



SAN JOSE MENS SENIOR BASEBALL LEAGUE
2019 Rules and Regulations
(January 1, 2019)

California State Law

Prohibits alcohol, smoking, and chewing tobacco products on school property.

This applies to all players and spectators attending any league game location. Violation of this law will result in expulsion from the San Jose MSBL.

1. 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.

1.1. Field Maintenance

- 1.1.1. 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.
- 1.1.2. 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.
- 1.1.3. 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).
- 1.1.4. 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.

Visiting Team	Home Team
Bases Remove bases and put in proper storage area. Put plugs (if available) in base receptacle holes.	Pitcher's Mound and Bullpens Fill all holes, tamp the dirt, rake the entire mound area. If water is available, slightly wet holes first.
Drag Infield (if drag is available) Drag entire infield. If the drag is not available, rake all base areas. Slightly wet area first, if possible.	Home Plate Fill all holes, tamp the dirt, rake the entire home plate area. Slightly wet holes before filling in.
Tarps If tarps were on the field before the first game of the day, place tarps back on all covered areas.	Baselines Rake the dirt on both lines from bases to home plate in one direction down the line, NOT side to side. Keep dirt in paths.
Water (if hose is available) Infield area.	Water (if hose is available) Mound, Plate Area, and Baselines.
Both Teams	
Hoses Drain all water from hoses, roll hoses up, store in proper area (hang on hooks in dugout).	
Dugout Pick up all trash, plastic bottles, cups, tape, papers, etc. Sweep them out and put swept items in the trash can.	
Trash Cans (Dugout and Bleacher cans) Pick up all trash in dugouts AND spectator areas and put into trash cans or trash bags (we must provide).	
Lock Everything! Dugout, Gates, Bins, Sheds Make sure dugouts, equipment bins, and field gates are locked when leaving.	

2. Game Rules

2.1. Number of Innings

- 2.1.1. All league games will be scheduled as nine (9) innings in length unless otherwise noted on the official League schedule.
- 2.1.2. The second game of a regular-season doubleheader between the same two teams will be scheduled as seven (7) innings in length.
- 2.1.3. Field use limitations may require scheduling shorter length games.
- 2.1.4. In the event of a tied score at the end of the scheduled number of innings for a game, extra innings shall be played as long as the time limit has not been exceeded.

2.2. Start Time

- 2.2.1. Official start time for the first game on a field is the scheduled start time.
- 2.2.2. Official start time for the second and subsequent games on a field is the time of the first pitch.
- 2.2.3. If a team is waiting for an 8th player to show up to start a game, the official start time reverts to the start time posted on the league schedule for the first game on the field or the time negotiated by the managers for the second and subsequent games on a field.
- 2.2.4. The time between games on any field may be shortened with the consent of both managers.
- 2.2.5. Managers, not umpires, control the start time for the second and subsequent games.

2.3. Time Limit

- 2.3.1. The “time limit” is the maximum allowed time elapsed between the official start time and the time a new inning starts. It is not the total game time.
- 2.3.2. A new inning will start if 2:45 (for a 9-inning game) or 2:15 (for a 7-inning game) has not elapsed.
- 2.3.3. A new inning starts at the time the third out is recorded in the previous full inning and the new inning shall be played to its conclusion (full inning - six outs) unless the game is called after a half inning is completed due to the 10-run rule coming into effect against the losing team.
- 2.3.4. A new inning shall start even if there is only one minute left on the time limit.
- 2.3.5. If a game is tied after the nine (9) or seven (7) innings listed on the schedule, and time remains on the time limit, extra innings will be played until the time limit is reached.
- 2.3.6. There is no time limit if the game is the only game scheduled for the field.
- 2.3.7. Time limits may be adjusted by the league due to field availability limits.

2.4. 10-Run Rule

- 2.4.1. 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.
- 2.4.2. The 10-run rule is in effect for playoffs.

2.5. Minimum Number of Players

- 2.5.1. A team must have a minimum of eight (8) players throughout the game 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.) If a team does not have 8 players, they must choose one of the following options:

Option I

If the eighth player does not arrive by 15 minutes after the scheduled start time, 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.

- 2.5.2. 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.

- 2.5.3. If a game does not start due to waiting for an 8th player to arrive, the official start time reverts to the scheduled start time, not the 1st pitch.

2.6. Courtesy Runners

- 2.6.1. A manager may designate up to two (2) players who will have a courtesy runner (CR).
- 2.6.2. The manager must designate the specific player(s) who will have a CR and notify the opposing manager prior to the start of the game. If a manager has not designated any player(s) to have a CR prior to the start of the game, none can be used.
- 2.6.3. A player designated to have a CR need not be in the starting batting order. The CR will take effect when the player enters the game.
- 2.6.4. The CR must be the "last batted out" with the following exception. In the first inning, if there is no last batted out, the CR will be the last player in the batting order.
- 2.6.5. If a player designated to have a CR reaches base and refuses the CR - that player has LOST the use of a CR for the remainder of the game. The player will have to run for himself the remainder of the game AND if the player is the last batted out - will have to run for another player designated having a CR in the line-up.
- 2.6.6. The catcher may have a CR with two (2) outs in any inning.

2.7. Number of Hitters

- 2.7.1. 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.
- 2.7.2. 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.
- 2.7.3. Players may be added to bottom of the batting order at any time during the game.

2.8. The A/B Batting Rule

- 2.8.1. 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".
- 2.8.2. 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
- 2.8.3. 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 at least 10 batting order spots when using the A/B option.
- 2.8.4. The A/B option, once utilized, must be used for the duration of the game – a team may not 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.

2.9. Pinch Hitting/Running

- 2.9.1. 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.
- 2.9.2. 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.

2.10. Defensive Players

- 2.10.1. A player may play defensively in a game and not be placed in the batting order.
- 2.10.2. All players may be defensively substituted for at any time, with the exception of the pitcher.

2.11. Pitching

- 2.11.1. Pitchers may re-enter the game to pitch only once after being removed from the mound.
- 2.11.2. The pitcher must sit out at least one batter.
- 2.11.3. There is no regulation as to how many innings a pitcher may pitch in a given game.
- 2.11.4. No white pitching sleeves will be allowed.
- 2.11.5. Intentional walks must be pitched. The pitcher must throw all four balls to the catcher.
- 2.11.6. 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.

2.12. Umpire Discussions

- 2.12.1. Only a team's designated manager may engage the umpires in discussion of game events.

2.13. Protests

- 2.13.1. Protests are to be filed in writing to the League Board of Directors within 24 hours.
- 2.13.2. A \$25 fee must accompany the protest. The fee will be returned if the judgement is in favor of the protester.
- 2.13.3. The Board of Directors will decide all protests.

2.14. Forfeits

- 2.14.1. The forfeit penalties 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.

3. Playing Rules

3.1. Equipment

3.1.1. Baseballs

- 3.1.1.1. Only baseballs stamped with the MSBL logo, MSBL "The Rock", or Rawlings "California League" will be permitted in league games - unless BOTH team managers consent to using an alternative baseball.
- 3.1.1.2. Five (5) game balls will be provided for each league game.
- 3.1.1.3. The "Home" team must supply three (3) new baseballs and the "Visitors" two (2) new baseballs.

3.1.2. Uniforms

- 3.1.2.1. All teams must have FULL matching baseball uniforms.
- 3.1.2.2. Should a player not have the full uniform, he may only participate with the approval of the opposing manager.
- 3.1.2.3. The opposing manager does not have to give consent if he so chooses.
- 3.1.2.4. Hats must be worn on the field.
- 3.1.2.5. Teams have until June 1st to comply with this rule.

3.1.3. Helmets

- 3.1.3.1. All batters must wear helmets with a minimum of one earflap facing the pitcher when at bat.
- 3.1.3.2. Helmets must be worn when players are on base, but earflaps are optional while on base.
- 3.1.3.3. Catchers must wear a protective helmet underneath their mask.

3.1.4. Bats

- 3.1.4.1. Only wood bats are to be used in league games.
- 3.1.5. Metal cleats are permitted.
- 3.1.6. Knee braces may be worn on the outside of a player's uniform.
- 3.1.7. All teams should have a first aid kit on their bench.

3.2. Collision Avoidance

- 3.2.1. All players must intentionally avoid collisions with any other player on the field.
- 3.2.2. In a double play situation, the player must slide within the width of the base and not past the base. If the player chooses not to slide, the player must not obstruct the fielder in ANY way.
- 3.2.3. 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 below for more details on the Force Play Slide Rule.)

3.3. Fakes and Decoys

- 3.3.1. 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.
- 3.3.2. 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.

3.4. Force Play Slide Rule

- 3.4.1. The intent of the force play slide rule is to ensure the safety of the defensive player and prevent any contact.
- 3.4.2. This is a safety as well as an interference rule. Whether the defense could have completed a double play has no bearing on the applicability of this rule.
- 3.4.3. The *Force Play Slide Rule* pertains to force play situations at any base, including home plate, regardless of number of outs.
- 3.4.4. On ANY force play the runner MUST slide on the ground and in a direct line between the two bases.
 - 3.4.4.1. "On the ground" means either a head first slide or a slide with one leg and buttock on the ground.
 - 3.4.4.2. "Directly into a base" means the runner's entire body (feet, legs, trunk and arms) must stay in a straight line between the bases.
 - 3.4.4.3. EXCEPTION: 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.

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.

- 3.4.5. Contact with a fielder is legal and interference shall not be called if the runner:
 - 3.4.5.1. Makes a legal slide directly to the base, or;
 - 3.4.5.2. 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.
 - 3.4.5.3. Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond 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.

- 3.4.6. Actions by a runner are illegal and interference shall be called if:
 - 3.4.6.1. The runner slides or runs out of the base line in the direction of the fielder
 - 3.4.6.2. The runner uses a rolling, cross body or pop up slide and either makes contact with or alters the play of a fielder
 - 3.4.6.3. The runner's raised leg makes contact higher than the fielder's knee when in a standing position
 - 3.4.6.4. 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.

- 3.4.6.5. The runner slashes or kicks the fielder with either leg
 - 3.4.6.6. The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete the play
- 3.4.7. PENALTY for actions described in 6.4.1 through 6.4.6
 - 3.4.7.1. 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
 - 3.4.7.2. With two outs, the interfering runner shall be declared out and no other runner(s) shall advance
 - 3.4.7.3. 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.

4. Players

4.1. No Guarantees/No Refunds

- 4.1.1. There is no guarantee of playing time on any team during the regular or post season games.
- 4.1.2. There is no refund of player fees.

4.2. Age Requirements

- 4.2.1. Players must meet the age requirement for their division prior to playing in an SJMSBL game.
 - 4.2.1.1. Players participating in the 18+ division may play on or after their 18th birthday.
 - 4.2.1.2. Players participating in the 25+ divisions may play if they will have turned 25 years of age before the end of the current calendar year.
- 4.2.2. It is the manager's responsibility to verify the ages of all players on his team.
 - 4.2.2.1. Any underage player who participates in an MSBL game will be suspended for a minimum of two (2) years.
 - 4.2.2.2. Any team who uses an underage player will forfeit all games in which the underage player participated.
 - 4.2.2.3. The manager of the team who used the underage player may also be suspended for a period of up to two years.
 - 4.2.2.4. 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. Participation Requirements

- 4.3.1. A player is not officially allowed to participate in a league game unless a completed waiver is signed and presented to the Board of Directors.
- 4.3.2. New players to the league (i.e. first season) must furnish a photocopy of a driver's license or birth certificate to verify age eligibility.
- 4.3.3. All players must pay a fee to participate in the league. The amount of the player's fee is determined by the team manager.
- 4.3.4. 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.

4.4. New Players

- 4.4.1. A new player is defined as a player who was not a member of the League the previous season.
- 4.4.2. A new player who meets League eligibility (age, participation) requirements officially becomes a member of the League when one of the following occurs:
 - 4.4.2.1. A new player pays a league fee for a designated team to the team manager or through the league website.
 - 4.4.2.2. A new player has legally participated (played) in a regular season league game for a team.

4.5. Free Agency

- 4.5.1. All free agent transactions are subject to approval from the Board of Directors.
- 4.5.2. All players within the League may file for free agency from January 1 to April 1 each year.
- 4.5.3. A player wanting to change teams through free agency must notify the Board of Directors by submitting a Free Agency Request form via the league website.
- 4.5.4. A player must notify the manager of their current team of their intentions to switch teams.
- 4.5.5. After April 1, a player wishing to switch teams may do so only with the agreement of both managers and the approval of the Board of Directors.
- 4.5.6. 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 through April 1 of the next season.
- 4.5.7. Players failing to comply with these rules will be denied free agency and remain on former team.
- 4.5.8. Teams may only acquire a maximum of four (4) total free agents in any season and are limited to a maximum of two (2) free agent additions from any other league team.
- 4.5.9. Teams adding free agent(s) must compensate the former player(s) team(s) with current year first round draft pick(s) as determined by the Board of Directors.

4.6. Former Professional Players

- 4.6.1. 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.
- 4.6.2. There is no minimum wait period before an ex-professional may apply to play in the League.
- 4.6.3. Teams may not use ex-professionals without the approval of the Board of Directors.
- 4.6.4. Independent and semi-pro leagues are NOT considered "professional" baseball.

5. Team Rules

5.1. Team Fees

- 5.1.1. There is a team fee to participate in the League.
 - 5.1.1.1. The base team fee covers the minimum roster of 14 players.
 - 5.1.1.2. Starting with the 15th player, there is an additional \$50 League fee, payable to San Jose MSBL.
- 5.1.2. Team fees are due and payable in full by Opening Day.
- 5.1.3. There is no refund of team fees.
- 5.1.4. Each team must pay its team fee in full to participate in the league's regular season. Payment of the team fee guarantees the team participation in the league's regular season only.
- 5.1.5. Any team failing to pay all fees due the league may have participation in the league suspended, receive standings penalty point reductions, or be removed from the league by the Board of Directors.

5.1.6. The late payment point reduction penalties are:

Teams not paid in full by 3rd week of season: 1-point deduction for every game played to date (retroactive to first game played).

Teams not paid in full by 4th week of season: 2-point deduction for every game played to date (retroactive to first game played).

Teams not paid in full by 5th week of season: Team suspended from play until paid in full.

5.1.7. Once a point penalty is assessed it is permanent and not recoverable with future payment.

5.1.8. Any team with a team fee or added player fee balance due the league at the end of the regular season will be prevented from participating in the playoffs.

5.2. Rosters

5.2.1. The official roster minimum is 14 players.

5.2.2. There is no maximum roster size.

5.2.3. 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.

5.2.4. Rosters will be frozen with regard to playoff eligibility on July 22nd. Any player added to a roster after July 22nd, regardless of reason, is ineligible to compete in postseason play unless a team's roster falls below 14 (league minimum roster size) in number of players. In this case, the Board of Directors may permit a team to add players after July 22nd who are playoff eligible.

5.2.5. Players may only participate as a rostered player for one league team per season. Multiple team participation is not allowed regardless of different divisions or age classification.

5.3. New Player Additions Before the Season

5.3.1. Teams are allowed to acquire unlimited "free picks" before the start of the season. "Free picks" are defined as:

5.3.1.1. A player who did not participated in an SJMSBL game in the previous calendar year.

5.3.1.2. A player who has not signed up for the League's workouts or draft.

5.3.1.3. A player who has not signed a waiver or paid fees for a different SJMSBL team for the current season.

5.4. New Player Additions During the Season

5.4.1. Teams can sign new players during the season, even at a game, only if all of the following conditions are met:

5.4.1.1. The player has not signed a waiver for, or played with, a team in the SJMSBL in the current season or in the previous season. If the player played for another team in the previous season the player would need to be traded.

5.4.1.2. The player must have a signed wavier.

5.4.1.3. The acquiring manager has to show the other team's manager the wavier and driver's license.

5.4.1.4. A \$50 fee is assessed, even if it's for one game.

5.4.1.5. The fee and waiver must be in the League's mailbox no later than the following Sunday.

5.4.1.6. 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.

5.5. Player Trades

5.5.1. All trades must be approved by the Board of Directors before the trade is official.

5.5.2. All trades must be documented in writing with both managers' signatures.

5.5.3. If a team acquires a free agent from within the League, that player may not be traded until the conclusion of the current season.

5.5.4. Teams may not trade or exchange draft picks for each other.

5.5.5. Teams may trade draft picks as compensation for players in a deal.

5.6. Free Agency and Player Trade Limitations

- 5.6.1. No team can acquire more than four players from all other teams in the League without the Board of Directors' approval.
- 5.6.2. No more than two (2) players from the same former team (previous league season) may use free agency to join the same league team for the current league season UNLESS the Board of Directors approves an exception.
- 5.6.3. League teams may not acquire more than two players from any one league team (example three Reds switching to the Mets) without the approval of the Board of Directors.
- 5.6.4. Teams that receive Board approval to acquire more than two (2) free agents from another league team must compensate the free agents former team with first round draft pick(s) in number determined by the Board of Directors.

5.7. Administrative Responsibilities

- 5.7.1. All managers, winning and losing teams, must complete the scorecard form on the league website by 11 pm on Sunday.
- 5.7.2. 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. Ejections and Suspensions

- 6.1. If a player is ejected from a game, he must leave the field and school property immediately.
- 6.2. Any player ejected from a league game, regardless of the reason, is suspended indefinitely.
- 6.3. Suspended players may request in writing to be re-instated by the board of directors. The written request for re-instatement must include: 1) an explanation of the player's actions that resulted in the ejection, and 2) the reason(s) the board should allow the player to once again participate in league games.
 - 6.3.1. The Board of Directors, at its sole discretion, may or may not re-instate a suspended player.
- 6.4. Every ejection will be reviewed by the Board of Directors to determine additional discipline including length of suspension, probation or removal from the league.
- 6.5. Threatening or abusive behavior/language or pushing/touching an umpire or player during any game, argument or dispute will result in player's removal from the league.
- 6.6. Any player ejected for a second time during the same league season will be subject to suspension from the league for the remainder of the season.

7. Special Circumstances

Any condition or circumstance not fitting exactly the above listed *SJMSBL Rules and Regulations* is subject to a case by case evaluation by the Board of Directors.