runs a head rule will apply to all regular season games. This means that the game will be called complete by the umpire(s) if a team is ahead by ten (10) or more runs after (7) innings or 6.5 innings if the home team is ahead.

2.07 The 30+ MSBL twelve (12) runs a head rule will apply to all regular season games. This means that the game will be called complete by the umpire(s) if a team is ahead by twelve (12) or more runs after (6) innings or 5.5 innings if the home team is ahead.

3.00 Courtesy Runners

3.01 A courtesy runner shall be allowed for up to two players by either or both teams when a player becomes injured during the play of a game. If the injured player is able to remain in the game, he may continue to have a courtesy runner for the remainder of the game, except as in 3.01 e. **Additionally, at their option, the pitcher and catcher for each team may have a courtesy runner every game (in addition to the two players specified above) as long as that is declared at the beginning of the game.**

- a) Alternately, a manager may declare, prior to the start of a game, one or two player(s) that will need a courtesy runner for the duration of the game. If this declaration is made, an additional courtesy runner will be allowed for that team during the game only up to a total of two (declared plus injury may not exceed two, other than for the pitcher and catcher as in 3.01).
- b) The player to make the **last batted out** must be the courtesy runner.

Definition: The last batted out is the previous batter to be put out before the ball is dead during this turn at bat (i.e., strikeout, fly out, sacrifice, ground out, thrown out trying to stretch a double from a single, etc.)

Exceptions: 1) if a courtesy is needed and there have been five or more consecutive batters without having a batted out, the last runner to score will be the courtesy runner. 2) If a courtesy runner is needed in the first inning of a game before there is a batted out or a run scored, the last player listed in the initial batting lineup will be the courtesy runner.

- c) The current pitcher and catcher, if the last batted out, may be skipped as courtesy runners. **Note:** The current pitcher and catcher are the ones already in that position, not the one(s) that may be about to play that position.
- d) If a batter who has been previously designated as needing a courtesy runner, opts to run, or forgets to get a courtesy runner and subsequently runs, he will lose his courtesy runner for the remainder of the game.
- e) A reasonable amount of time must be allowed to enter a courtesy runner. When a courtesy runner is to be used, as in 3.01 a., it will be the manager's responsibility to have the runner ready to enter the playing field as soon as the ball is dead following the completion of the play.

Penalty: If, in the judgment of the umpire, the exchange is not made in reasonable time, the umpire may first warn, then order play to be resumed with no substitution allowed and the runner called out.

- f) The courtesy runner is officially in the game when the umpire declares "play ball". An ineligible courtesy runner is an appeal situation that must be made before a legal pitch to the next batter.
- g) If a player becomes injured during a game, or must leave the game (and the ballpark) for an emergency (i.e. work, family emergency, etc.) a reserve player, not previously entered into the game as a hitter, must hit in the replaced hitter's place. If there are no reserves who can replace the individual, the spot is skipped in the batting order and all hitters below that position move up **with no penalty whatsoever**.
- h) If a player is forced to leave a game due to ejection a reserve player, not previously entered into the game as a hitter, must hit in the replaced hitter's place. If there are no reserves who can replace the individual, the spot is skipped and all hitters below that position move up. *The first time this vacated spot comes up in the batting order, an out will be assessed, after that one time, no out will be recorded for skipping the spot vacated by the displaced player.*

Legal pitching delivery

4.01 See MLB Rule 8.01 for clarification.

Please note that all other rules, as listed in the MSBL Official Scorebook, are official rules for the Charlottesville MSBL, except as modified above.