

The SDABL is governed by Major League Baseball rules with the exceptions found in this pamphlet. This document attempts to clarify and simplify as many rules as possible. The intent is to eliminate loopholes so that any one team does not receive an unfair advantage over another. In the event an issue, matter, or circumstance has not been addressed herein, the SDABL reserves the right to resolve said occurrence in the best interest of the League as a whole, in the spirit of the game of Baseball, and with impartiality to all the participants.

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BEFORE YOU BEGIN READING THIS RULBEBOOK

Refer to the Highlights of 2006 Rule Changes below to get a quick overview of the new rules starting this spring season.

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DEFINITION OF TERMS

LEGAL PLAYER (League):

- Any player who has reached his/her 18th birthday and who has signed/dated an SDABL contract.
- Any player who fulfills one of the following additional requirements:
 1. Any contracted player at least 18 years of age at the time of participation who is playing on any team in the 18+ Division.
 2. Any contracted player at least 28 years of age any time during the calendar year who is playing on any team in the 28+ Division, or any younger age Division.
 3. Any contracted player at least 38 years of age any time during the calendar year who is playing on any team in the 38+ Division, or any younger age Division.
 4. Any contracted player at least 48 years of age any time during the calendar year who is playing on any team in the 48+ Division, or any younger age Division.

The above definitions are subject to change on a year-to-year bases, depending on the age requirement as defined by the SDABL.

ILLEGAL PLAYER (League):

- Any player who has not reached his/her 18th birthday when participating on any team.
- Any player who does not have a signed/dated contract with the SDABL and who does not fulfill the requirements established under Legal Player above.

ELIGIBLE PLAYER (League):

- Any Legal Player who has a signed/dated contract with the SDABL and who is listed on a team roster for which the contract applies and in accordance with any other applicable age and skill-level requirements contained under **Section 3** in these rules.

INELIGIBLE PLAYER (League) *:

- Any Illegal Player as defined by the above.
- Any player who does not meet the applicable age and skill-level requirements contained under **Section 3** in these rules.
- Any player who has signed an SDABL contract but who has provided misinformation pertaining to his Identity and/or age.
- Any player who has signed multiple SDABL contracts with two different teams in the same league on the same day.
- Any player who has signed multiple SDABL contracts with two different teams in two different skill levels within the same age group on either day.
- Any player who has a signed SDABL contract but who is found playing on a team for which his contract does not apply.
- Any team member who participates in any games while under suspension.
- Any player who participates during the playoffs but who has not played the minimum number of regular season games required to allow the player to participate. (**Section 3.5**).

*Any games played by the team in which an Ineligible Player had participated are subject to forfeit.

REGISTERED PLAYER (Being Eligible to Participate):

Being a registered player is defined as (1) being listed on the team's web site roster and (2) having a signed waiver card on file with the league that has been postmarked on or before the game in which the player begins to participate.

ELIGIBLE SUBSTITUTE (Lineup):

Any player listed on the lineup card who has not yet been officially "placed" into the Offensive lineup.

INELIGIBLE SUBSTITUTE (Lineup):

Any substitute player (i.e., an offensive non-starter) who has been officially "placed" into the Offensive lineup (for instance, as a pinch runner), then removed from the Offensive lineup (*regardless* of whether or not he actually has batted).

OFFENSIVE LINEUP (Being Officially “Placed” Into):

Any player who:

- Is listed as an Offensive Starter on the lineup card (which becomes official once the first pitch of the game has been thrown).
- Is listed as a Substitute on the lineup card and is subsequently placed into the Offensive Lineup once the game has started under the following conditions:
 - 1) If a batter, he takes his place in the batter’s box (Official Baseball Rule 3.08(a)(2)).
 - 2) If a runner (“pinch), he takes the place of the runner he has replaced (Official Baseball Rule 3.08(a)(4)).

ELIGIBLE OFFENSIVE PLAYER (Lineup):

Any player who is authorized to be placed into the Offensive Lineup in accordance with the above, including the details provided in **Sections 11.5, 11.6, and 11.7.**

PROOF OF ELIGIBILITY:

- The proper documents that must be provided by an individual player during any game when challenged as to his Identity or Age. (See **Section 3** for details).
- The proper documents that must be provided by a team manager (or appropriate team representative) to the league upon request that proves a particular individual is an official member of that team’s roster. (See **Section 3** for details).

GAME FORFEIT:

Any game in which a team is made to take a loss for the following reasons:

- Use of an Illegal player.
- Use of an Ineligible player.
- Not having the minimum number of eight (8) players required to start a game at the scheduled game time. (See No-Show Forfeit immediately below). (Rules governing the removal of a team from participating in the league after a 4th forfeit (or 3 consecutive forfeits) during the spring season and a 3rd forfeit during the fall season apply here. See [Section 6.4](#)).
- Not being able to continue a game because the number of Eligible Offensive players available falls below the eight (8) required to continue playing.
- Any game that cannot be rescheduled for any reason by the League due to any team’s inability to play the originally scheduled game for any reason. (*The league reserves the right to make exceptions*). (Rules governing the removal of a team from participating in the league after a 4th forfeit (or 3 consecutive forfeits) during the spring season and a 3rd forfeit during the fall season apply here. See [Section 6.4](#)).
- Any team that allows a team member to participate in a game while the said player is under suspension.

NO-SHOW FORFEITS:

- A forfeit whereby any team fails to have the minimum of eight (8) players present at the scheduled game time.
- A forfeit whereby any team fails to provide adequate notice of an inability to field a team in accordance with the “Contact Policy” definition below. (See **Section 6.1** for details).

CONTACT POLICY (Preventing No-Show Forfeits):

- A requirement whereby a team manager (or team appointed representative) must notify the League in the appropriate amount of time as set forth in **Section 6.2** of an inability to field a team in order to prevent a No-Show Forfeit and having to pay both umpire fees for the scheduled game being cancelled.

FORMER PROFESSIONAL PLAYER STATUS:

- Any player who has been released from a verifiable **Minor or Major League** professional baseball contract within the past six months, which subsequently requires him to play in highest level of ball offered by the SDABL. (Currently 18AAA)
- Any player who has been released under a verifiable **Major League (only)** professional baseball contract at any point in time is required to play in the highest level of play within his appropriate age group. **EXCEPTIONS:** Players over the age of 48+.

(See **Section 3.3.2** for details).

HIGHLIGHTS OF 2006 RULE CHANGES

There are five (10) significant changes for 2006 as follows:

1. Current/Former Minor and Major League professional player restrictions reworded for clarification. (See [Section 3.3.2](#) and **Former Professional Player Status definition of terms above**).
2. PLAYER REGISTRATION POLICY (Regular season and Play-Off Participation Requirements). See [Section 3.7](#) below for information pertaining to individual Player Registration Policy for being eligible to participate in regular season play and/or Play Offs. (See “Definition of Terms” above for a definition of a Registered Player).
3. FORFEIT POLICY RESULTING IN TEAM REMOVAL ([Section 6.4](#)). This rule defines the terms in which a team will no longer be allowed to participate as a result of a 4th forfeit (or after 3 consecutive forfeits) during the spring season and a 3rd forfeit during the fall season. Basically, if you are unable to field a team before the scheduled game time for any reason (whether you have called ahead or not), this forfeit will be counted towards the limits defined above. The league reserves the right to make determinations for “special circumstances” on a case-by-case basis to determine if a team’s inability to play a regularly scheduled game warrants being counted against the forfeits allowed as defined above.
4. CALL IN FORFEITS: A “Call In” forfeit is defined as any team that notifies the league previous to any regularly scheduled game of its inability to field enough players to play the regularly scheduled game. If the forfeiting team notifies the league in accordance with the stipulations listed in [Section 6.2](#) to prevent having to pay the umpires, the forfeiting team will still be charged with a forfeit in terms of possible removal from the league as defined in [Section 6.4](#) below. Additional consequences for a “Call In” forfeit is defined immediately below.
5. CALL IN FORFEIT FINE POLICY: A team sited for a “Call In” forfeit *only* will be fined \$50.00, payable to the league before the forfeiting team’s next regularly scheduled game. The team that had been scheduled to play against the forfeiting team will receive one dozen baseballs from the league as compensation for having not been able to play. See [Section 6.3.1](#) for details.

NOTE: This fine *does not apply to No-Show Forfeits* as defined within these rules or any forfeit that may result once the game has started. **Bottom line:** *Either type of forfeit --- “Call In” or No-Show --- will now cost a minimum of \$50.00.*

6. If only one umpire shows to work a game each team is required to pay that umpire \$40.00. (**Section 7**).
7. INJURY RUNNER SUBSTITUTION RULE allows for the last recorded out to run for the injured player *for that at-bat only* to prevent an “out” from being recorded, *but only if* an Eligible Substitute (as defined within these) is not available. If an Eligible Substitute is available, he must replace the injured runner. Once an injured runner is removed from the game he may not re-enter the Offensive Lineup *nor play Defense* for the remainder of that game. See [Section 11.6.1](#) for details.
8. “COURTESY” RUNNERS are still not allowed for any reason.
9. “FORCE-PLAY SLIDE RULE (See [Section 11.16](#)). Starting in the spring 2006 SDABL season the NCAA “Force-Play Slide Rule” (which NABA also uses) will go into effect. The purpose of this rule, as with the SDABL No Collision Rule below, is to prevent injury with respect to those plays that may encourage the “taking out” of a defensive player during a force and/or double-play situation. Basically, this rule dictates that the runner must slide directly into any base for the just mentioned situations. Simply being able to get just a hand on the base while a “body’s length away” for the purpose of breaking up a double-play will no longer be allowed.
10. “TEAM MOVEMENT” Policy (See [Appendix 4](#)). This policy describes the system that will be used to move teams to a higher division within their respective age groups for the following decision based on their success within their current division.

SECTION 1 --- INTRODUCTION

The San Diego Adult Baseball League has become one of the world’s largest single city adult baseball programs, with roots dating back to 1986. The SDABL will always strive to provide a quality “stage” for all to act out their “Field of Dreams”.

1.1 MISSION STATEMENT

The SDABL is a team committed to working at maximum consciousness and integrity in order to provide our customers, both internal and external, the best available product and service. This will be accomplished by using the most current technologies available and performing our job with a positive, enthusiastic, and consistent effort. Fear and greed will not keep us from succeeding and we will look upon any failures as stepping stones to achieving our goal. Profitability will be fair and revenues will be shared within our

community through contributions. We want for nothing more than the respect of our peers.

The SDABL plays under a common set of rules designed to organize amateur adult baseball into consistent, fairly run, and responsible adult baseball leagues. SDABL baseball is family oriented though competitive. The goal of the SDABL is to provide adults over the age of 18 with a fair, well organized and enjoyable amateur baseball program within the community. No arbitrary distinction or discrimination due to a potential player's gender, race, color, religion, national origin, or disability shall be inferred or permitted.

1.2 GOALS OF THE SDABL:

Provide a well-organized and well-run League that is administered in a fair and impartial manner that keeps the player in mind and provides a forum for adults of all ages to play baseball, not softball; and Provide leagues that are designed to accommodate different ages and abilities to eliminate the fear of intimidation; and Create an organized and fun amateur baseball league for adults ages 18 and over.

The SDABL prides itself on its responsiveness to its players, managers and coaches and on its openness and availability to any adult who wishes to play baseball. If you feel it necessary to comment, ask a question, or bring a potential problem to either entities attention please feel free to do so at the following address, phone number, or email:

SAN DIEGO ADULT BASEBALL LEAGUE (SDABL)
8474 Commerce Ave.
San Diego, CA 92121
Telephone: (858) 292-7510
Leagueadmin@sdabl.com

1.3 DESCRIPTION OF LEAGUES:

Leagues are organized into different age groups with levels of competitive play and ability.

- The 18 & Over Leagues (Elite, 18AAA, 18AA, or 18A) are for players' age 18 or older and are organized into an 18 Elite or "AAA" League (advanced: the most competitive), an "AA" League (intermediate league), and a "A" League (recreational league).
- The 28 & Over, 38 & Over and 48 & Over leagues (hereafter referred to as "28+", "38+" and "48+") are limited to players who meet the minimum age requirement for those leagues (28, 38 and 48, respectively) and then, as the league grows in size and number of teams, are organized by competitive play and ability into "AA" and "A" leagues. Players that are over 29, 39 or 48 may participate in an 18 & Over League.

1.4 RULES WE PLAY BY:

All games are played under the rules of baseball as stated in the most recent *Official Rules of Baseball* published by the National Baseball Congress, Inc. with the exceptions, additions, or notations contained in this booklet. The SDABL Rules Committee also has access to, and frequently consults, The Case Book of the Official Playing Rules Committee of Major League Baseball, and the Handbooks of both the American and National League Umpires. For those managers and players who wish to become familiar with the Official Rules of Baseball, the SDABL recommends obtaining a copy of *Make the Right Call*, published by Triumph Books, Inc. 644 South Clark Street, Chicago, IL 60605. If unavailable, any publication of the Official Rules of Baseball as sanctioned by MLB will be sufficient.

1.5 STANDARDS OF BEHAVIOR:

As a team manager you represent your team to other teams and the SDABL. Be a responsible manager. If you have questions about rules, field locations, or other problems call your League President or Commissioner. They are there to help you during the season. Bring your Rulebook and Guidelines to games for reference before or during the game.

Read your Participant Contract, the SDABL Rulebook and Guidelines and any other material given to you. Become informed about how the SDABL works and keep updated so that you stay informed. The best way to help your team and have fun is to review all of the SDABL and Baseball rules and policies and be informed.

1.5.1 Player Conduct:

Alcohol, Drugs & Tobacco: ALCOHOLIC BEVERAGES AND/OR DRUGS ARE SPECIFICALLY PROHIBITED ON HIGH SCHOOL CAMPUSES BY A VARIETY OF MUNICIPAL, COUNTY AND STATE LAWS. IN ADDITION, THE SDABL

EXPRESSLY PROHIBITS ANY ALCOHOLIC BEVERAGES AND/OR DRUGS IN THE VICINITY (INCLUDING PARKING LOTS) OF ANY FIELD USED BY THE SDABL SO AS TO AVOID ANY APPEARANCE OF VIOLATING THESE LAWS.

- This applies to all managers, players, coaches, as well as friends, family members, or any fans attending the game.
- Any manager or player found to be in violation of these rules will be suspended immediately for a minimum of two (2) games. **Note:** Managers, *you* are responsible for your players and any spectators in the stands who “belong” to your team. Additional sanctions may also be applied against any offender(s).
- A second violation may result in expulsion from the SDABL, either individually or as a team.

Each manager 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.

Be Responsible. Please notify all participants and spectators of this rule. Teams/managers are to police their fans, friends, family members or spectators for violations of league rules. Both team managers should attempt to persuade any person or persons participating in or watching the game and who are in violation of this section to leave the premises. **Please note: Umpires have the authority from the SDABL to stop or forfeit games if there is a problem with drinking or drug use at any game or facility.**

Be Aware. All school districts, city or county ordinances prohibit all or some forms of tobacco use (cigarettes, dip, chew, etc.) at a facility. It is very important to observe these rules wherever and whenever they may be in force. In those instances where tobacco use is not prohibited, please use courtesy, common sense, fire-safety awareness and sanitation in both the use and disposal of all tobacco products. No coach or incoming team wants to see cigarette butts and chew-spit tarnishing the field and dugouts. League Presidents may enforce penalties or prohibit use for repeated offenses.

1.5.2 Behavior Towards Umpires:

Umpires shall not to be physically or verbally abused. If you have a complaint about an umpire's call, explain it to him. If you are reasonable, he will be reasonable. If problems develop between you and an umpire, notify the League President and/or the SDABL Chief Umpire to provide with the umpire's name and number.

You should ask the plate umpire for his and his partner's name before your game during the pre-game meeting. All umpires have been instructed to provide you with their names, per the SDABL Chief Umpire. If any umpire refuses to give his name, contact the Chief Umpire after your game, or any other league official.

PHYSICAL CONTACT WITH THE PERSON OF AN UMPIRE OR THEIR PERSONAL PROPERTY (i.e., automobile, equipment, etc.) IN ANY WAY IS FORBIDDEN BY BOTH SDABL AND OFFICIAL BASEBALL RULES AND WILL BE DEALT WITH BY A MINIMUM 3-GAME SUSPENSION, SEASON OR PERMANENT EXPULSION FROM THE SDABL.

Discussions with umpires concerning any aspect of the game are limited to the playing field. If any player or manager follows an umpire off the field he will be subject to suspension and expulsion from the SDABL. Remember that, as with players, no umpire is perfect. Some are better than others. It is your place as manager to deal with the umpires; keep your players away from them. **If anybody is ejected, it should be you, not your players.** Don't, however, make a habit of being ejected. A manager ejected 3 times in a season may be subject to League sanctions.

SECTION 2 --- ORGANIZING YOUR TEAM & INDIVIDUAL PLAYERS

2.1 TEAM RELATED INFORMATION:

Team managers are required to submit their team packets to the league *by the 3rd game of the season*. Failure to do so will result in the 3rd game (and any subsequent games until packets are submitted) being cancelled and considered as a forfeit loss.

2.1.1 Team Placement:

- The SDABL reserves the right to determine which league/division each team is best suited to play in.
- Team placement may be based on, but not limited to, team ability, past performance, or the number of teams in each league, which may be necessary to maintain an even schedule in terms of the number of teams available.
- SDABL leagues are designed for competition and recreation. Teams considered too strong or too weak for their respective leagues will be placed into the appropriate league.

- Typically, League Champions must move up to the next highest level of play for the following season. The SDABL reserves the right to make a determination of what level of competition each team will compete to ensure the competitive balance of the league.
- Teams finishing below .250 for two successive seasons may be moved to a lower level of play where they may be more competitive.
- Teams finishing above .850 for two successive seasons may be moved to a higher league that offers more competition.

2.1.2 Team Roster:

- Each team must carry one (1) manager and at least ten (10) contracted players on its roster at all times to be eligible to compete in league games. There is no limit to the number of players on a team's roster.
- Any individual contracts that contain incomplete information will make the individual player ineligible and any games in which he participates subject to forfeit if protested by another manager.
- All managers should have their copies of their players' contracts with them during games to afford proof of player eligibility. Managers who cannot produce a team member's signed contract when challenged by an opposing manager are subject to protest and subsequent investigation of the team's roster by the league.

2.1.3 Dropped Teams:

On occasion a team may have to be dropped from league play, due to either league suspension or the inability to field a team. The following policy will apply:

- Teams dropped during the season are subject to loss of player fees and forfeit bond.
- After notification to the League President that a team has dropped from the league, the team that is next scheduled to play the dropped team will receive a Forfeit Win.
- The dropped team's remaining games will be cancelled and their record becomes frozen after recording the forfeit loss.
- Repeat offenders are subject to League sanctions.
- The SDABL will attempt to reschedule games between those teams who were scheduled to play the dropped team.

2.2 PLAYER ADDS/DROPS/TRANSFERS:

A separate transaction is required for each player who is added, dropped or transferred. All transactions must be in writing and received by the League Commissioner or League Office to be valid. That is, no transactions will be considered official with a mere phone call. The following policy will apply for each case:

2.2.1 Player Adds:

- A player may be added after the season has started.
- The added player's contract must be submitted to the League President no later than the day before the game in which the added player is to participate.
- The added player's contact may be mailed to the League President. The envelope must be postmarked by midnight the night before a game for that player to be eligible.

2.2.2 Player Drops:

- Managers must notify the League President in writing if a player leaves the team.
- The submitted document must specify the necessary information pertaining to the player and be submitted to the League President within 14 days after the player has been official dropped.

2.2.3 Player Transfers:

The following policy explains the allowable player transfers between teams during an active season. This policy will be adhered to without exception:

- **Transfers within the same league:** Player may move from one team to another but must sit out one game for each transfer. **NOTE:** He must sit out the game that follows *immediately after* the date he officially declares a transfer/drop. If this "after" game becomes forfeit or rained out, the transfer player's obligations to sit will have been fulfilled.

- **Transfers from one league to another:**

- a) **Higher league to a lower league (in terms of level of play):** Player must sit out one game before playing. The Transferred Player *may not play* at a higher level for the remainder of the season.
- b) **Lower league to a higher league (in terms of level of play):** Player may play immediately after the transfer. Player may return to the lower league later that season, but must sit out one game *and must remain* in the lower league the rest of the season.

Note 1: Players transferring from a team that has folded to a potential playoff team are immediately eligible to play the next scheduled regular season game with that new team. Player eligibility for the playoffs shall remain applicable as set forth in **Section 3.5** below.

Note 1: The first game of a doubleheader satisfies the one (1) game requirement for the cases noted above. A game won by forfeit also satisfies this one (1) game requirement.

SECTION 3 --- ELIGIBILITY POLICIES

3.1 PLAYER ELIGIBILITY (Contracts/Identity):

- Every participating player must have a signed contract on file with the league that identifies the player by name and age.
- Each manager should have a copy of this signed contract as well as an official team roster that lists the eligible member of his/her team. The manager should be able to produce signed contracts upon request.
- Each eligible player must be playing in the league in which he qualifies with reference to age requirements and all other requirements as set form in each section below.

3.2 PLAYER ELIGIBILITY (Age):

A player is eligible to participate in an official League sanctioned game when they have reached the ages indicated for each League as follows:

- 18 & Over --- Must be 18 *at the time of contract signing and participation*. No exceptions will be allowed.
- 28 & Over --- Must be 28 by the end of the calendar year.
- 38 & Over --- Must be 38 by end of the calendar year.
- 48 & Over --- Must be 48 by the end of the calendar year.

An older player may play in a younger league. A younger player may not play in an older league.

All managers must abide by their respective Leagues age restrictions. Each manager 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. An opposing manager may at anytime have the right to question a player's age. Each player must have proof of age/identity at every game. Each player must be able to present proof of age if requested by the opposing manager or umpire. Failure to do so will result in his not being allowed to play and/or his immediate removal from the game. (See **Section 3.6.1** "Consequences" below).

3.3 LEAGUE ELIGIBILITY (Skill Level):

3.3.1 College Players (Current/Former):

Players who are currently active in university, collegiate, or JC baseball programs must play in the highest skill level available for their age group in the San Diego Adult Baseball Association.

To be exempt from having to play in the highest level offered, the following requirements must be met by the individual player:

- Former Division I and II players --- must not have played for at last two (2) full seasons.
- Former Division III players --- must not have played for at least one (1) full season.
- Former JC or NAIA players --- must not have played for at least six (6) months.

IMPORTANT NOTE TO MANAGERS: Managers should be aware that NCAA Division I baseball rules. "NCAA Division I baseball rules," *prohibit* more than 3 Division I players from playing on the same off-season team. **These players may be subject to losing their collegiate eligibility.** So, please be aware of who your players are and their backgrounds. The National NABA office has the complete NCAA Compliance Regulations on file. If you are unsure or have any doubt, contact the SDABL President.

3.3.2 Professional Players (Current/Former):

Minor or Major League players who have been under verifiable professional baseball contracts within the last six months are *only eligible to play in the Highest League being offered by the SDABL*. (Currently 18AAA). Teams violating this rule will forfeit all games in which that player (or players) played even if the existence of a contract is discovered after the fact. Final resolution in such a situation is at the discretion of the SDABL Rules Committee.

Former *Major League (only)* players who were released from a verifiable professional baseball contract beyond the six month time period cited above are restricted to the highest level of play offered within their appropriate age group. A *Major League* player is one who may be found in the *Baseball Encyclopedia*. EXCEPTION: Players who are 48+ years old.

3.4 ROSTER ELIGIBILITY (Multiple Team Participation/Signed Contracts):

- No player may play for two different teams in the same age group *on the same day*.
- A player may play in two different skill levels provided they are played *on two different days and within one skill level of each other*. For example, Sat 18A and Sun 18AA is acceptable. Sat 18A and Sun 18AAA is *not* acceptable, etc. Also, Sun 18A and Sun 18AA is not acceptable.

Requirements are as follows:

- A player must have a valid contract---*signed and dated*---on file with the SDABL for each league in which he plays and for each team in which he is a member.
- All players should be prepared with a valid picture ID, or two pieces of non-photo ID such as a personal checkbook and a credit card, in the event a *player's identity* is questioned.
- *If a player's age* is in question, he *must provide some form of identification that establishes his age*. If the identification presented does not contain this information, the player in question will not be allowed to play, or if he/she has been playing, must be immediately removed from the game. (See **Section 3.6.1** "Consequences" below for related information).

3.5 PLAYOFF ELIGIBILITY:

We will require a player to participate in at least 7 games in the Spring Season to be eligible to participate in Spring Playoffs. We will require a player to participate in at least 4 games in the Fall Season to be eligible for Fall Playoffs. See [Section 3.7](#) below for additional requirements pertaining to playoff eligibility.

Proof of Participation requires the following:

- A signed and dated team contract on file with the league.
- A team scorebook that contains the name of each player who participated in each game and for the minimum amount of games required to become eligible for playoffs. (*Be sure* to include those players in the scorebook who may be defensive players only)! Weekly line up cards may be used as additional proof of participation. **Note:** Be sure to include all eligible roster players on the line up card, especially those who are used as substitutes and/or defensive players only)!

3.6 INELIGIBLE PLAYERS (Consequences/Challenging/Protesting):

(See the "Definition of Terms" section at the beginning of this rulebook for a detailed definition of an Ineligible Player).

3.6.1 Consequences (Also refer to **Section 6.3**):

- *The minimum consequence for a team* who uses an Illegal or Ineligible player is a *forfeit* for that game in which the player participated. GENERALLY, the use of an **Illegal player** will most likely result in more serious consequences.
- *The minimum consequence for the player* who is *Illegal or Ineligible* is a one game suspension for any and all teams in which he may be a member. GENERALLY, the use of an **Illegal player** will most likely result in more serious consequences.
- The SDABL Protest Committee will determine whether any additional consequences should be imposed on the offending team and/or offending player. Each situation will be considered on a case-by-case basis.

3.6.2 Challenging/Protesting Ineligible Players:

Procedures are as follows:

- The opposing manager must inform the game's plate umpire that he wishes to challenge a player. **(Or the manager must contact the League Commissioner, League President, or League Office by 6:00 PM of the following day).**
- The chief umpire is then obligated to request some form of identification from the challenged player, as follows:
 - 1) **If eligibility pertains to Age only**, a photo ID (at a minimum) must be produced. The photo ID must contain a date of birth (DOB). If it does not, then a second official document must be produced (such as a copy of a birth certificate, etc.) that provides the DOB.
 - 2) **If eligibility pertains to Identity only**, a photo ID should be produced. If a photo ID is *not* available, two non-photo pieces of identification (such as a bank book and credit card) will be acceptable so long as it proves the identity of the player.

Results:

- **If the challenged player produces a valid ID that confirms** he is the proper age for the division in which he is playing and/or matches the name listed on his team's lineup card, then that player *will be allowed* to play or continue playing--- *regardless* of whether or not the opposing manager/team still suspects the player as being ineligible for whatever reasons. **Note:** If the opposing team wishes to pursue this, the League Commissioner, President, or League Office must be contacted by 6:00 PM of the following day. An investigation will take place.
- **If the challenged player cannot or will not produce valid identification** (and any additional documents required to show proof of age, when applicable), then that player will *not be allowed* to play or continue playing that day. **Note:** Any player being substituted for the removed player must abide by the guidelines set forth under **Section 11.6** "Substitutions" below.

Even if a protest is filed with the plate umpire on the field, the protesting manager/team must contact the League Commissioner, President, or League Office by 6:00 PM of the following day. If this requirement is not met, the protest will not be considered--- regardless of whether or not the player is subsequently found to be ineligible.

Ineligibility protests that are upheld will apply only to the game being protested. Any previous games in which the ineligible player may have participated are not subject to automatic forfeit. Additional consequences, if any, will be determined on a case-by-case basis.

3.7 PLAYER REGISTRATION POLICY

Registration is defined as having a signed waiver card on file with the league AND being listed on a team's web site roster, which should include the individual player's ID #.

3.7.1 Individual Player Registration for Regular Season Participation:

- All Players must be registered on their respective team's web site roster. That is, simply having just an assigned ID # does not qualify an individual player as being registered without also being listed on the web site roster.
- The Cut Off date for being registered will be announced in a Newsletter for each specific season. (Typically by the end of March for the spring season and by the end of September for the fall season).
- If an individual player fails to register by the announced registration date then said player will be considered as an Ineligible Player and any games he/she participates in after the cut off date will be subject to forfeit.
- As long as a player has registered before the actual game time he will be considered as an Eligible Player at that point with the following stipulations:
 1. He has been listed on the web site roster
 2. He has mailed in a signed waiver that is postmarked on the day of, or before, the game in which he participates.

NOTE: If it is discovered that neither the above two stipulations have been met then any games in which the player participated is subject to forfeit.

3.7.2 Individual Player Registration for Play-Off Participation:

- All Players must be registered by the announced Cut Off date to be eligible to participate in season Play Off games.
- This Cut Off date will allow for a minimum of seven (7) games of participation by the individual player, which is required for the spring season, and four (4) games of participation for the fall season with the same stipulations as defined in (1) and (2) in **Section 3.7.1** above.

NOTE: Rainouts and forfeits will count towards the 7 games (spring) and 4 games (fall) required for play off participation so long as the player has registered prior to the particular rainout and/or forfeit --- unless the said rainout and/or forfeit game is subsequently played after the player has registered.

Example 1: John Smith was registered on March 12th. On Saturday March 11th his team’s game was rained out (or forfeited). John Smith *will not* receive credit for his having participated in that game --- unless that game does in fact get played sometime after March 12th. (See following example).

Example 2: John Smith was registered on March 12th. On Saturday March 11th his team’s game was rained out (or forfeited). The game is rescheduled on played on March 19th (and/or the rescheduled game was either rained out or forfeited yet again), John *will receive* credit for his having participated in this makeup game *if he does in fact participate*.

SECTION 4 --- PROTESTS (Procedures/Grievances/Appeals)

4.1 PROTESTS:

- For any protest (during a game) to be considered by the SDABL Protest Board, the protest must have been filed according to the Official Rules of Baseball, rule 4.19. (See rule and/or Item 3 below).
 - 1) Judgment calls by umpires may not be protested.
 - 2) Only specific rule violations, such as (suspected) rule misinterpretations or misapplication of the “consequences” as defined by a specific rule, may be protested.
 - 3) The protest must be brought to the attention of the plate umpire before the next pitch to a batter, or before the next play (such as a pick-off attempt) in order to be considered. **Exception:** A manager/team has until 6:00 PM of the following day to protest an Ineligible Player in accordance with **Section 3.6** above.

4.1.1 Protest Procedures:

(Following the below procedures will ensure consideration):

- (During the game), inform the plate umpire you are protesting and specify what you are protesting. As described just above, this must be done before the next pitch to a batter or before the next attempted play in order for the protest to be considered.
- The SDABL recommends you take copies of the *Official Rules of Baseball* and the *SDABL Rulebook and Managers Guide* to your games. Upon protesting, try to find the exact rule from the applicable book that applies to your protest. This is **not** required, however, though it may help you to argue your case.
- For your own “protection,” make the opposing manger and base umpire aware of your protest.
- Be sure to make any and all appropriate notations in your scorebook, and have the plate umpire witness these notations, or make notations of his own.
- (After the game), notify your League Commissioner, League President, or League Office by phone---**by 6:00 PM of the following day**---that you filed a protest during your game.
- Write down and submit the details of your protest to the league. **This is absolutely necessary** in order for your protest to be considered. (Email is encouraged if it is available to you).

Posting a Bond: A \$25.00 protest bond must be paid to the league at the time the protest is filed. In the event that the *protest is upheld*, the \$25.00 bond will be refunded to the protesting manager/team. If the *protest is denied*, however, the manager/team will forfeit the protest bond. **Exception:** The bond requirement does not apply to any protest involving an Ineligible Player due to Age.

Expectations: When notifying your League Commissioner of a protest, do not expect him to handle and subsequently resolve the

issue on Sunday night. Since the main concern of the SDABL is to ensure a fair and impartial hearing, time must be allowed to investigate the facts and to talk with all the principles involved, especially the umpires.

No Assurances: For any and all protests, the decision of the SDABL President, based on the findings of the SDABL Protest Board, are final. Even if it is held that the protest was valid with reference to a violation of either general baseball rules or an SDABL specific rule, this will not automatically result in the replaying of the protested game, or its continuation at the point it was protested, unless the SDABL President and Protest Board are convinced that the violation adversely affected the game and/or the protesting team's chances of winning the game. Each situation will be determined on a case-by-case basis. Scorebooks and line up cards from both teams may be required to make a decision, so make sure you save all relevant material.

4.1.2 Grievances and Appeals (of a protest decision):

- If a manager wishes to appeal any protest decisions handed down by the SDABL Protest Board, or any other rulings the manager may disagree with, a formally written request must be submitted.
- Only one (1) appeal is allowed per incident.
- All decisions made by the SDABL related to the appeal will be considered final.

SECTION 5 --- FINES/PENALTIES/SUSPENSIONS

5.1 FINES and PENALTIES:

Fines and/or penalties may be levied against teams, managers, or players that have committed rules infractions.

- All fines (and penalties) are to be paid by 5:00 p.m. two (2) days before the next scheduled game.
- If a fine is not received, the manager or player involved is immediately ineligible to play the next game.
- If a team fine is in effect, the game is forfeited.
- If fines are not paid by 5:00 p.m. two (2) days before the game of the following week, managers, players and/or teams are subject to further league action.
- All penalties will begin with the next scheduled game.
- Rainouts and canceled games are not counted towards fulfillment of the penalty (i.e., if the next scheduled game results in a rain-out, cancellation, or postponement, the penalty carries forward to the next game and so on until it has been fully served).

The following list, which is neither an exclusive nor all-inclusive list, shall govern fine infractions not already covered:

- 1) **Field neglect:** \$25.00 fine minimum plus the assessment of any and all costs associated with the neglect (also see: "Rain-out Policy" Rule above).
- 2) **Preparedness** (not having batting helmets or catcher's gear, etc.): \$10.00 fine.
- 3) **Game balls:** Teams not having 3 league-approved baseballs for each game will be fined \$10.00 per missing ball.
- 4) **Losing league equipment** (bases, rakes, or drags): \$25.00 fine plus replacement cost of lost equipment.
- 5) **Failure by a manager to post or distribute League Newsletter and Official SDABL literature to team members who may not otherwise have access to this information** (Tournament info, rules updates, etc.): Manager fined \$5.00 for the first occurrence, \$10 each additional occurrence.

5.2 SUSPENSIONS*:

The following list, which is neither an exclusive nor all-inclusive list, shall govern suspension infractions not already covered:

- 1) **Alcohol/Tobacco/Drugs:** Any player violating league rules concerning these substances will be subject to a three game suspension; a second violation will result in that player's expulsion from league for that season.
- 2) **Fighting:** Any player involved in fighting, physical or verbal abuse, including but not limited to physical threats, racial epithets, foul or abusive language, toward another player or manager, will receive a least a one game suspension. Possible season expulsion and/or other penalties may apply.
- 3) **Physical contact with an umpire:** Minimum three (3) game suspension. Season expulsion or permanent expulsion from the SDABL is possible.

- 4) **Player Ejection:** Any player ejected from a game twice during the season will receive an immediate one game suspension effective the next scheduled game. A player ejected a third time is subject to suspension or expulsion from the league.
- 5) **Manager Ejections:** Any managers ejected three times from SDABL games during the season is subject to suspension; additionally they may not be allowed to continue that season or the next as a manager.
- 6) **Managers may also be suspended** and/or fined for ordering pitchers to throw at opposing batters.
- 7) **Throwing equipment to express displeasure** with an umpire's call (or displeasure with personal performance) may result in a warning or an immediate ejection from the umpire. It may also result in a fine or other penalty, such as suspension, depending on how serious the infraction. (In particular, if someone gets hurt as a result of thrown equipment).

*The SDABL reserves the right to impose additional penalties, including but not limited to, fines, suspensions or expulsion of players, managers, and/or teams based upon the seriousness of any violation.

SECTION 6 --- FORFEITS

Forfeits affect everyone involved, especially the opposing team who has showed up expecting a game, not to mention the umpires. Therefore, the league highly encourages every manager to make every effort to field a team each week. If a manager knows ahead of time that he will not be able to field a team, he should make every effort to provide the league with plenty of notice so as to prevent the opposing team and umpires from having to make an unnecessary trip to a field. (See [Section 6.2 Contact Policy](#) below for details as well as [Section 6.3](#)).

6.1 NO SHOW FORFEITS

(See Contact Policy below, [Section 6.2](#), for related information)

6.1.1 Defined:

- Any team that does not have a minimum of eight (8) players at the scheduled game time. **No Grace Period.**
- Any team unable to field the minimum number of players that does not inform the League in accordance with the **Contact Policy**, [Section 6.2](#) below.

Note: A No Show Forfeit does *not* apply to forfeits that occur once the game has started

6.1.2 Consequences:

- The forfeiting team will be required to pay full umpires fees to both umpires. If this cannot be accomplished out on the field, the League will compensate the umpires. The forfeiting team is then expected to reimburse the League by 5:00pm on the Thursday following the forfeited game. If not, the next weekend's game will not be played and will be ruled a forfeit as well. Payment must then be made by the *next* following Thursday, or a 3rd forfeit will ensue, etc.
- Spring Season: Upon being charged with a 4th No Show Forfeit (or 3 consecutive forfeits), the team will be suspended for the remainder of the Spring Season.
- Fall Season: Upon being charged with a 3rd No Show Forfeit, the team will be suspended for the remainder of the Fall Season.

6.1.3 League Sanctioned "Practice Games":

Umpires are officially authorized to work such a game upon request by the attending players under the following conditions:

- The forfeit is a result of at least one team not having at least the eight (8) players required to play at game time. (That is, a No-Show Forfeit).
- There must be a minimum of sixteen (16) players total present.
- The game must be played in a "serious" manner. (Umpire judgment will prevail).
- The "practice" game will last for 2 hours or five (5) innings, whichever comes first.

If a forfeit occurs once the game has started, play will end immediately with no "practice" game allowed.

Umpire payment is *not* required on the field to play a "practice" game.

6.2 CONTACT POLICY (Preventing No-Show Forfeits):

The purpose here is to give the League, the umpires, and *especially* the opposing team advance notice of a team's inability to attend its scheduled game. Please keep in mind that a team's inability to attend also adversely affects its opponents, since that team loses a game as well. So, every effort should be made to field a team, even if it's with a minimum number of players.

If the below procedure is not followed, the violating team will be charged with a **No Show Forfeit**. Keep in mind that after 4 such forfeits during the Spring Season and 3 during the Fall Season, the violating team will be suspended for the remainder of that particular season. Each **No Show Forfeit** also results in the violating team having to pay full umpire fees to *both* umpires.

The below procedures apply to *either* game (i.e., *morning or afternoon*) whereby a team knows it will not be able to field a minimum of eight (8) players:

- 1) The manager (or any team representative) **must** actually speak with his/her League Commissioner in person (simply leaving a phone message *will not suffice*) **by 7:30pm of the previous evening** to inform the Commissioner of the team's inability to field a minimum of eight (8) players.
- 2) If you are unable to contact your League Commissioner in person, then you **must** call the **Emergency Game Day Phone** (619.851.6225) by 7:30pm of the previous evening. If no one answers, you **must** leave a detailed message to explain your circumstances and a callback number. (**Important:** If your message has been recorded on the Emergency Game Day Phone *after* 7:30pm, you have not met the Contact Policy requirements and will therefore be charged with a No Show Forfeit).

6.3 CALL IN FORFEITS:

A "Call In" forfeit is defined as any team that notifies the league previous to any regularly scheduled game of its inability to field enough players to play the regularly scheduled game. If the forfeiting team notifies the league in accordance with the stipulations listed in Section 6.2 to prevent having to pay the umpires, the forfeiting team will still be charged with a forfeit in terms of possible removal from the league as defined in Section 6.4 below. Additional consequences for a "Call In" forfeit is defined immediately below.

6.3.1 Call In Forfeit Fine Policy:

- Any team that is sited for a "Call In" forfeit (as defined by **Section 6.3** above) will be required to pay a fine of \$50.00 to the league. This fine must be paid before the forfeiting team's next regularly scheduled game to prevent a subsequent forfeit. This fine *does not apply to No-Show Forfeits* as defined by **Section 6.1** above.
- The team that had been scheduled to play against the ("Call In" only) forfeiting team above will receive one dozen free baseballs from the league as compensation for their having not been able to play. *This does not apply to any No-Show Forfeits as defined within these rules or any forfeit that may result once the game has been started.*
- Bottom line: Either type of forfeit --- "Call In" or No-Show --- will now cost a minimum of \$50.00.

6.4 FORFEIT POLICY RESULTING IN TEAM REMOVAL:

- A team will be removed from participating in the league after a 4th forfeit (or 3 consecutive forfeits) during the spring season and after a 3rd forfeit during the fall season as a result of a team being unable to field enough players (8 minimum) before any scheduled game. This applies to either a No-Show Forfeit as defined within these rules AND/OR any forfeit called in ahead of time regardless of whether or not it results in a No-Show Forfeit. **NOTE:** This does not apply to any games forfeited for any reason once a game has started (after the first pitch). The league reserves the right to make determinations for "special circumstances" on a case-by-case basis to determine if a team's inability to play a regularly scheduled game warrants being counted against the forfeits allowed as defined above.

6.5 FORFEITS INVOLVING INELIGIBLE PLAYERS:

- If a game has started and a (proven) ineligible player is participating, the game will be immediately forfeit upon discovery by the umpire. See "Definition of Terms" above for a definition of an Ineligible Player.

SECTION 7 --- FEES/PAYMENTS (on the field)

The following procedures will be followed out on the field:

- Each team pays one umpire before the start of the game.

The umpires have been instructed to not start a game until payment is made, unless official arrangements have been made ahead of time.

If one team only has 8 players at game time, both teams are required to pay the umpires since this is *not* a forfeit situation.

- If there is a No-Show forfeit, the forfeiting team should pay at least one umpire fee at game time. (Encouraged, *not* required).
- Returned checks written to umpires must be made good by cash, cashier's check or money order along with any bank charge. If your check bounces, the umpires may refuse to accept checks from your team in the future.
- If only one umpire shows up for a game *each team* is required to pay that umpire \$40.00.
- In the event that a game is started and subsequently postponed due to rain, other field conditions, or for any reason whatsoever before it becomes official, the umpires will return 1/2 (50%) of the umpire fee to each team. Umpires are *entitled to a full fee* once the game is official. Completion of 5 innings is an official game, or 4 ½ if the home team is ahead, for either a 7 or 9-inning game.

SECTION 8 --- ALL-STAR GAMES/LEAGUE PLAYOFFS/TOURNAMENTS

8.1 ALL-STAR GAMES (Spring Leagues Only):

We will schedule All-Star games for all of our leagues based on the number of teams in each league in any given season.

The SDABL will attempt to schedule the All-Star Games as mid-week night games, usually Wednesdays or Thursdays, played under the lights. Being chosen to the All-Star game is an honor and the players will be made to feel as such. Individual All-Star commemorative awards will be given to each player selected to be on the team. An MVP award will be given to the Most Valuable Player for each game. The SDABL Official Announcer and Scorekeeper will determine MVP awards.

Players and managers are chosen for the game based on their place in the standings as of the end of play two Sundays before the event -- the All-Star "cut-off" date. Managers of the first place teams in their division (National or American) will be the managers of their respective teams. They may choose one (1) additional manager in their division to be their coach. Players are allotted based on a weighted scale. Teams higher up in the standing get more players than those farther down (see: All-Star Allotment Guidelines). Players from each team should be voted onto the All-Star team using the ballot similar to the example provided at the end of this booklet.

Manager Eligibility: Managers may play *only* if selected by the members of his team to play.

Reminders:

- Equipment for the games is to be provided by each manager and coach. The SDABL league Office provides baseballs and umpires.
- All players and managers on the All-Star rosters are to be in full team uniform for the game.
- Attendance by non-All-Star players and managers is strongly encouraged to show league support. Additionally, all family members of the All-Stars will be encouraged to attend. This is a family-oriented league, and their attendance is important for the league's cohesiveness.

8.2 LEAGUE PLAYOFFS:

Every league within the SDABL will have a post-season playoff to determine an overall league champion. The playoff format and the number of teams allowed to participate for each specific league will be determined by a variety of factors, particularly with respect to the number of teams within a specific Division. The playoff format for each league will be announced prior to the start of the regular season. The SDABL reserves the right to alter the playoff format "in the spirit of fairness" and/or for any unforeseen events that may require altering the format. The SDABL will make every effort to create a playoff format that is impartial, fair, and competitive.

8.2.1 Playoff Policy:

- **The Division Winner** will be based on the final league standings with reference to each team's win/loss record. If not all teams have played the same number of games, then a **Winning Percentage** will determine the division winner. That is, the number of wins divided by the total number of games played. (Forfeits will be counted as a win or loss). (Tied games will be counted as ½ a win and ½ a loss).

Example 1 (No Ties Involved): Team A has a record of 13-2, which results in a Winning Percentage of .866. Team B has a record of 14-3, which results in a Winning Percentage of .823. Even though Team B has more wins, its overall Winning Percentage is lower than Team A. Therefore, Team A is declared the division winner.

Example 2 (Ties Involved): Team A has a record of 7-7-3, which results in a Winning Percentage of .500. (8.5 wins divided by 17 total games played). Team B has a record of 6-5-5, which results in a Winning Percentage of .531. (8.5 wins divided by 16 total games played). Therefore, Team B is declared the division winner.

In the event that two (2) or more teams have equal Winning Percentages, then the Division Winner will be determined using the following method:

1. Head-to-head competition
2. Fewest runs allowed between the affected teams.
3. Best record within each team's respective divisions, if applicable.
4. Least runs allowed for full season for all games. (If number of games recorded are equal).

- **Qualifying for Playoffs:**

Beyond determining an absolute Division Winner as described above, qualifying for any Playoff Spot will be determined in the following manner in the event a three (3)-way tie where all three teams have beaten each other during the regular season. Two scenarios are involved. A **Single Playoff** spot and **Two Playoff** spots.

1. If all three (3) teams are in the running for a **SINGLE playoff spot**, then the following Tie-breaker system will be used:
 - a) We will calculate the runs allowed for those games played against each other for the three teams involved. We will then eliminate the team that allowed the most runs. Between the two remaining teams, the head-to-head winner during the regular season will determine the winner.

For Example: Team A allowed 10 runs. Team B allowed 11 runs, and Team C allowed 12 runs. Team B beat Team A head-to-head during the regular season. Therefore, Team C is eliminated and Team B is declared the winner and advances.

- b) In the event two (2) teams allowed the same "highest" number of runs, we will use the head-to-head regular season winner to determine which team will go head-to-head with the third (3rd) team that allowed the fewest runs.

For Example: Team A allowed 10 runs, Team B allowed 11 runs, and Team C allowed 11 runs. Team C had beaten Team B during the regular season. Therefore, Team C will be matched head-to-head with Team A. Whichever team won the head-to-head during the regular season will be declared the winner.

2. If all three (3) teams are in the running for **TWO (2) playoff spots**, then:
 - a) The above scenario will still apply. The only difference, however, is that once the team that allowed the most runs has been eliminated, the remaining two (2) teams will use their regular season head-to-head outcome to determine the highest "seed," since both will be in the playoffs.

Bottom Line: Head-to-head competition is the prevailing method for determining a winner.

- **All regular season rules** will apply to all playoff games, including time limits and the Run (Mercy) Rule, with the following two exceptions:
 1. A winner must be determined for each playoff game, so if there is a tie after the time limit has expired, the playoff game will continue until there is a winner.
 2. Championship games will not have a time limit. A modified Run (Mercy) Rule will be announced prior to the playoffs.

Teams are responsible for paying the umpires and providing the baseballs for all **Playoff Games**.

The League will pay the umpires and provide baseballs for all **Championship Games**.

8.2.2 Playoff Eligibility for Individual Players:

- Spring Season: A minimum of seven (7) games must have been played.
- Fall Season: A minimum of four (4) games must have been played.
- Regional and National tournament competition will be based solely on the decisions of the NABA National Tournament Rules Committee.

SECTION 9 --- FIELDS

9.1 RESPECT FOR FIELDS:

Please keep in mind that the use of all high school fields is a privilege, *not* a right. That is, even though the SDABL pays for the use of high school fields, no high school administration or individual high school coach is *obligated* to allow us to use their fields. Therefore, in order to continue our privileges we must ensure that no field is abused or left in an unplayable condition after its use.

Keep the following in mind:

- **IMPORTANT:** IF A FIELD IS WET, DO NOT HAUL DIRT OR ANY OTHER MATERIAL ON OR OFF A FIELD TO MAKE IT PLAYABLE. LOSS OF A FIELD'S USE TO THE LEAGUE DUE TO THE IMPROPER ACTIONS OF A TEAM OR TEAMS WILL RESULT IN SANCTIONS, INCLUDING, BUT NOT LIMITED TO, SUSPENSION/EXPULSION OF THE OFFENDING PLAYERS/TEAMS, FINES, AND REIMBURSEMENT BY THE OFFENDING PLAYERS/TEAMS TO THE FIELD'S OWNER FOR DAMAGES.
- If the field cannot be made ready by light raking, do not play on it.
- Do not subject a wet field to footprints or heavy raking.
- **Accountability for Fields:** Umpires are not accountable to the schools for the condition of the field. The SDABL, however, *is* accountable. Therefore, consideration should be given to the condition of the field after the game has been completed. Will it be possible to restore the field to its original condition before the next game?
- **Teams and umpires are subject to suspension** for playing on a field that effectively makes the field unplayable after the game. Any abuse by teams and/or players is subject to fines and suspensions without refund. Decisions on playability of a field are made for the sake of the field and the league, not for the convenience of teams or umpires. Fields are a very important part of a league. **It does no good to ruin a field and lose it for the season just to play one game that could be postponed and rescheduled.**

Note: Requirements for field maintenance may vary from city to city depending on requirements from high school coaches and/or athletic directors, or the administrative policies of each particular high school.

Reminders:

- All players and managers are reminded that pre-game stretching and throwing should be done on the outfield grass not on the infield or in front of the dugouts.
- Hitting drills against any fence are prohibited because it damages chain link fences and jeopardizes player safety.
- Do not pitch batting practice from in front of the mound
- No climbing or jumping over fences to gain access to a field. If a field is locked and a team does not have the key, stay off the field.
- Cutting locks or removing gates to get on a field or obtain field equipment is expressly prohibited. Any such actions shall result in a fine and subject that player/team to league suspension.
- Stay off dugout roofs and back stops.

Special Note: Both managers of each team are responsible for verifying the field's playing conditions. If one manager determines a field is not playable, but the opposing manager disagrees, the *final decision* will be left to the umpires present. If the umpires deem the field playable, but one or both managers do not, then the Emergency Game Day line should be called (619.851.6225) for advice. A league representative will be contacted to make the final decision.

All unplayable field conditions for any given day should be immediately reported to the league office by means of the Emergency Game day line. For those fields that may be unplayable in the future because of unsafe conditions of a perpetual nature, the league should be informed so corrective action may be taken.

Special Reminder: Players, managers and team are liable for the cost of damages to a field in addition to being subject to fines and suspension without refund.

9.2 BASES and KEYS:

In San Diego the SDABL makes every effort to assign an Official Field Custodian to every field. This person is responsible for ensuring access to each field and that bases are provided. If this does not occur, please call the **Game Day Emergency Phone at (619) 851-6225**.

SECTION 10 --- EQUIPMENT

10.1 BASEBALLS

- Each team is required to provide three brand new baseballs per game to the home plate umpire. The Official approved SDABL baseball is the NABA/Wilson A-1036, designed exclusively for the NABA. Teams may obtain additional Official NABA baseballs at a substantial discount from retail cost by contacting your league president.

In addition to the NABA/Wilson A-1036, the following balls are just a few of those currently approved for use:

- Wilson: A1010-Pro, A1010-HS1, A1029+, and A1039+
- Diamond: D1 (all models), DHS, DOLA
- Rawlings RO, RO-A, RO-N, R-100

No rubber coated, plastic, youth league or obviously defective baseballs are allowed. Use of unapproved baseballs shall cause the ball(s) to be removed from the game and a \$10.00 per ball fine imposed. Repeated use may result in further disciplinary action including, but not limited to, a fine and/or suspension of the manager or team.

10.2 BATS

All wood, aluminum, graphite, and ceramic bats are allowed for league play provided they conform to specifications described in rule 1.10(a) of the OFFICIAL BASEBALL RULES.

- Aluminum, graphite and ceramic bats *must* have some type of grip attached. It does not have to be the original grip, but it must be one that is, in the umpire's judgment, safe for use. **Pine tar alone on any metal composite bats is not acceptable. WOOD BATS do not require any type of grip, and pine tar alone is acceptable.**
- Bats that have a "5" differential in weight vs. length are currently eligible. For example, a bat with a 32" length must weigh at least 27 ounces.
- Bats with a "pebbled" or "golf-ball" finish on the barrel are prohibited.
- The discovery of any unauthorized bats will result in a recorded out and ejection of the offending player.

Before a player invests in a "hi-tech" bat with such a finish they should check with the League President

Wood and metal bats are allowed for all leagues and divisions, with the exception of designated "Wood Bat" leagues, which do not allow metal composite bats to be used.

10.3 UNIFORMS:

The required minimum uniform for a team consists of matching shirts with individual numbers, and matching hats. Additionally, all players must wear some type of baseball pants and shoes. No shorts, cutoffs, sweat pants, workout pants, or jeans are allowed. Any team not in the minimum uniform is subject to a \$15.00 fine the first time. The second time the fine will be \$30.00, and will be

increased by \$15.00 each time thereafter. Repeat offenders may also be subject to suspension or expulsion.

An average grace period (which must be approved by the League President) of 3 weeks from Opening Day is allowed for teams with uniforms on order that have not been received. The grace period shall also apply to new players joining the team during the season.

Uniforms: *All teams must have full baseball uniforms consisting of caps, numbered jerseys, baseball pants, sanitary socks and stirrups. Each player's uniform must be of similar design to his teammates uniforms. New teams will have until the 4th week of the season to obtain uniforms.*

All umpires have been instructed to enforce the following minimum dress code before any player may participate:

- Baseball pants *only*.
- A baseball cap (open-top visors are *not* acceptable)
- A baseball-type T-Shirt or jersey that contains the player's number.

It is not the umpires' responsibility to ensure that any team and/or player's dress is of a "uniform" color and/or style. This will not be cause to prevent a game from being played or cause for forfeit. These issues must be taken up with the league, not on the field.

10.4 SHOES:

Metal spikes, plastic and rubber cleats are approved for NABA games. Any player found to be wearing deliberately sharpened spikes would be subject to ejection and possible suspension from the league.

10.5 HELMETS:

All batters must wear a protective helmet that has at least one earflap facing the pitcher. Players will not be allowed to run bases without a helmet.

All catchers must wear a protective helmet while playing their position. No catcher will be allowed to assume that position without protective headgear that is provided by his own team. The umpires will enforce this rule. There are no exceptions, waivers, or special circumstances.

Players not wearing a protective helmet will not be allowed to continue in the game until they have corrected the problem. If they are presently in the batting order, their removal will be governed under the rules for Offensive Substitution. If their removal occurs when their team has no eligible substitutes, the game will be forfeited.

CHILDREN UNDER THE AGE OF 18 ARE ALLOWED IN THE DUGOUT and may serve as bat-boy/girl under the following conditions:

The child's parent(s) and team manager accepts full responsibility for the child's safety.

Any child 15-years-old or younger must wear a protective helmet at all times.

SECTION 11 --- SDABL LOCAL PLAYING RULES

IMPORTANT: The umpires have been instructed to not allow any "deals" between managers when enforcing any rules, or to personally allow any "flexibility" with reference to enforcement. (For instance, umpires should not "turn their backs" to allow the managers to agree to add a player to the lineup card if said player had not been put on the lineup card prior to the first (1st) pitch of the game). Any violations should be reported to the League and/or Chief Umpire.

11.1 GAME TIME/TIME LIMITS:

Game time is the scheduled start time, except for those situations beyond the control of either team or the umpire. For example, if no bases available, or the fields are locked, sprinklers turned on, etc. For any delays due to the latter situations, the umpires will announce the official start time established by the first pitch of the game.. **IT IS THE MANAGER'S RESPONSIBILITY TO ENSURE THAT A START TIME HAS BEEN ESTABLISHED. The plate umpire for that game will be responsible for the time clock.** Any game ending in a tie after the regulation time has expired will remain a tie in the standings.

- All SDABL single games are nine (9) innings.
- The second game of an SDABL doubleheader will be a seven (7)-inning game.
- In the case of an SDABL “split team” doubleheader (games against two different teams), each game will be nine (9) innings.
- In the event of darkness, rain, or other unforeseen event that does not allow the game to continue, the game will be considered official if 5 full innings have been played (4 ½ or any part thereof if the home team is ahead) for either a nine (9)-inning or seven (7)-inning game.
- The umpires may suspend, cancel or call a game if, in their opinion, the safety of the players are compromised due to rain, darkness, or any other event that may require the game to be stopped.
- No new inning shall begin after **3 hours and 15 minutes** from the scheduled official start of a 9-inning game.
- No new inning shall begin after **2 hours and 45 minutes** from the scheduled official start of a 7-inning game.
- **Tie Games:** For all games, tie games will be complete at the end of the time limit (not after completion of nine/seven innings, which means a game can last 11 innings providing the established time limit has not expired).
- **A forfeited game** occurs when one team is unable to field 8 players at game time. Game time is forfeit time. There is *no grace period*. The forfeiting team is responsible for paying both umpires.

11.2 EIGHT (8) PLAYER START RULE:

- Teams (one or both) may start and complete any game with only 8 players without penalty of forfeit.
- All 8 players must be available at the scheduled game time to prevent a forfeit. **NO GRACE PERIOD.**
- All games played and completed with only 8 members on a team will be considered legal.
- The 9th spot in the batting order must be established as the “batting hole.” **This “hole” will count as an out until filled by an eligible player.**
- An “out” must be recorded throughout the game each time this “batting hole” comes up.
- The team with only 8 players must always be able to bat all 8 players. If the batting order drops below 8 players, the game will become forfeit.
- If the 9th player does show up at any point during the game, he may be immediately inserted into the 9th spot of the batting order if his team is at bat. If he shows up when his team is on defense, he may take the field *only* after the current opposing batter has completed his at-bat.
- If only one team has 8 players present at game time, *both* teams are required to pay the umpires.

11.2.1 Scoring Runs when there is a “Hole” in the Batting Order:

This situation applies when the Batter just previous to the “Hole” comes up with 1 Out already recorded.

Whenever there is a “hole” in the batting order, that “hole” is counted as an automatic “out.” That “out,” however, *will not take place* until all play associated with the batter just previous to the “hole” has stopped. Therefore, this situation should be treated as if *no “hole”* actually existed. Subsequently, all runs should be scored as appropriate.

EXAMPLE 1: R3 (runner on 3rd), 1 out. The batter previous to the “hole” comes to the plate and hits a ground ball to the shortstop. R3 runs home, but the shortstop throws to 1st to retire the batter-runner. Since that is only the second out, R3 scores. And now that all play has stopped, the “hole” in the batting order is declared as the 3rd out.

Therefore, there are only two ways to prevent R3 from scoring in the above situation. First, the shortstop would need to throw the ball home to have R3 put out before scoring. Two, the 1st baseman, having put-out the batter at first as a result of the shortstop’s throw there, would have to subsequently throw home to put-out R3 before he scores.

The only other way to prevent a run from scoring for this type of situation would be to acquire a 3rd out before a run scores, such as a legitimate double-play.

EXAMPLE 2: R1, R3, 1 out. The batter previous to the “hole” comes to the plate and hits a ground ball to the shortstop. R3 runs home. Meantime, the shortstop throws to 2nd to retire R1, the 2nd baseman throws to 1st to retire the batter-runner. Double-play, R3 does not score. Since the 3rd out was a “real” out, then the “hole” will become the first out in the following inning.

11.3 NINE (9) PLAYER STARTS:

- “Holding back” players is not allowed.
- The batting order must consist of all 9 players (or a minimum of 9 if there are more than 9 players present).
- A team must always bat a minimum of 9 players throughout the course of the game if there are 9 (or more) eligible batters present.
- All 9 players must play on defense.
- If any player is lost for any reason--ejection, injury, or leaving of the premises for any reason, and the “hole” created in the batting spot must be counted as an “out” each time it comes up. Eliminating the “hole” in the batting order by “squeezing down” the order to the number of actual batters present **is not allowed**.
- If only 9 players are present and at least 2 players are lost for the same reasons as above, putting the batting order below 8, this will be cause for immediate forfeit.

11.4 LINEUP CARDS:

- Lineup cards are to be clear and complete. Any exceptions must be corrected prior to the first pitch of the game.

The umpires have been instructed to check for the following information on each lineup card before the game can be started. **It is the responsibility of each manager**, however, not the umpire, to ensure this information is not only provided, but that it is correct. No corrections may be made once the first pitch of the game has been thrown.

- Each team is required to provide a lineup card to *both* the plate umpire and the opposing team *before* the start of each game. No game will start until this is accomplished, and no names may be added once the game has started.
- The lineup cards must list each player’s last names in full (minimum), his first initial, and his jersey number.
- It should also contain the names of any Eligible Substitutes who are members of the team, regardless of whether or not they are present. It should also identify all Non-Runners affected.
- Lineup cards should identify all Non-Runners.
- Lineup cards should identify the player who is pitching.
- Any player who arrives after the start of the game and who is not listed on the lineup card will not be allowed to play.
- Any player who is participating in a game and is discovered to not have his name listed on the lineup card will be immediately removed from that game, regardless of whether or not he is a valid team member.
- While managers are obviously eligible to play, the manager’s name *must also* be listed on the lineup card just like any other player.
- Managers must notify the plate umpire and the opposing team of all offensive substitutions and pitching changes when they are made. **NOTE:** See **Section 11.6** below for what to do about unannounced substitutions.

The umpires have been instructed to allow *no exceptions* to any of the above. That is, if a manager has forgotten to include a particular player or to designate his Non-Runners on his lineup card, this cannot be corrected *once the first pitch has been thrown*. In particular, the umpires have been instructed to not allow any “deals” between managers for allowing corrections to be made. In addition, no manager will be allowed to request from the umpire that he ask the opposing manager for “permission” to make corrections. **ANY UMPIRE WHO ALLOWS THIS TO HAPPEN SHOULD BE REPORTED TO THE SDABL CHIEF UMPIRE AT THE EARLIEST OPPORTUNITY.** This will create grounds for a protest and/or forfeit upon discovery.

11.5 OFFENSIVE LINEUP:

- A team may bat any number of players.
- Batters may be added to the lineup at any time. The added batters *must* be placed at the bottom of the lineup.
- If a team loses an offensive player for any reason and there is no eligible substitute to replace the lost player, yet there are still eight (8) or more eligible batters in the order, then an “out” will be recorded each time the “batting hole” comes up.
- If a team falls below the minimum of eight (8) Eligible Offensive players required to continue, the game will become forfeit.

11.6 OFFENSIVE SUBSTITUTES/SUBSTITUTIONS (Normal Circumstances):

- An eligible Substitute is defined as any player who has not yet been officially “placed” into the offensive lineup. (See

Definition of Terms for details relating to officially being “placed”).

- All substitutes should be announced by the manager or by the substitute himself when being entered into the game. **NOTE:** Unannounced substitutes will *not* be grounds for either a protest or an “out” being awarded. Rather, the substitution will become legal in accordance with the Official Baseball Rules, 3.08(a)(b).
- Once a substitute has been placed into the offensive lineup and subsequently removed, he is no longer an eligible offensive substitute---**except** as a replacement for an injured player in order to prevent a forfeit. (See **11.7 Injury Substitution** below for details and guidelines). **NOTE:** It is not a requirement that the substitute actually bat in order to consider him as having been placed into the offensive lineup. For example, any substitute put into the game as a “pinch” runner is considered to have been placed (immediately) into the offensive lineup---*regardless* of whether or not he actually bats when his spot comes up again in the order. (That is, he could be replaced at this point by yet another eligible substitute. See the “Offensive Starter Re-Entry Rule” below for additional details).
- An eligible substitute must be available to replace any player who is removed for any reason such as ejection, leaving the premises for personal reasons, *injury*---**unless** removal of the **injured player** creates a forfeit situation. (See **11.7 Injury Substitutions** below for details and guidelines).
- An *unannounced* Eligible Substitute who comes up to bat immediately after the last batter listed in the Offensive lineup will be considered as having been placed at the *bottom* of the lineup, as opposed to being considered a Substitute for the lead off batter.

An unannounced Eligible Substitute who comes up to bat in the “middle” of the batting order will be considered as having “replaced” the batter who was to follow the previous batter. (For example, if the “2-hole” hitter just batted and is followed to the plate by the unannounced substitute, then this substitute will be considered as having replaced the “3-hole” batter).

11.6.1 INJURED RUNNER SUBSTITUTION RULE:

- Any runner who becomes injured enough to require removal from the game *must* be replaced at that time in the Offensive Lineup by an Eligible Substitute. If an Eligible Substitute is *not available* then the last recorded out may run for the injured player for *that at-bat only* to prevent an out from being recorded.

Example: Player reaches base and pulls his hamstring in the process and must be replaced. If there is no Eligible Substitute then the last recorded out may run to prevent that base-runner from being lost and result in having to take an out. **THIS REQUIRES** the injured player to be removed from the game *permanently* on Offense and Defense.

11.6.2 “COURTESY” RUNNERS: Not allowed for any reason.

11.7 INJURY SUBSTITUTIONS FOR PREVENTING FORFEITS:

- If a player must be removed from the Offensive Lineup due to **INJURY**, and this removal brings the batting order to less than 8 with no eligible substitutes available, then *any* player available (other than another injured player) may replace the injured player to prevent a forfeit.
 - 1) An eligible substitute *must* be used before all others if one is available.
 - 2) If not, and there are two or more players available and each is otherwise ineligible to enter or re-enter, the opposing manager may choose which of these players will be entered into the offensive lineup.

11.8 EJECTIONS (Risk of Forfeits):

- If an ejected player puts the Offensive Lineup below the minimum of eight (8) players required to continue play, and there is no Eligible Substitute available to replace him, the game will become forfeit.
- The ejected player’s manager/team will have five (5) minutes to replace the ejected player *with an eligible substitute*.
- If an ejected player cannot be replaced by an eligible substitute, and there are eight (8) or more players still available to continue play, then the “hole” created by the ejected player will be counted as an “Out” each time it comes up.

11.9 OFFENSIVE STARTER RE-ENTRY RULE/BATTING ORDER (All Leagues):

- An Offensive Starter may be removed from the batting lineup and re-entered as many times as desired.
- He must be re-entered into his original batting spot.
- He may not be re-entered until his immediate substitute, or a subsequent substitute, has *actually* batted at least once. **NOTE:**

Merely having placed a substitute into the batting order “by name” alone (for example, as a “pinch” runner who ends up not batting) will not be grounds for starter re-entry.

- Any pinch runner who replaces either the starter or a substitute will be considered “in the batting order” the moment he steps onto the base currently occupied by the player whom he is replacing.

The MLB Official Rules of baseball, Rule 6.07, applies to all substitutions and the batting order. That is, **it is the manager’s responsibility, not the umpire’s**, to ensure the proper batter is coming to the plate. The umpire is only responsible for “fixing/punishing” any violations pertaining to this when brought to his attention by the opposing manager. If an Ineligible Substitute, or any out-of-order batter, “slips through the cracks” for any particular at-bat because it has not been brought to the umpire’s attention by the opposing manager before the next pitch or play, then that player is “legal” for that particular at-bat.

REMINDER (Scorekeepers): Managers, if you have a scorekeeper for your team other than yourself or a team member---for instance, wife, girlfriend, mother, whomever --- and your scorekeeper becomes aware that the opposing team is either batting out of order, or is re-entering an ineligible substitute, the scorekeeper *must* inform *you*, the manager, that this is happening so that *you* may bring it to the umpire’s attention. According to the official rules of baseball, the umpire can only officially address the issue if either the manager or a member of his team (i.e., a player) brings such situations to his attention. (Although some umpires will in fact address the issue with any scorekeeper who alone brings these situations to his attention, the umpire is *not* obligated to do so. In fact, in doing so, the umpire runs the risk of having the opposing manager file a (justifiable) protest. **SUGGESTION:** Get directly involved in your role as a manager to prevent being “victimized” by these situations).

11.10 NON-RUNNER (NR):

- Any player may have another player run for him in the event they reach base.
- Those players who require a runner are designated as non-runners (“NR”).
- Non-runner status for any player must be designated on the lineup card before the first pitch of the game. No player may be designated as a non-runner once the game has started.
- The replacement runner will be the last **recorded out, and must replace the non-runner before the next pitch to the next batter.**
- If the non-runner reaches base in the first (1st) inning before there has been any recorded outs and he wishes to be replaced, then the runner who replaces him *must* be the last batter listed on the Offensive Lineup card.
- There is no “Use it or Lose it” requirement pertaining to non-runners. That is, if a non-runner chooses to run for himself during a specific at bat in which he reaches base safely (and once committed he may not be change his mind), he does not lose his non-runner status for any subsequent at-bats in which he may desire a runner.

The number of Non-Runners allowed for each team in each division is as follows:

- 18+ --- 2 non-runners.
- 28+ --- 3 non-runners
- 38+ and 48+ --- 4 non-runners

In the event that an incorrect runner is put into run for the Non-Runner---either inadvertently or purposely---this *will not* be ground for anything other than replacing the incorrect runner with the correct runner. (An “incorrect” runner for this situation is defined as any player who *is* currently in the Offensive Lineup, but who *was not* the last recorded out). This holds true even if the incorrect runner has advanced to a base beyond the base he originally acquired for the Non-Runner. That is, if the Non-Runner had gotten a single and was replaced at 1st by the incorrect runner, who has now advanced to 3rd by whatever means, the correct runner will simply replace the incorrect runner if the opposing manager brings it to the attention of the umpire. If an incorrect runner does end up scoring before an opposing manager has brought the issue up to the umpire, the run will still count.

REMINDER: If a non-runner is replaced by a pinch-runner ---either inadvertently or purposely---then the non-runner will be considered out of the Offensive Lineup and the pinch-runner will be considered in the Offensive Lineup pursuant to the Substitution Rule in **Section 11.6** above.

NON-RUNNER/LAST-RECORDED-OUT SUBSTITUTIONS: When a Non-Runner has been replaced by the player who is the last-recorded-out and the Offensive Manager decides to make an immediate substitution, the manager may declare that he is substituting for the last-recorded-out player as opposed to the Non-Runner himself. This allows the manager to keep the Non-Runner in the Offensive Lineup. At the same time, it must be understood this substitution places the pinch-runner into the batting lineup and removes the last-recorded-out player being substituted for. All applicable Re-entry rules will apply to the removed player.

11.11 DEFENSIVE LINEUP and PITCHERS:**11.11.1 Defensive Substitutions:**

- A team may substitute freely and as many times as desired for all defensive positions *except the pitcher*. (See below).
- Defensive players and/or positions are not required to be listed on the lineup card.

11.11.2 Pitcher Re-Entry Rule:

(Not related to the Offensive Re-Entry rule above).

- *Any* pitcher, once removed as pitcher, may be re-entered to pitch during the same inning or in a subsequent inning *only once* per game.

Reminder: Regardless of the situation, all pitchers must comply with Rule 3.05(b) of the Official Baseball Rules. That is, any pitcher must pitch to a batter until that batter completes his at-bat before he may be removed as pitcher. The only exception is if the pitcher becomes injured.

- If any pitcher is removed as pitcher with the intention of having him return as pitcher, he is not required to stay on the field to play another defensive position in order to return as pitcher.

NOTE: Any violation of this pitcher's rule does not create a forfeit situation. The only consequence upon discovering that a player is pitching illegally will be to remove that player from the mound. He may, however, remain in the game and play another position.

11.12 RUN RULE ("MERCY" RULE):

- In a nine (9) inning game, if there is a 12 run differential at the end of seven (7) innings (6 ½ if the home team is ahead), the game will be ruled final at this point.
- In a seven (7) inning game, if there is a 12 run differential at the end of five (5) innings (4 ½ if the home team is ahead), the game will be ruled final at this point.

11.13 DOUBLEHEADERS:

Doubleheaders in all leagues can either be 9 or 7 innings. Typically, the first game is 9 innings and the second game 7.

The official **start time** of the second game will be **45 minutes** after the completion of the first.

- If only the first game of a doubleheader can be completed before conditions dictate discontinuing the game, umpires should only be paid for that one game.
- If a manager/team knows that they won't be able to play the second game of the doubleheader, the umpires *must* be informed during the first game or *immediately* after the first game in order to prevent having to pay the umpires for the second game. If the umpires are not informed and return to the field after lunch expecting a game, payment *will be required*.
- If the **first game** of a doubleheader is **forfeited**, the official start time for the second game will begin **2 hours** from the scheduled start of the first game. (For example, 11:00 AM if the first game was 9:00 AM). (The start time of the second game posted on the website, e.g. 1 PM, assumes the first game of a doubleheader is actually played).
- If the 1st game of a doubleheader is forfeited and the 2nd game is to be played as scheduled, the 1st game forfeit becomes the 7-inning game and the 2nd game will be 9 innings.

11.13.1 SPLIT TEAM DOUBLEHEADERS:

Both games of a Split Team doubleheader will be nine (9) innings.

11.14 KEEPING SCORE:

- The Home Team's scorebook will be considered the official book during any specific game.
- The Visiting Team scorebook should be compared with the Home Team scorebook after each half inning to avoid discrepancies over the score. **Recommendation:** Since the plate umpire is also responsible for keeping track of the score, both teams should check with the plate umpire after each half inning to verify the number of runs scored.

SPECIAL NOTE: Both the Home and Visiting Team's scorebooks (or copies) must be presented to the SDABL Protest Board upon request, if applicable. If there are any conflicts between the two books, as well as with the plate umpire's own version of the score,

the Home Team's scorebook will be considered official. (The SDABL Protest Board, however, still retains the right to make a final decision based on the evidence presented).

- Scores appearing in paper are unofficial due to potential misprints. The official scores and standings come from your League President and newsletter.
- Umpires will report game scores by 6:00 PM of the following day.

11.15 RAIN-OUT POLICY:

- **In the Event of Rain:** Any game stopped due to rain will be considered officially completed after five (5) full innings, or 4 ½ if the home team is ahead. If any game must be stopped during any portion of any inning after 5 full innings have been played, the score will revert back to the last complete inning played (**unless the home team is ahead or has gone ahead during the inning in which the game was stopped**). This is in accordance with Official Baseball Rules, 4.10 (c) (1).
- All efforts will be made to postpone games no later than 6:30 PM the evening prior to the game. In the event of additional inclement weather, however, managers should check the League phone prior to their games.
- If a game has been postponed, the League President will post a message on the League phone and/or Emergency Game Day phone's answering machine announcing the postponement.
- If a scheduled game is *not* postponed, or a message has not been left, both teams must assume the game will be played and must therefore show up at the field to prevent a possible forfeit. **Note:** The Eight Man Start Rule will apply.
- If the field is unplayable, *both umpires* will make the decision at that time---**not** the managers.
- The Umpires have been instructed to wait at least 30 minutes if it appears there may be a favorable change in weather conditions to allow play.

Note 1: Since umpires may be subject to suspension for starting a game on a field that is unplayable, managers are encouraged to refrain from "pressuring" the umpires to start a game.

Note 2: If an umpire has started a game that (obviously) should not be started, then suspends play shortly thereafter for the (obvious) intention of merely collecting a game fee, managers should report this to the SDABL Chief Umpire immediately.

Note 3: If any game has been started but does not reach the 5th inning to become an official game and is subsequently stopped because of rain, the umpires are required to return 50% (1/2) of the full game fee.

SPECIAL NOTE: The SDABL will make every reasonable attempt to reschedule rained out games.

11.16 FORCE-PLAY SLIDE RULE:

Starting in the Spring 2006 SDABL season the NCAA "Force-Play Slide Rule" will go into effect. The purpose of this rule, as with the SDABL No Collision Rule below, is to prevent injury with respect to those plays that may encourage the "taking out" of a defensive player during a force and/or double-play situation. Basically, this rule dictates that the runner must slide directly into any base for the just mentioned situations. Simply being able to get just a hand on the base while a "body's length away" for the purpose of breaking up a double-play will no longer be allowed. The rule in its entirety is as follows:

- a. On any force play, the runner must slide on the ground and in a direct line between the two bases.

Exception --- A runner need not slide directly into a base as long as the runner slides or runs (while standing) in a direction away from the fielder to avoid making contact or altering the play/throw of the fielder.

- 1) "On the ground" means either a head-first slide or a slide with one leg and buttock on the ground.
- 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.

NOTE 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.

- b. Contact with a fielder is legal and interference shall not be called if the runner:
 - 1) Makes a legal slide directly to the base, or

- 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) Makes a legal slide and makes contact with a defensive player who is on or over, but not beyond, the base.

NOTE 2: 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.

c. Actions by a runner are illegal and interference shall be called if:

- 1) The runner slides or runs out of the base line in the direction of the fielder;
- 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) The runner's raised leg makes contact higher than the fielder's knee when in a standing position;
- 4) The runner goes beyond the base and either makes contact with or alters the play of the fielder;

NOTE 3: "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.

- 5) The runner slashes or kicks the fielder with either leg;
- 6) The runner illegally slides toward or contacts the fielder even if the fielder makes no attempt to throw to complete a play.

PENALTY for 1 -6 in (c) above:

- 1) With less than two outs, the batter-runner, as well as the interfering runner, shall be declared out and no other runners are allowed to advance or score. (Ball becomes dead).
- 2) With two outs, the interfering runner shall be declared out and no other runner(s) allowed to advance or score.
- 3) If the runner's slide or collision is flagrant, the runner shall be ejected from the game.

NOTE 4: If the bases are loaded with no outs, a double-play attempt is made, and interference is called, all other runners must return to the bases the occupied at the time of the pitch.

NOTE 5: On a force play, with a two-man umpiring system, if the plate umpire does not have a potential play at the plate, he should move toward the base to observe the runner going into second or third base. In this situation, the base umpire must follow the throw and may not see the true effect of the lead runner's actions.

11.17 NO COLLISION RULE

11.17.1 Definition:

A runner attempting to acquire a base/home MUST AVOID ANY DELIBERATE STAND-UP COLLISIONS WITH THE DEFENSIVE PLAYER FOR THE PURPOSE OF "JARRING" THE BALL LOOSE IF THAT PLAYER HAS POSSESSION OF THE BALL, OR "FORCEFULLY MOVING" THE DEFENSIVE PLAYER OUT OF THE WAY IF HE IS ABOUT TO RECEIVE THE THROWN BALL, OR THE INTENT TO INJURE (based on umpire judgment.). This rule also applies to DEFENSIVE PLAYERS, as seen below.

Note: Since no umpire can read a player's mind in order to determine actual intent, "deliberate" must also be based on umpire judgment. And while any arguments presented to the umpire may in fact be sincere and well-intended, any aggressive "Q & A" directed towards the umpire may be met with a bit of skepticism. This is *not* an easy call to make, as history has shown.

11.17.2 Intent Of Rule:

To prevent "stand up" collisions between a runner and defensive player for the purpose of preventing injury. While it does apply to *any plays at any base*, its main focus has been to address plays at home between the runner and catcher. Basically, the intent of this rule is to eliminate the "Pete Rose/Ray Fosse" type of baseball played by professionals---who can obviously "afford" in the real sense of the word to play it this way. Recreational players, however, need to remain healthy so they can go to work on Monday morning.

11.17.3 Consequences for violating this rule:

- 1) The ball will become immediately dead.

- 2) No other runners on base will be allowed to advance any further than their present positions when the collision occurs. (Umpire judgment).
- 3) The violating runner will be called "Out" and, if the play happens at home, not be allowed to score if he has in fact succeeded in doing so.

APPENDIX 1 --- NO COLLISION RULE PHOTO PLAYS

The below photo-play examples are provided as a basis to help the umpire interpret violations of the SDABL No Collision Rule. The first two examples are the "no-brainer" plays which definitely require "punishment." The third example is a bit more problematic and falls under the "marginal" category, which requires the umpire to really think about his decision in order to achieve what is in the best interests of the players involved, as well as the game itself. The fourth figure is an example of the way the game *should* be played. A detailed discussion follows these photo-plays.



FIGURE 1. Possession

Not a whole lot of interpretation involved with **Figure 1**. The catcher clearly is in full possession of the ball and the runner's intent is pretty obvious. Although this is "good, hard professional baseball," it is definitely a violation of the SDABL No Collision Rule. If you ever witness this play, and regardless of whether the catcher (or any defensive player) was able to hold onto the ball, the runner should be called out and, in this case, ejected from the ball game. A "no-brainer" for any umpire.

Note: Even though this photo is obviously from a professional game, it serves as a good example of what a runner *can't* do in Adult Recreational baseball.

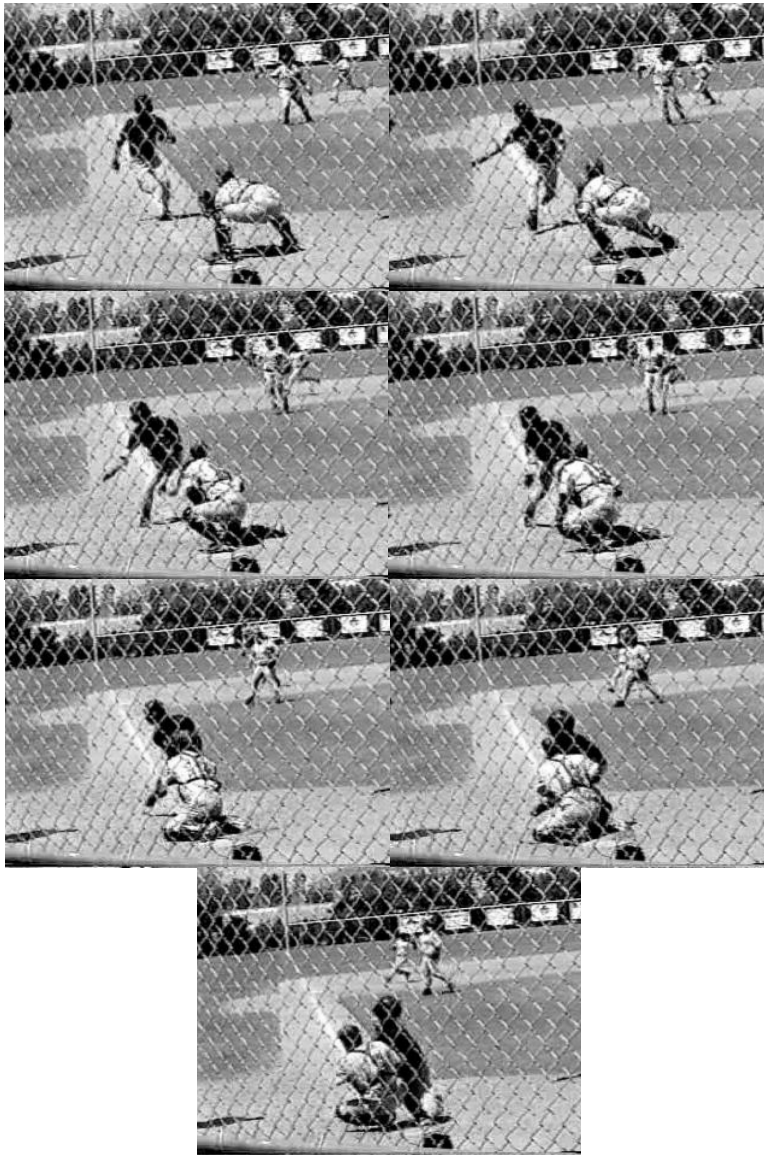


FIGURE 2. --- About To Receive The Throw

The runner in **Figure 2** is a victim of watching too many ESPN highlights (or replays of the Rose/Fosse incident). Although difficult to see in Frame 1, the ball, having just been thrown by the 3rd baseman, has reached the grass cut-out just in front of the catcher. Notice his excellent positioning. He's put himself out of harm's way, yet has set himself up to be able to block the plate once he gets the ball. At the same time, the runner does have access to the plate without the worry of being obstructed by the catcher. What should also be noted here is that the runner (and I think this is a fair assumption, despite the time factor) is well aware of where the ball is and what is taking place. That is, a close play, one that requires a slide. (Even if the runner could argue that he didn't actually see the ball in front of him in Frame 1, he certainly was aware of a potential play for two reasons: one, the ground ball had been fielded by the 3rd baseman, near enough for the runner to have seen it happening. Two, the catcher, by his body language alone, is indicating that the throw is indeed headed in his direction. So, no excuses by the runner here).

Unfortunately, as seen in Frame 1, the runner has (obviously) made a bad decision. He has moved "inside," putting him on a collision course with the catcher. That wouldn't be so bad---if he was intending to slide. In fact, a good hard slide here---even into the catcher, and maybe *especially* into the catcher---would certainly be to his advantage. Intimidating, to be sure---in a fair way---thereby increasing his chances of scoring. And certainly removing his being cited for violating the No Collision Rule. (Keep in mind that the "collision" part of this rule *only* involves stand-up collisions, *not* those collisions that result from a good, hard slide).

But it becomes obvious in the following frames what his real intention is---to "take out" the catcher in the hopes of knocking the ball free. Again, a "no-brainer" call for the umpire. The runner is out (regardless of whether or not the catcher was able to hold only the ball), the ball becomes "dead," and the runner (should be) ejected.



FIGURE 3. The "Bang-Bang" Play

The play shown in **Figure 3** is an excellent example of good baseball gone, unfortunately, "bad" with reference to the No Collision Rule. That is, this is one of those "marginal" cases that require some thought on the part of the umpire.

An important part missing from this example is the frame that precedes Frame 1 (where the collision actually occurs). That is, it would show that the ball, the runner, and the catcher all came together at the same time---complicating the decision by the umpire as to whether or not he should cite the runner for violating the No Collision Rule. Complicating it even further is the fact that the play takes place a good few feet up the line, making it arguable as to whether or not the runner should have been sliding at the point of impact in Frame 1. (And consider this. Had this play happened at 1st base as a result of an errant throw by, say, the shortstop, which pulls the 1st baseman up the line towards home and in the path of the batter-runner, the resulting collision would have most likely been ruled---and rightly so---as "incidental contact" by the umpire. That is, neither the defensive player nor runner would have been in violation of any rule, general baseball or league specific. Incidental contact is discussed in more detail below).

Because of the way the play developed, including the positioning of both players, coupled with no "obvious" intent on the part of the runner (as seen in Figures 1 and 2 above) a tough decision has to be made by the umpire. (Actually, two decisions are always involved with these types of plays. First, to decide whether or not the runner would be allowed to score if he did in fact do so. Second, whether or not the runner should be ejected, regardless of the first decision).

To make it a bit easier, let's discuss the results of this actual play and the subsequent decisions by the umpires.

The catcher did in fact hold onto the ball, making the tagged runner out. This alleviated the problem of having the umpire decide whether or not the contact was "incidental," thereby ruling the runner safe if he acquired home as a result of the ball being knocked loose. At the same time (and assuming the ball had been knocked loose) this alleviated the problem of having the umpire determine that the runner was in violation of the No Collision Rule---a tough call, considering the aspects mentioned earlier (distance from the plate, etc.)---which would require the runner to be called out even though the ball was knocked loose. Subsequently, this particular call would have "forced" the ejection issue. That is, the SDABL No Collision Rule does not call for an automatic ejection for a violation. Rather, that is left up to the umpire to decide whether or not the collision was flagrant enough to warrant an ejection. And if an umpire *does* cite a runner for violating the No Collision Rule, it becomes a bit more difficult for him to justify *not* ejecting the

runner as a result. That is, the umpire may feel that, because of all the factors involved, coupled with the fact that, thankfully, nobody was hurt on the play, that the runner himself was a "victim" of bad luck during an otherwise good play.

For the above play, the umpire decided that no ejection was warranted, which resulted in the discussion with the defensive manager seen in the last frame. Despite the fact that the runner had been called out (due to the tag by his catcher), the manager felt like the runner should have been ejected. The umpires disagreed, instead deciding to give a warning to the runner---essentially putting *all* the players present "on notice."

Was this a good decision? Probably. Would they have been justified in ejecting the runner? Again, probably. That is, there would have been nothing wrong with "setting the bar low" with reference to the safety issue. Maybe not the best decision in terms of the game itself. But then, safety should take a priority, and anything the umpire can do to ensure this, the better off everybody becomes. In either case, a tough decision.



FIGURE 4: The way the game *should* be played

Steve Devan (00) of the San Diego Sting in possession of the ball (located in heel of glove) and tagging out an unknown runner. *Good* baseball on the part of both players. (Of course, the real question is this: Did he make the tag *before* the runner's foot touched the plate? Ooh, baby---close play, tough call!)

APPENDIX 2: DISCUSSION OF NO COLLISION RULE

INTRODUCTION:

The following discussion may be considered as "overkill." Perhaps. But those who have been around adult baseball for a long time know how controversial this rule has been since the beginning of adult baseball. Therefore, the detail below is an attempt to help clarify the rule, or at least present it in the way that umpires are taught to interpret/enforce it. And as we all know, any rule is only as good as those who enforce it, not on how well or even "badly" it was written by the authors.

Much of the discussion is a result of legitimate questions asked by managers and players about the No Collision Rule with respect to how it works, or rather, how it is "different" from the regular baseball rules having to do with Obstruction, Interference, and even "Incidental" contact. Hopefully, the below will clarify some of these issues.

CLARIFICATION OF RULE:

This is *not* a "must slide" rule. That is, any ("legal") means used by the runner to avoid a "stand up" collision, such as running around a player, is encouraged. At the same time, if a player chooses to remain standing and a collision occurs, that player runs the risk of being cited for violating the No Collision rule even though there may not have been any "malicious intent." **Umpire Judgment** will always prevail. And since the umpires can't be inside the mind of a player, and because the umpires have been instructed to enforce this rule for safety purposes, they have total discretion in determining if the "spirit" of this rule has been violated.

“REAL” BASEBALL:

The SDABL does understand the desire to “play hard” and is certainly aware of the dangers of doing so that are inherent in playing the game itself. Still, while professional ball players can afford to play under the concept of “win at all costs,” winning at “all costs” with reference to recreational ball approaches the absurd, since what’s usually at stake is simply a trophy or a T-shirt.

GRAY AFFECTS THE BLUE:

Unfortunately, there *is* a lot of “gray” area involved for umpires when attempting to enforce this rule according to the league’s wishes, since it is a kind of “aberration” specific to recreational ball. In particular, Official Baseball Rules come into play in terms of *Obstruction* and *Interference*. “Incidental Contact,” though not an explicit Official Baseball Rule, must be considered as well. (See “Incidental Contact” below).

For instance, the official Obstruction Rule states that no defensive player may block a runner’s base path without either “having possession of” or is “about to receive” a thrown ball for the purpose of making a play. Simple enough. Though not explicitly stated, this wording certainly “implies” that a runner has the “right” to take out any defensive player who is blocking the base path illegally (i.e., obstructing). But the trouble starts with the following: What *exactly* does the rule mean by “about to receive?” Unfortunately, (for the player, anyway) the definition is subject to any given umpire’s interpretation on any given day. And since the rule itself states that “**umpire judgment**” will prevail then *no judgment either way can be considered “wrong.”* (Player opinion notwithstanding, of course).

RUNNER GUIDELINES (To Avoid Violating the No Collision Rule):

- **Plays at a base** --- If the play is developing right at a base or home, the runner should make every attempt to slide.

Generally speaking, no runner will ever be cited for violating the No Collision Rule if he slides---so long as the following doesn’t occur:

- 1) Spikes-up, “kicking out” with the obvious intent of inflicting injury and/or breaking up a double play.
- 2) Any “roll-block” or “pop-up” slides with the obvious intent of inflicting injury and/or breaking up a double play.
- 3) Any slide by a leading runner who has already been put out which results in no obvious attempt whatsoever to acquire the base in which he was “heading to.”
- 4) Any slide that shows no obvious attempt to acquire the base being attempted. (That is, the runner better be able to touch the base with some part of his body).

These four situations put the runner at risk of unsportsmanlike conduct and possible ejection, not to mention being cited for Interference.

- **Plays up the line from a base** --- If the play is developing up the line (too far away from a base or home to warrant a slide), the runner should make every attempt to “go around” the defensive player or head back towards the previous base. If neither is possible and his being put out is “imminent,” the runner is encouraged to “give himself up.”

Keep in mind that in accordance with the Official Baseball Rules, the defensive player has every right to be in the baseline so long as he has possession of, or is “about to receive,” the ball. It is conceivable, of course, that *Incidental Contact* might come into play under these kinds of circumstances, particularly out on the bases as opposed to home. But, again, **umpire judgment** will prevail.

Also keep in mind that the defensive player is not without responsibility here. That is, if he is blocking the baseline illegally he is most definitely guilty of Obstruction---which means the runner will be awarded (at a minimum) the base he is attempting to acquire, regardless of whether or not he is put out. Not only that, but the defensive player runs the risk of being cited for violating the No Collision Rule if, in the **umpire’s judgment**, he caused any collision that may occur.

The runner should understand that *actual contact with the defensive player is not required* to cite the defensive player for Obstruction. As such, if the runner chooses to make *deliberate* contact with the offending defensive player for the purpose of “proving” his case, that runner is at risk of being ejected for violating the No Collision Rule---despite the fact that the runner will in fact be allowed to advance as a result of the Obstruction. It’s just that his substitute will now be the one running in his place.

RUNNER AT A DISADVANTAGE: It’s true that many runners are at a disadvantage when the ball is “somewhere” behind them. Therefore, a runner can’t be expected to know if a throw is “about to be received.” For the most part, and aside from any vocal help he may be receiving from his teammates, the runner has to base his judgment on the “body language” of the defensive player at the base he is heading towards. **This should not be an excuse, however,** for “taking out” the defensive player. By the time a runner reaches the base/home, he should be somewhat “aware” of whether or not there is going to be a close play. If not, there’s no need to “take out” the defensive player who may be blocking his way. If the runner does sense the ball is about to arrive, however, he *should*

be sliding---not only to ensure there is no stand-up collision, but also because that's just good baseball.

DEFENSE PLAYER GUIDELINES (To Avoid Violating the No Collision Rule):

- Whether right at the base or home, or if you are up the line from any base or home---*stay out of the runner's way* if you do not have possession of the ball or if you are not (obviously) about to receive it. If you are in the way, you will be guilty of Obstruction if there is contact with the runner or if the runner has to go around you to avoid a collision.

As a defensive player, you **do not have a "right" to half the base or half of home plate** without possession of, or are not about to receive, the ball. That is, you can't allow "limited" access to a base or home in anticipation of the play eventually developing there. If there is no play taking place, or a play is not imminent, the runner must have *full access* (or rather, *all the access he desires*) to the base and/or home. Period. You run the risk of an Obstruction call at the very least, and at most possible ejection for violating the No Collision Rule if a collision occurs.

Like just about everything else when it comes to most rules, "*about to receive a throw*" is (once again) based on **umpire judgment**. There is no specific rule in any baseball rulebook that defines "about to receive." There are, however, plenty of Casebook cases and other (subjective) guidelines offered. The below is the best that can be offered, despite the fact that both scenarios are arguable.

- 1) **A throw from an infielder:** Once an infielder has fielded the ball and has readied himself to throw, the defensive player (for instance, the catcher) may consider the throw "as about to be received" and block the plate---so long as the runner has not already arrived at the plate and the ball has not yet left the infielder's hand. (Applies to plays at any base).
 - 2) **A throw from an outfielder:** Once the ball has been thrown and has "crossed the infield plane" the defensive player (for instance, the catcher) may consider the throw "as about to be received" and therefore block the plate---so long as the runner has not already arrived at the plate and so long as the throw is "online" and coming at fairly "high velocity". (That is, if a weak throw has caused the ball to just "trickle" into the infield, this would not justify a throw as "about to be received." **Umpire judgment**). As above, this applies to plays at any base, not just home. Keep in mind, however, that the "infield plane" reference used above for plays at home will be "moved" accordingly by the umpire for plays at the bases. Obviously, it's a "distance" thing.
- If any Defensive Player, while not in possession of the ball or not about to receive it, *purposely* puts himself in the way of any runner *at the last moment* for the purpose of not only stopping the runner's progress, but also in the "hopes" of having the umpire "blame" the runner for any stand-up collision that occurs, will be cited for violation of the No Collision Rule. **The Defensive Player will be immediately ejected and may be subject to suspension upon investigation.**

INCIDENTAL CONTACT:

First of all, there is no explicit rule in any rulebook that defines Incidental Contact. It is merely a guideline offered, usually in casebooks, to umpires when dealing with that gray area during those situations in which neither an Obstruction or Interference should be called for the following reason **When the location of a thrown ball has caused the defensive player attempting to catch it and the runner attempting to acquire a base draws both players together at the same point in space and time** --- the proverbial "*bang-bang*" play. The point being that each player has the "right" to be where he is in his attempt to perform his job, so neither should be cited for any violation. (Umpire judgment, of course).

Example: A play we've all seen---batter hits a grounder to the shortstop, who fields but whose throw to 1st is up the line towards home (and in the base path) of the on-coming batter-runner. Suddenly the ball, the 1st baseman, and the batter-runner all meet at the same time---*bang!*---a collision occurs. Sometimes the runner recovers and acquires 1st safely, sometimes not. In either case, there is no Obstruction or Interference violation on either player, since both were where they were supposed to be with reference to performing their jobs. Therefore, the collision is considered "incidental" to the play and whatever happens, happens.

Caution: Most plays adjudged as being "incidental contact" take place at 1st base, as in the above example. This doesn't mean that they don't occur at any other base/home. They do. But, because most "*bang-bang*" plays at bases other than 1st usually result in a slide by the runner (or at least it "should"), as opposed to his being able to "run through" 1st base, which sets up the "acceptable" risk that a collision could occur with no violation on either player's part. Therefore, any stand-up collisions that result at bases other than 1st have an "excellent" chance of being ruled as a violation of the No Collision Rule, since sliding is not only an "option," but also because sliding just makes perfect sense.. Those situations, however, where there is stand-up contact *between* the bases (say, halfway or so) *will most likely be treated as an Obstruction* on the part of the defensive player. Basically/justifiably/historically, the runner will ("always") be given the benefit of the doubt out on the base path for obvious reasons --- *unless*, of course, it is obvious that the runner has made some kind of intentional/blatant move to cause the collision. (Most commonly seen during "run-downs"). Again, umpire judgment.

HOW TO DEAL WITH UMPIRE JUDGMENT:

Simply this---*eliminate it*. That is, if the situation calls for a slide---then *slide*. If sliding is not an option---then *go around*. (Or, admittedly a "weak" option, "give yourself up" if being tagged out is imminent). Remember, the umpires have been asked to enforce

this rule based on safety considerations---*not* on whether it is “good,” baseball.

APPENDIX 3 --- MANAGING TIPS

ORGANIZING:

The following tips are set forth in an attempt to assist you and help make the task of managing simpler and easier.

Working with Your League Commissioner:

- Know *who* your League Commissioner is and how to contact him/her.
- Keep in touch with your Commissioner on a regular basis. If you don't receive your newsletter, call your Commissioner to let him/her know.
- Immediately notify your Commissioner if you change your address and/or phone number.
- Immediately notify your Commissioner if you have filed a protest during your game.
- If *you* are unable to attend a game, inform your Commissioner and tell him/her who will be officially representing your team. (Be sure to leave all necessary equipment and paperwork with your replacement).
- If *your team* will be unable to attend a game, you must inform your Commissioner in plenty of time. (Refer to **Section 6.2 Contact Policy** above).

Managing Your Team:

Using the following guidelines, we think you'll find managing a much easier task, which will give you more time to address the game itself.

- Keep in touch with your players. Use your coach and another player on the team to help with making phone calls during the week (similar to a calling tree in Little League). This helps alleviate some of the time commitment involved.
- Use a 3-ring binder to keep all player contracts, newsletters, line-up cards, schedules, rules, and player addresses/phone numbers. Also keep a master list of everyone's uniform number and positions (depth chart) for use in altering field assignments on the defensive line-up. Use the binder to keep everything centrally located for easy recall/use.
- After each game and after your players have cleaned up the field and policed for trash, let them know the time of next week's game and the field location. This will minimize phone calls and alert you to absences that might occur.
- Read, or let your players read, pertinent items in the weekly newsletter - especially if their name appears in it from a previous week's exploits. This will help make them feel more a part of the league and keep them informed. You may want to consider putting together a team newsletter.
- Try to keep all players "in the game" at all times. When players are not in the batting order and/or the defensive alignment, their edge tends to wear off. Don't let players sit down too long before getting them back into the game, either offensively or defensively.
- Collect all team fees up front, with or without a sponsor. Try to avoid "installment plans" or "pay-as you-go" methods. This is risky and causes you administrative hassles that you don't need. We strongly suggest that even if you have a sponsor, that you charge your players a team fee. Experience has shown that when a player is relieved of a financial commitment, their participation and commitment to the team becomes suspect. If your sponsor is willing and able to cover all the team's regular season costs, we suggest you save some of the money for tournament travel costs or other expenses.
- Get all players to help with cleaning up. If you consistently let certain players leave without lending a hand, you'll soon have all players "slipping away" and you'll be left with all the field maintenance clean up. If everyone pitches in, the job will be easier and faster.

Practicing:

The SDABL suggests you hold your practices at junior high schools or other facilities if permission can be arranged. (**NOTE: Contact your League Commissioner for information about getting permission to use any high school field for practice. DO NOT USE ANY SCHOOL WITHOUT PERMISSION.**) At any facility though, rules governing soft toss (hitting against the fence) and throwing on the grass in front of dugouts, are not waived. Further, we suggest taking only infield/outfield practice between games. Yes, we realize that batting practice is what most players want to do, however, that activity is the hardest on a field. It tears up the

mound and the batter's box and creates an indirect soft toss action on the backstop (since use of a catcher during batting practice is rare). If you really must take batting practice, please don't do it on a varsity field.

APPENDIX 4--- "TEAM MOVEMENT" POLICY

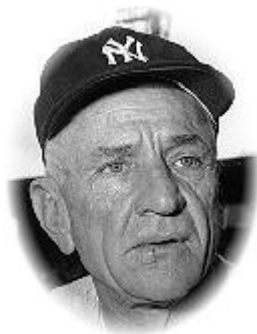
Starting in the 2006 SDABL Spring season teams will be required to move up to the next level of play within their age group based on their "Final Power Ranking" (FPR). A team's FPR will determine whether the team will move up. Below is the formula used to determine the FPR.

1. The team's final regular season winning percentage converted to points
2. 60 points for any team receiving a first round bye in the playoffs
3. 60 more points earned for a quarter-final win
4. 120 points for a semi-final win
5. 180 points for a Championship win

This calculation is based on a 17-game schedule where each win is worth approximately 60 percentage points. For each playoff victory the same percentage points will be assigned on an escalating basis.

HAVE A GREAT SEASON! --- *PLAY BALL!*

Casey Stengel



"All I ask is that you bust your heiny on that field

Satchel Paige



"Age is a case of mind over matter. If you don't mind, it don't matter."

Yogi Berra



"Baseball is ninety percent mental. The other half is physical."