



LEHIGH VALLEY MSBL/MABL 2004

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# Manager's Handbook

**Lehigh Valley Men's Senior Baseball League  
2004 Board of Directors**

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## **1. Uniforms**

- 1.1. All teams must have full baseball uniforms. Any non-uniformed player will not be allowed to play.
- 1.2. A uniformed player can be described as someone who wears athletic shoes, baseball socks, baseball pants, baseball shirt and baseball hat.
- 1.3. All Players must have the uniforms by their third game.
- 1.4. The shirt must be an athletic shirt which is a reasonable facsimile of the team's shirt.
- 1.5. No white or gray pitching sleeves, batting gloves or wrist bands will be permitted for pitchers on the field.

## **2. Helmets**

- 2.1. All batters and runners must have helmets.
- 2.2. While we recommend 2 earflaps on batters and runners, all must wear a helmet with at least one earflap. The batter's ear that faces the pitcher must be covered by the earflap.
- 2.3. Catchers are also required to wear a helmet underneath their mask.

## **3. Baseballs**

- 3.1. All teams are required to use the official MSBL signature baseball.
- 3.2. The home team will supply to the umpire 6 new baseballs at the start of the game.
- 3.3. The baseballs must be the raised seam Rawlings R-MSBL although last year's R100 will be accepted.

## **4. Alcohol Rule**

- 4.1. There will be NO beer or alcohol allowed before, during or after league games or practices.
- 4.2. This includes any of the playing fields, dugouts, or parking areas (unless an area is designated by the field being played on.) If this situation arises, and the player notified refuses to adhere, this player is subject to a fine, and/or suspension, and/or expulsion, and the game is subject to forfeiture.

## **5. Forfeits**

- 5.1. Two forfeits by any team could mean expulsion from the league.
- 5.2. There will be no money refunded to the team of players.
- 5.3. If a team forfeits a game, they will be responsible to pay both umpires \$48.00 each.
- 5.4. There will be NO double header forfeits. If a doubleheader is scheduled and one team must forfeit, the second game will be rescheduled. The team that forfeits will be responsible to pay the umpires as defined in 5.3 above.
- 5.5. If a team does not have enough players to start a game at game time (see rule 9.1), there will be a fifteen minute grace period, after which time a forfeit will be declared. A forfeited game will not be allowed to be rescheduled.
- 5.6. If a team forfeits for any reason and does not pay the umpires, the league will do so with money from the performance bond funds. The team that forfeited the game has until the Thursday after the game to pay the league the money due the league. If

the treasurer does not have the forfeit money by the Thursday following the forfeit, the Division Director will declare the next scheduled game a forfeit win for the opposing team and cancel the assigned umpires. There will be no payment for those umpires. The forfeiting team will not be permitted to play another game until all fees owed to the league are paid.

## **6. Bats**

- 6.1. Wood bats and metal bats are allowed in all MABL and Over 28 division league games, tournaments and playoffs.
- 6.2. Wood and composite bats will be used exclusively in all Over 38 league and playoff games.
- 6.3. For metal bats, the difference of the length and weight cannot exceed -5.

## **7. Shoes**

- 7.1. Metal Cleats are permitted.

## **8. Courtesy Runners**

- 8.1. Players that will need courtesy runners, due to an injury factor only, must have their manager notify the opposing manager before the game.
- 8.2. If not so notified, the opposing manager has the option to allow or deny the request.
- 8.3. Each team will be allowed the maximum of 2 courtesy runners at the beginning of the game.
- 8.4. A courtesy runner will be the player to make the last batted out. However, if the last batted out is the pitcher or catcher, or another player that needs a courtesy runner, he may be skipped over, with the courtesy runner being the previous batted out.
- 8.5. After 2 outs in an inning, a team has the option to have a courtesy runner for the pitcher and catcher.
- 8.6. A manager may add to the number of courtesy runners only in the event that another player becomes obviously injured during the game and the additional courtesy runner is approved by opposing manager.
- 8.7. The offensive team that is using the 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 this particular batter will be forfeited for the balance of the game. The 30 second time limit will begin at the time the umpire calls for the time at the end of the play.

## **9. Lineups**

- 9.1. Teams must have 8 players for an official game.
- 9.2. A team may borrow a player from an opposing team with the opposing manager's consent.
- 9.3. If the team's 9<sup>th</sup> player arrives after the start, the borrowed player reverts back to his original team.

- 9.4. If ten players are present, it is encouraged that all ten bat. However, it is mandatory that nine of them bat. If eleven or more players are present, then at least ten players must bat.
- 9.5. If the manager wants to add players at the bottom of the lineup, he may do so at any time.
- 9.6. If a player is replaced with a pinch-hitter or a pinch-runner (not a courtesy runner), the removed player cannot re-enter the game as a hitter or runner, but may stay in the game defensively.
- 9.7. Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game, except as described in 9.8 and 9.9.
- 9.8. If a player is forced to leave a game due to injury or an emergency, a reserve player, not previously entered into the game as a hitter or pinch-runner, 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.
- 9.9. Anyone who has a prior commitment must have it announced before the game. When that player has to leave the game, if no reserve is present, that spot is skipped, and all batters move up accordingly, with no penalty to the affected team.
- 9.10. All players may be substituted for defensively at any time (except for the pitcher) without affecting the players' offensive status in the line-up.
- 9.11. If the pitcher is removed, he may re-enter once in the same game as a pitcher, provided at least one batter has either made out or reached base.
- 9.12. If a player is ejected from the game, and there are no subs available, that player's batting order spot is left vacant and an out is registered every time he is due up.

## **10. League Eligibility**

- 10.1. A player will become eligible to play in the 28+ division in the calendar year in which his 28<sup>th</sup> birthday falls.
- 10.2. A player will become eligible to play in the 38+ division in the calendar year in which his 38<sup>th</sup> birthday falls.
- 10.3. A player exceeding the age requirement in any division can play in that division.
- 10.4. A player will become eligible to play in the MABL division on the calendar day of his 18<sup>th</sup> birthday.

## **11. Length Of Games**

- 11.1. All Sunday scheduled games shall be 9 innings.
- 11.2. All regular season doubleheaders shall be 7 inning games, provided that the doubleheader involves the same two teams; 9 inning games for different teams.
- 11.3. Weeknight scheduled games shall be 7 innings, unless played on a lighted field.
- 11.4. A game called due to darkness, rain, or other unforeseen circumstance, shall be considered complete after 4 ½ innings in a scheduled 7 or 9 inning game.

## **12. Decoy**

- 12.1. If an infielder decoys a throw, all runners will be entitled to advance one base. If the same fielder decoys twice in a game, he may be expelled from the game.

- 12.2. The decoying referred to is where a player on base slides unnecessarily due to a fielder faking as if a throw is coming to the base.
- 12.3. No hidden ball tricks will be allowed.

### **13. Collisions**

- 13.1. Players shall not intentionally collide with any player.
- 13.2. In the case of a runner intentionally colliding with a fielder, the runner will be called out and may, at the umpire's discretion, be expelled from the game.
- 13.3. All base runners must either slide or give up their right to a base, (avoid a collision by stopping or leaving a base path) if the defensive player has possession of the ball, is in the act of receiving the ball, or is about to immediately receive the ball, and will be able to make an apparent play on the base runner.
- 13.4. If a defensive player is not in possession of the ball, is not in the act of receiving the ball, or is not about to immediately receive the ball so that he is able to record an out (apparent play at any base), he cannot block the base or be in the base path so as to impede or obstruct the base runner's right to that base. Under such circumstances, the defensive player shall be responsible to avoid any collision. If a collision does occur under these circumstances, the runner will always be considered safe, and the obstruction rule shall be enforced. The defensive player may be ejected from the game, at the discretion of the umpire, if the action is deemed intentional.

### **14. Intentional Walks**

- 14.1. One intentional walk will be allowed each game. As in major league baseball, the pitches must be thrown, and the catcher must remain within the catcher's box until the ball is pitched, in accordance with the standard rules.

### **15. Pre-Game Workouts**

- 15.1. The scheduled home team must relinquish the field 40 minutes before the start time to their opponents. They will have 30 minutes of practice with the final 10 minutes used for line-up exchange, ground rules, and other pre-game activities.
- 15.2. The lining of the field, setting bases, and other field preparations are to be completed before visiting team begins its pre-game activities.
- 15.3. If there is a preceding game, the 2 teams will split the available time remaining before their scheduled game.
- 15.4. If a previous game lasts up to your game starting time, both teams may have the field for 10 minutes, and the game may start 30 minutes late.

### **16. Code Of Conduct**

- 16.1. Managers and players shall conduct themselves in a sportsmanlike manner at all times.
- 16.2. An umpire has sole discretion to expel any player or manager from the game for conduct deemed to be improper.

- 16.3. If an umpire disqualifies a player or coach at any time during the season, he must submit a completed report to the umpire assignor within 48 hours. After a review of the incident, the Board has the right to suspend, expel, fine or place a player or coach on probation for the infraction.

#### **Infractions**

- A. Lay a hand upon, shove, strike or threaten an umpire or player.
  - B. Refuse to abide by an umpire's decision.
  - C. Be guilty of a physical attack as an aggressor or verbal abuse on any player, manager or spectator.
  - D. Only a manager or his designee is authorized to discuss or dispute a decision reached by an umpire.
  - E. Any other instances deemed necessary to report to the Board by an umpire.
- 16.4. Grievances may be filed by an individual player or by the manager of a team provided that a grievance is formally submitted to the Division Director. The Division Director shall adjudicate all such grievances. If the decision is not satisfactory, a further appeal can be made to the League President. The final recourse is an appeal to the Board of directors, in which case the Board's decision is final and not subject to any further appeals.

### **17. Cancellations And Rescheduling**

- 17.1. If a Manager cancels a game, other than a rain-out, he must notify the umpires, opposing manager and league office 48 hours before the scheduled game. Failure to do so will result in said team paying full fee to each umpire assigned to the game.
- 17.2. The opposing manager has the option to agreeing to re-schedule or demanding that the original game be played or be forfeited.

### **18. Rainouts/Umpires/Reporting Activity**

- 18.1. If the HOME team determines that the game can not be played, due to unplayable field conditions, he MUST call the umpires and opposing Manager 2 hours before the scheduled start.
- 18.2. If umpires are not notified and show for the game, they will be paid a travel fee of \$15.
- 18.3. The umpire fee for a 9 inning game will be \$48.
- 18.4. The umpire fee for a 7 inning game will be \$45.
- 18.5. If only 1 umpire shows, he will be paid \$72, split between the 2 teams for a 9 inning game and \$70 for a 7 inning game.
- 18.6. Umpires will be paid when the game becomes official. Should a game be cancelled due to rain before it is a complete game, umpires shall collect 1/2 game fees.
- 18.7. The WINNING teams must report the results and highlights no later than 10PM on the day of the game.
- 18.8. The HOME team must report any rain-out to the League office no later than 10PM on the day of the postponed game.

- 18.9. Each Division Director will receive both the results and highlights of played games along with any cancellations. Both teams will have 7 days to re-schedule a make-up. The HOME team will notify the Division Director and Umpire Assignor of the new game date. The Director will then verify this date with the VISITING team and umpire assignor. Upon doing so, the re-scheduled game is now official.
- 18.10. Although the league allows much flexibility for make-ups, all teams are advised that the Division Director has the authority to schedule make-ups which may or may not be convenient for some teams, so Managers should make every effort to re-schedule these games.
- 18.11. A team or teams will be assessed a forfeit (or double forfeit) and a possible playoff ineligibility if the Division Director and Manager(s) are not able to arrive at an agreed make-up date.

## **19. Mercy Rule**

- 19.1. 9 inning mercy rule will be 12-5-2/30.
- 19.2. 7 inning mercy rule will be 10-5-2.
- 19.3. The team behind has batted in the inning in which the 12 (or 10) run differential has occurred.

## **20. Protests**

- 20.1. All protests must be lodged verbally to the Division Director within 24 hours. Also, the protest form (included in this rulebook) must be completed and mailed to the League President within 24 hours. The postmark will verify the validity of the protest.  
Mail to: LVMSBL, P.O. Box 1507, Bethlehem, PA, 18017.
- 20.2. A \$25 fee must accompany the protest form. Should the protest be upheld, the fee will be refunded.
- 20.3. All protests will be considered and resolved by the Board of Directors.

## **21. Changing Teams**

- 21.1. After a waiver has been signed, a player is bound to his team unless he is released by his manager sometime during the season. After the end of the season, every player is a free agent and does not require his manager's permission to move to a different team.

## **22. Playoff Eligibility**

- 22.1. In order for a player to qualify for his team's playoff games, he must play in one-half of the scheduled games. The definition of play does not include coaching and/or managing. The number will be rounded up so that if there are 17 games in the season, a member must play in 9 of them to become eligible. Also, he must have 18 plate appearances or pitched 18 innings as a pitcher. Any player who qualifies based on these criteria can participate in any facet of the game; that is a member who has become eligible because of 18 plate appearances can pitch in a playoff game. Players may also qualify by playing 18 innings defensively.

- 22.2. Only verifiable and immediately documented injuries and/or Military duty of legally rostered and paid LVMSBL players will be given credit for missed games.
- 22.3. Scores and statistics must be submitted to the League Statistician on a weekly basis for a team to be eligible for playoffs and post-season awards. Statistics must be submitted game-by-game (not cumulative).
- 22.4. Any challenge to the eligibility of a player in the playoffs will be determined by the final statistics submitted by the player's team.

### **23. Legal Teams And Rosters**

- 23.1. A team will be considered legal if all of the following conditions are met:
  - A. The registered teams must have rosters containing a minimum of 12 players and a maximum of 25 players.
  - B. All registered teams must have submitted, and have in the hands of the President, the following items prior to playing a game. The penalty is forfeiture of said game, and any future games until compliance.
    - 1. An official team roster list properly filled out.
    - 2. Waivers signed by rostered players.
    - 3. All registration fees paid, including any fines or penalties.
    - 4. Proof of age on file. (One time submission, unless resubmission is requested by the Board).
- 23.2. All team rosters will be closed after the 6<sup>th</sup> scheduled game and before the 7<sup>th</sup> scheduled game. Player lost for the season after the 7<sup>th</sup> scheduled game due to military obligation or a documented, verifiable injury may be replaced by a player who meets all eligibility criteria with the appropriate forms and registration fee (if applicable) mailed to the league's address. This player will be eligible when this paperwork is in the possession of the League President. The new player must meet the qualifications for playoff eligibility as per 22.1.

### **24. Double-Rostered Players**

- 24.1. A player, so desiring, may play for 3 different teams in either the MABL, Over 28, or Over 38 Divisions. A player referred to as a "double-rostered" player will be required to pay only one annual registration fee to the KVMSBL. On the registration form, the player must designate his primary team and secondary team. The player will be committed to play on his primary team when schedule conflicts occur with his secondary team, unless the primary team's manager gives the player permission to play with his secondary team for that game.

### **25. Miscellaneous Rules**

- 25.1. The **winning** team must call in results and highlights of the game to MSBL office at 610-974-8884. A \$25 fine will be deducted from the performance bond fund if the results are not submitted by noon the Monday following the game.
- 25.2. Weekly statistics must be sent by mail or fax to the League Statistician. The Statistician must receive these statistics by the first Wednesday following the game. Any team not supplying statistics as stated above will have a \$25 fine deducted from the performance bond fund.

- 25.3. In addition, each team must keep an accurate line-up of the opposition. It is not necessary to keep detailed records of the opposition's play, but the list of players and participants in the game must be kept accurately on a weekly basis. The opposing manager must sign the scorebook to verify the lineup.
- 25.4. Major League rules will apply in all instances not covered by the LVMSBL rules.
- 25.5. All rules and regulations may be subject to review and interpretation by the Board of Directors.
- 25.6. All rule changes are determined by a majority vote of the Board of Directors.
- 25.7. Any player or team who submits an NSF check, will be suspended immediately and will not participate in any league activity until restitution is made (including bank charges) in cash to your Division Director or President.
- 25.8. Should any player choose to play for another team, that player must complete his monetary obligations, if any, and return all uniforms and/or equipment to his former team.

## **26. Team Fees**

- 26.1. The following fees are to be paid for a team to be eligible to participate in the LVMSBL:

Over 28 and Over 38 Divisions:

- \$48 – Umpire Assignor
- \$30 – Stat Fee
- \$50 – Performance Bond

MABL Divisions:

- \$45 – Umpire Assignor
- \$30 – Stat Fee
- \$50 – Performance Bond

- 26.2. The performance bond will be used to pay all fines levied due to forfeits, improper notification of completed games, failure to submit statistics on a timely basis, or NSF checks.
- 26.2. If the team's funds fall below \$25, the team will be notified to bring the fund back to the \$50 level within one week. Failure to do so will result in forfeiture of games until the fund is replenished.

### MSBL UMPIRE ADDRESS LIST 2004

	<b>Name</b>	<b>Address</b>	<b>Zip</b>	<b>Phone</b>
1	John Borkenhagen	1853 Johnson Drive, Whitehall	18052	610-799-3363
2	Rich Cook	615 Crestline Ave., Bethlehem	18015	610-866-9942
3	Tom Ferretti	316 Hill View Dr., Nazareth	18064	610-759-1372
4	Dave Martin	1330 Washington St., Apt #B32, Easton	18042	610-438-2654
5	Keith O'Brien	4412 Ammon Way, Whitehall	18052	610-262-6419
6	Jim Perrinotti	3927 Old Country Rd., Whitehall	18052	610-799-0448
7	Mike Quirk	2852 Donegal Dr., Macungie	18062	610-966-3938
8	Jim Strubinger	126 South Street, Jim Thorpe	18229	570-325-4378
9	Jim Swavely	27 Chestnut Ridge, Easton	18040	610-253-2929
10	Don Weinberger	8935 Kings Hwy., East Greenville	18041	215-679-8109
11	Bruce Wynocker	7033 Heather Rd., Macungie	18062	610-395-5944
12	Chuck Zahradnik	102 E. Johnston St., Allentown	18103	610-797-6082
13	Walt Milinichik	1220 Pennsylvania St., Whitehall	18052	610-434-0824
14	William Dougher	305 Parrish St., Wilkes Barre	18702	570-829-4494
15	Glenn Snyder	1089 Main St., Hellertown	18055	610-838-9149
16	Tony Falcinelli	2016 Park Rd., Easton	18045	610-252-6397
17	Jim Williamson	1532 Highland Drive, Bethlehem	18015	610-882-2580
18	Chuck Malitsch	1505 Willowbrook Dr., Bethlehem	18015	610-867-4921
19	Louis Rodriguez	P.O. Box 44, Hellertown	18055	610-798-9520
20	Ron Wilsker	1180 S. Krock's Rd., Wescosville	18106	610-366-9509
21	Hal Grahn	2625 Amy Way, Whitehall	18052	610-351-9665
22	Jesse Ringel	1631 Arrowwood Dr., Easton	18040	610-258-1167
23	Dave Ernst	2567 Hartman Dr., Center Valley	18034	610-882-9557
24	John Mellon	430 South 20 <sup>th</sup> St., Easton	18042	610-253-9588
25	Mike Gehringer	4077 Seemsville Rd., Northampton	18067	610-262-1895
26	Bob Badway	301 Tuscany Dr., Easton	18040	610-253-5142
27	Don Rush	1973 Washington Blvd., Easton	18042	610-253-9444
28	Hank Hockenbury	1305 Northampton St., Easton	18042	610-554-4549
29	Rocky Labarge	1210 Sioux St., Bethlehem	18015	610-867-7404
30	Chad Dreisbach	1309 Newport Ave., Northampton	18067	610-262-5103
31	Dave Singer	431 East Moser St., Allentown	18109	610-432-8781
32	Joseph Stemrich	3437 Searfoss St., Bethlehem	18015	610-974-8838