

Lehigh Valley MSBL/MABL 2008 Manager's Handbook



Table of Contents

LEHIGH VALLEY MSBL/MABL 2008 MANAGER’S HANDBOOK.....	1
IMPORTANT LEAGUE CONTACTS.....	1
ARTICLES.....	2
1 Uniforms	2
2 Helmets.....	2
3 Baseballs	2
4 Alcohol Rule.....	2
5 Forfeits	2
6 Bats.....	3
7 Shoes.....	3
8 Courtesy Runners.....	3
9 Lineups	4
10 League Eligibility	5
11 Length of Games	5
12 Decoy.....	5
13 Collisions	5
14 Intentional Walks	6
15 Pre-Game Workouts.....	6
16 Code of Conduct.....	6
17 Cancellations and Rescheduling	7
18 Mercy Rule.....	8
19 Protests.....	8
20 Changing Teams	8
21 Playoff Eligibility.....	9
22 Legal Teams and Rosters	9
23 Double-Rostered Players	10
24 Miscellaneous Rules.....	10
25 Team Fees.....	10

Important League Contacts

Please refer to <http://www.lehighvalleymobl.com/contact.asp> for more detailed league contact information

Umpire Assignor

Hal Grahn

290 Indigo Way
Allentown, PA 18104

Phone: 610-706-0504

Email- nocahoma9@verizon.net

Articles

1 Uniforms

- 1.1 All teams and Managers/Coaches of 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 baseball shoes, baseball socks, baseball pants, and baseball shirt and baseball hat.
- 1.3 All Players must have the uniforms by the end of the third week of the season.
- 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 wear batting 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 current official MSBL signature baseball sanctioned by the LVMSBL.
- 3.2 The home team will supply to the umpires 3 new baseballs at the start of the game.
- 3.3 The baseballs must be the raised seam Rawlings R-MSBL.

4 Alcohol Rule

- 4.1 There will be NO beer or alcohol allowed before, during or after league games or practices. 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 \$55.00.

- 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 and the team must repay the league prior to the next scheduled game. If the league does not pay the forfeit money within three days following a forfeit, a league official can cancel all remaining games until the payment is received. The forfeiting team will not be permitted to play another game until all fees owed to the league are paid.

6 Bats

- 6.1 Only wood bats are allowed in all MSBL/MABL games, division league games, league tournaments and playoffs.
- 6.2 Ash, Metal-Wood®, Bamboo, Maple, and Composite wood bats can also be used in division league, tournament, and playoff games.

7 Shoes

- 7.1 Metal Cleats are permitted.

8 Courtesy Runners

- 8.1 All courtesy runners must be substituted before another pitch occurs.
- 8.2 Players that will need courtesy runners, due to an injury factor only, must have their manager notify the opposing manager before the game.
- 8.3 If not so notified, the opposing manager has the option to allow or deny the request.
- 8.4 Each team will be allowed the maximum of 2 courtesy runners at the beginning of the game.
- 8.5 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.
- 8.6 After 2 outs in an inning, a team has the option to have a courtesy runner for the pitcher and catcher.
- 8.7 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.
- 8.8 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 rostered 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 9th 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 in the starting lineup.
- 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 starting 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.
- 9.13 Managers may optionally choose before each game to utilize the A/B Rule.

AB Rule Definition:

A team MAY declare at the time that lineups are exchanged prior to the start of play that any batting order position can be occupied by two (2) players in each such batting position. That is, 3A/3B, 10, 11A/11B, 12, etc. The first time that 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 team declares the use of this A/B system, it

must continue using it for the remainder of the game. Hitters in the A/B position may be pinch hit for, just as any other player.

10 League Eligibility

- 10.1 A player will become eligible to play in the 25+ division in the calendar year in which his 25th birthday falls.
- 10.2 A player will become eligible to play in the 35+ division in the calendar year in which his 35th birthday falls.
- 10.3 A player will become eligible to play in the 45+ division in the calendar year in which his 45th birthday falls.
- 10.4 A player exceeding the age requirement in any division can play in that division.
- 10.5 A player will become eligible to play in the MABL division on the calendar day of his 18th birthday.

11 Length of Games

- 11.1 All single scheduled games shall be 9 innings.
- 11.2 All regular season doubleheaders regardless of your opponents shall be 7 inning games. Teams that play two games in one day play 7 inning games.
- 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 5 innings in 9 inning game. (Losing team must bat 5 times)

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 will 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. A player must slide or give himself up at all bases.

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 inappropriate. Any player or manager who is ejected from a game will automatically be ineligible for the next played game. Ineligible means the player cannot bat pitch or play defense in the next scheduled game. The player is considered ineligible.
- 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 President has the right to additionally suspend, expel, fine or place a player or coach on probation for the infraction.

Infractions:

- Lay a hand upon, shove, strike or threaten an umpire or player.
- Refuse to abide by an umpire's decision.

- Be guilty of a physical attack as an aggressor or verbal abuse on any player, manager or spectator.
 - Only a manager or his designee is authorized to discuss or dispute a decision reached by an umpire.
 - 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 with a non refundable \$50 grievance filing fee. 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 division director 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 agree to re-schedule or demanding that the original game be played or be forfeited.

Rainouts/Umpires/Reporting Activity

- 17.3 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. The HOME team must also notify the Division Director of any rainout or cancellation.
- 17.4 If umpires are not notified and show for the game, they will be paid a travel fee of \$15.
- 17.5 The umpire fee for a 9 inning game will be \$55.
- 17.6 The umpire fee for a 7 inning game will be \$50.
- 17.7 If only 1 umpire shows, he will be paid 1½ his fee, split between the 2 teams for a 9 inning game.
- 17.8 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 ½ game fees.
- 17.9 Both Managers or designated team representative must enter their scores via the league website no later than 48 hours after a completed game. The website address is <http://www.lehighvalleymsbl.com>. These scores and highlights may be emailed to the Morning Call and Express Times. Cancellations, and/or rainouts need to be rescheduled immediately and reported to the league. Any game that was NOT played must be re-scheduled within 7 days. The HOME team must notify the Director and Assignor of the new date. When the Director confirms this date with the opposing Manager and assignor, the game becomes official.

- 17.10 Although the league allows much flexibility for make-ups, all teams are advised that the Director has the authority to schedule games which may or may not be convenient for some teams. Because teams may be required to play weekday evening games, it is important that teams make every effort to reschedule games.
- 17.11 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.
- 17.12 Winning teams will be assigned 2 points, losing teams 0 points and games ending in a tie will be assessed .5 points per team. Team who forfeit will lose 1 point.

18 Mercy Rule

- 18.1 Mercy rules **DO** apply for Playoff or Championship games. Concession is allowed after the game is considered official game, which is 5 innings.
- 18.2 9 inning mercy rule will be winning by 12 runs, 5 innings completed and 2½ hours played.
- 18.3 7 inning mercy rule will be winning by 10 runs 5 innings completed and 2 hours played.
- 18.4 The team behind has batted in the inning in which the 12 (or 10) run differential has occurred.

19 Protests

- 19.1 All protests must be lodged verbally to the Division Director within 24 hours of game completion. The protest form (online) must be completed and mailed to the League President within 24 hours of the game completion. The postmark will verify the validity of the protest.

Mail to:

Lehigh Valley MSBL
C/o Ron Cahill
2148 Amlisa Road
Nazareth, PA, 18064

- 19.2 A non refundable \$50 fee must accompany the protest form.
- 19.3 All protests will be considered and resolved by the Board of Directors.

20 Changing Teams

- 20.1 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.
- 20.2 A player leaving a team during the regular season will be credited for his playing time between both teams.

21 Playoff Eligibility

- 21.1 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. The player 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, 18 innings pitched or 18 defensive innings and played in one-half of the scheduled games-can participate in the playoffs. An injured player must play in 33% of all officially completed games. The League sends a playoff eligibility report to all managers at the end of the regular season play.
- 21.2 Only verifiable and immediately documented injuries and/or Military duty of legally rostered and paid LVMSBL players will be given credit for missed games. An official doctor's note from a licensed medical practitioner that does not participate with the LV MSBL is required within 21 days of the reported incident.
- 21.3 Scores and statistics must be submitted to the League website within 48 hours of game completion on a weekly basis for a team to be eligible for playoffs and post-season. Statistics must be submitted game-by-game (not cumulative).
- 21.4 Any challenge to the eligibility of a player in the playoffs will be determined by the final statistics submitted by the player's team.

22 Legal Teams and Rosters

- 22.1 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 22 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 all players on roster.
 - 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).
- 22.2 All team rosters will be closed after the 6th played game and before the 7th played game. Players lost for the season after the 7th 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 21.1.

23 Double-Rostered Players

- 23.1 A player, so desiring, may play for 3 different teams in the MABL, 25, 35 or 45 Divisions. A player referred to as a “double-rostered” player will be required to pay only one annual registration fee to the LVMSBL. 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.

24 Miscellaneous Rules

- 24.1 If the WINNING team fails to enter scores and stats to the league website (as per rule 17.10) up to a \$100 fine can be assessed. Games for that team will be suspended until the stats are entered and the fine is paid.
- 24.2 Weekly statistics must be entered via the website at www.lehighvalleymobl.com.
- 24.3 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.
- 24.4 Major League rules will apply in all instances not covered by the LVMSBL rules.
- 24.5 All rules and regulations may be subject to review and interpretation by the Board of Directors.
- 24.6 All rule changes are determined by a majority vote of the Board of Directors.
- 24.7 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.
- 24.8 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.

25 Team Fees

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

MABL, 25, 35, 45 Divisions:
\$50 – Umpire Assignor
\$40 – Webmaster/Scheduler