### North Metro Town Ball By-Laws

# Article I – Player Regulations

- a. All players must be 18 years of age at the time they start playing.
- b. Players must be announced to the league and on the online roster within 24 hours of playing in a game in order to count towards playoff eligibility. Managers may fill out the new player form which will automatically submit the information to the league. After that, managers must enter the name onto the website.
- c. Players may be suspended for inappropriate behavior or for breaking league rules intentionally.
- d. New teams should notify the league of their intention to Join by March 1<sup>st</sup>. A final ruling on if a new team is able to join will be determined by a Board vote. This vote may/may not occur until field and umpire availability is revealed.
  - a. Final team count should be finalized by April 1st.
- e. A new team shall have the ability to take a maximum of two (2) players from an existing team without the approval of the manager. The players must be willing.

#### Article II - Game Rules

- A. Length of games shall be:
  - a. 7 Innings during the Regular Season (legal game = 5 innings, 10 Run Rule after 5 innings)
    - i. Manager's may play 9 innings during the regular season if they decide before the game, and the umpire has approved a 9-inning game. The final score will determine the winner and loser.
  - b. 9 Innings during Playoffs (legal game = 9 innings, no 10 or 15 run rule)
- B. The time limit to wait after the scheduled starting time before a forfeit is awarded is 10 minutes.
  - a. The umpire will be the official timer
  - b. The forfeiting team shall pay the umpire expenses incurred by the non-forfeiting team and shall pay a \$25 fine, payable to the non-forfeiting team. This shall be due within seven (7) days.
- C. Batting practice and infield schedules for pregame:
  - a. The Home team may conduct batting practice until 30 minutes before the scheduled game time. The Away team may conduct batting practice from 30 minutes before the start of the game, until the game begins.
  - b. Home team infield/outfield warm up is allowed until 15 minutes before game time.
  - c. Visiting team infield/outfield warm up is allowed until 5 minutes before game time.
  - d. Ground rules and exchanging lineups shall occur in the final 5 minutes.
  - e. Either team may forfeit some or all of their designated time if they would like to, but these are the amounts of time each team is entitled to.
- D. Lineups must be exchanged between Managers before each game.
  - a. If a player was in the original lineup, and joins the game, it must be announced and pertinent information must be provided.
  - b. Lineup cards need to have a number, First initial, and Last name. Nick names are not acceptable for what is handed to the opposing manager.
- E. The umpire should be encouraged to keep the game moving along if things are starting to stall out.

- F. Ground rules must be reviewed before the game. If a team has a particular home field, they are responsible for layout out the ground rules, otherwise it is up to the umpire's discretion.
  - a. Umpires should receive payment when reviewing ground rules. Umpires require payment before the start of the game.
- G. Players should be in matching uniforms. If there is a consistent issue, teams will be warned and fines may be assessed after the first warning. If a player is unable to wear a uniform that exactly matches, they must wear the team's colors and have a number that is unique to them.
  - a. During playoffs uniforms and hats must match and a team may not have more than one player wearing the same number, or the game may be subject to forfeit. During the regular season all players need a unique number on their jersey and matching jerseys. Hats should match and exceptions are only made for substitutions. Normal (non subs) players must have matching hats and jerseys.
  - b. Matching uniforms include:
    - i. Hats
    - ii. Jersey/Shirt
    - iii. Pants
    - iv. Belt
    - v. Color of socks
- H. Baseballs provided by the league are Diamond DOL-A HS Official League NFHS baseballs. Any NFHS ball or better is allowed for league games.
  - a. The league provides teams 2 baseballs per game, for a total of 4 baseballs per game between the two teams. These are given to the managers at the start of the year.
    Managers may save a baseball for a future game if a ball is not needed.
    - i. If all four game balls are lost or deemed unusable, managers should use the best available ball they have for use.
    - ii. The League will provide baseballs for the playoffs and will distribute those once the seed order is finalized.

## I. Hitters Rules:

- a. Wood or wood composite bats only.
- b. Teams may either bat and play 9 (or a predetermined set number of) players in their lineup, or they may include their entire team in the batting order. This must be determined before the start of the game and communicated to the other manager and umpire. Teams must stick to their declared batting order format throughout the game.
  - i. EX: If you bat 10, your order is set to 10 for the duration of the game.
- c. A courtesy runner for the catcher based on the High School Courtesy Run Rule is allowed. If a courtesy runner is used for the catcher the courtesy runner must replace the catcher as soon as the catcher reaches base or when one out is recorded (if catcher reaches base before one out is recorded in the inning). The appearance of a courtesy runner in a game does not count towards the courtesy runner's eligibility for playoffs.
  - i. The courtesy runner shall be the last out made on the catcher's team.
- d. Courtesy runners for the pitcher are allowed only when there are two outs recorded in the inning. Same rules as the catcher's courtesy runner apply here otherwise.
- e. Intentional walks can be declared.
- f. Batters and base runners must wear helmets.
- g. Designated Hitters may be used.

- h. A/B batters may not be used unless otherwise agreed to by managers. This is where players alternate who bats in a lineup each time the spot comes up.
- i. Starters may re-enter the lineup, however once they re enter, the initial sub is now for the rest of the game. (High school reentry rule).
- j. Managers may agree to arrangements before a game that are not listed. However, if a gentleman's agreement is unable to be made, the ruling will be in favor of the more traditional approach or what is listed above and may be determined by the umpire.
  - i. Ex: pinch runners (last out) for injured players are acceptable if both managers agree to it.

#### J. Pitcher rules:

- a. Professional eligibility:
  - i. A player must be out of professional baseball (major leagues, A, AA, AAA) for 3 complete seasons before becoming eligible to pitch. (They are eligible to bat)
  - ii. A player who played in a rookie league, independent league, foreign league or who was invited to a Major League Spring Training and then released without playing for a minor league affiliate is eligible to pitch.
- b. The pitcher must be removed after the Manager's 2<sup>nd</sup> visit of an inning.
- c. Eight (8) warm-up pitches are allowed to start a game and five (5) between innings will be allowed. In case of injury or when coming into the game cold from a defensive position, as many pitches as needed will be allowed. This number must be within reason and may be determined by the umpire.
- d. Only the starting pitcher may re-enter as pitcher once they exit the game as pitcher.

### K. Slide rule:

- a. Players must take the most direct route to the base when sliding.
  - i. No collision rule:
    - 1. Players shall not intentionally collide with other players.
    - A runner making contact with a defensive player in an intentional attempt to jar the ball loose will be called out, may be ejected from the game, and may be subject to additional discipline from the league.
    - 3. A runner trying to advance to a base must either slide or attempt to go around a fielder if the fielder has the ball or (in the umpire's judgment) is about to receive the ball. A player sliding into a base must try to go to the base and avoid collision with the fielder.
    - 4. A defensive player may not block the base path or a base without possession of the ball. For example, a catcher may not block the plate without the ball. Under these circumstances the defensive player shall be responsible for avoiding a collision. Defensive players whose obstruction of a base is judged to be flagrant may be ejected from the game and may be subject to additional discipline from the league.
    - 5. It is the judgment of the umpire whether a collision intentionally violates this rule. This is not a "must slide" but a No Collision rule.

- L. Failure to pay an umpire may result in suspension from the league and fines may be assessed to account for any fines the league is assessed for the late or non-payment.
- M. Umpires may use their discretion when determining if a player should be ejected. Umpires may also decide if a player should only be restricted to the bench and not subject to ejection or suspension.
- N. If an umpire is unable to complete a game, the game is suspended unless both team Manager's agree that the game is a complete game.
- O. After games, teams must place tarps over the mound and batter's box if available. It is the Home team's responsibility, although the visiting team should help if it isn't a team's regular home field.
  - a. If the league receives a complaint from a city regarding the care for the field, teams will be assessed a \$25 fine.
- P. Teams must put an effort into retrieving foul balls on their dugouts side of the field.

### Article III – Scheduling/Make-up Games

- A. Rain outs will be up to the teams to reschedule. The league will facilitate as much as possible when it comes to finding a field and umpire, although teams may have additional payments due if the field permit was determined not to be transferable to the make-up time.
- B. Due to the nature of the League (only playing on Thursday nights), postponed games are very unlikely. If a game is going to be postponed by any period of time less than a day, it is up to the manager to contact the umpire at least 2 hours in advance, to provide them with as much notice as possible.
- C. If a game is canceled due to weather and an umpire is not contacted more than 2 hours in advance, teams may have to pay umpires a portion or all of the fee that would have been due to them had the game been played. Please refer to our most current Umpire contract for specific rules.
- D. Starting in 2021 if there are any rainouts and teams are unable to reschedule, the playoff coordinator will contact both teams and if needed, they will schedule the game to be played on a date they decide.
  - a. note: the intention is for this to not allow teams to leave games unplayed to benefit their playoff seeding, or to stack make up games in a way that benefits them unfairly.
- E. The league will be divided into divisions for scheduling purposes. Divisions are formed off of the last W/L record a team had for during an NMTB season. After ranking the teams, it will be split up by way of a snake draft. EX Div 1 will get the 1, 4, 5 seeds. Division 2 will get 2, 3, 6 seeds.

## Article IV - Player Responsibilities

- A. A player or Manager will be ejected from the game when he engages in unreasonable conduct. The Manager of the ejected Player's/Manager's team must notify the League Office about the ejection.
- B. The Penalty will be a one (1) game suspension in addition to the game they were ejected from. The next League game he attends will be the penalty game and the player must be in uniform and in the dugout for one game until the penalty is served and he is eligible to play again.
- C. If a Player/Manager participates in the game which they were suspended from, his team will be required to forfeit that game.

D. The League may suspend a player for up to one (1) calendar year for fighting or attacking an umpire. The Player or Manager's team may be subject to a fine.

# Article V – Umpire Responsibilities

- A. Umpires must adhere to ethical standards of conduct as required of professional Umpires.
- B. Any issues can be presented to the Board of Directors.

## Article VI – League Playoffs

- A. The team standings for the Playoffs will be determined by the following in case of identical league wins. Note: seeding is determined by total wins (including ties as .5 wins) for each team rather than win percentage to incentivize teams making up games that were postponed. (TB = Tiebreaker)
  - a. TB1 = Wins
  - b. TB2 = Best record from head to head play.
  - c. Runs Against in Regular Season play.
  - d. Coin flip.
- B. If a team forfeits a playoff game in the semi-finals or championship with less than 5 days of notice, they will be fined \$200.
  - a. If a team forfeits a playoff game in either of these rounds, the losing team from the previous round may play in their place. League discretion may apply.
- C. Any team having numerous forfeited games during a season may be disqualified from playoffs. This will be determined by a Manager-level vote.
  - a. Players/Manager's from the team being voted on in this situation, or the team they would be scheduled to play against, are prohibited from voting.
- D. Playoff games will be 9 inning games and all 9 innings must be completed to constitute a legal game.
- E. After the first round, reseeding will occur.
- F. If a game is canceled for any reason other than a forfeit, the game will be made up on the following Thursday, unless both teams agree to play on the following Tuesday. If an agreement is unable to be reached, the resolution will be determined by the Board of Directors after consulting available fields and umpires. This may push back the following week of playoffs.
- G. Playoff scores must be reported within 24 hours.
- H. Players must be on the league's website roster by the third week in July to be eligible for playoffs. They also must meet the 4 game requirement.
- I. Players who played less than 4 (four) games during the regular season are not eligible to play in the Playoffs. To be considered eligible in a game, a player must have an AB or pitching stats recorded on the website.
  - a. The league will periodically compile the stats and save them so that teams may not manipulate the statbooks just prior to the playoffs.
  - b. If a player is in question, they may be required to provide proof by providing scorebooks. Opposing team scorebooks may be consulted.