



EAST BRAINERD ADULT BASEBALL LEAGUE – Overview

Team Entry Fee

- \$3,300 for 6 or less teams
- \$3,100 for more than 6 teams in the league

Championship Winnings

- \$300 allocated per team (Max up to \$1,500) will be disbursed as winnings.
 - \$300 will be awarded to the Team with the best overall regular Season record
 - \$1200 will be awarded to the Playoff Champion Team (with a minimum of 6 teams. Less than 6 teams, the winnings could be adjusted accordingly). This is designed to go towards WS trip.

Baseballs

- Upon paying the team entry fee, each team will be given 5 dozen of high-quality baseballs to be used for game play.

Fields

- At minimum, all games will be played at East Brainerd Youth Athletic Association, Boyd Buchanan or Grace Academy. Boyd and Grace fields will be turf fields. These will be the 3 main fields. Other fields are currently in process of being secured such as Ooltewah High School, Central Highschool and McMinn Central.
- **** To be noted** All games will be played at a quality location. No games will be played on a portable mound.**

Schedule

- League will play a 10-week schedule with double headers each week for a total of 20 league games. A Playoff tournament will follow the 10-week schedule with a minimum of 4 teams and maximum of 6 teams eligible for the playoff tournament.
- Games will be scheduled on Sundays with game times set for 10:00am, 12:30pm, 3:00 or 5:30pm
- The 10-week game schedule and location for each week will be released prior to the beginning of the season.

Umpires

- There will be 2 high quality TSSAA umpires scheduled for each game, each week.

DISCLAIMER : The **Adult Baseball League** will be organized and operated by the Board of Directors with East Brainerd Youth Athletic Association (EBYAA). This document attempts to clarify and simplify rules specific to the **Adult Baseball League**. This rulebook, in conjunction with the official MLB rulebook serve to clarify and simplify the rules so that no single team has an unfair advantage over another. In the event an issue, matter, or circumstance has not been addressed herein, the **Adult Baseball League** reserves the right to resolve the problem through the board of directors for EBYAA in the best interest of the league, in the spirit of the game of baseball and with impartiality to all the participants.

The safety of the players, managers, umpires, fans, and staff is our highest priority and EVERYBODY'S PERSONAL RESPONSIBILITY! These rules and regulations are hereby meant to protect all those associated with the **Adult Baseball League**, while ensuring equality and fair play during all league events. All participants and our fans should be aware of the potential risk of injury associated with the game of baseball and take the necessary steps to safeguard themselves from injury. Any game, practice, or special event may be suspended or cancelled at the discretion of the EBYAA Board of Directors if matters of personal safety are at risk. ALL MANAGERS and PLAYERS are required to sign the **Adult Baseball League** Waiver and Release of Liability form prior to participating in any league activities. Any player who fails to complete this form and/or adhere to the policies and procedures of the **Adult Baseball League** shall not be permitted to participate in league events and may face additional disciplinary action. Any person found to be participating without these documents on file is considered ineligible and participates at their own risk. Any manager, player, or league member who permits someone to participate assumes personal risk for any claim made against the **Adult Baseball League**.

CODE OF CONDUCT

Control yourself and your players. Players need to know the rules that affect them, and it is your responsibility to ensure that they know. Good sportsmanship is expected of every player. It is up to each player to make the game competitive and enjoyable for the other players, managers, and umpires that participate, as well as for friends, family and other spectators who come to watch. Fighting and/or physical abuse of players, umpires, or spectators, or abusive language directed at players, umpires, or spectators will not be tolerated by the **Adult Baseball League**.

ALCOHOL, DRUGS & TOBACCO:

ALCOHOLIC BEVERAGES AND/OR DRUGS ARE SPECIFICALLY PROHIBITED IN THE VICINITY (INCLUDING PARKING LOTS) OF ANY FIELD USED BY THE ADULT BASEBALL LEAGUE. THIS APPLIES TO ALL MANAGERS, PLAYERS, COACHES, AS WELL AS FANS, FRIENDS, FAMILY MEMBERS OR SPECTATORS THAT COME TO GAMES. ANY MANAGER OR PLAYER FOUND TO BE IN VIOLATION OF THESE RULES MAY BE SUSPENDED IMMEDIATELY FOR A MINIMUM OF TWO (2) GAMES. ADDITIONAL SANCTIONS MAY ALSO BE APPLIED AGAINST ANY OFFENDER(S).

A second violation may result in expulsion from the LEAGUE, either individually or as a team. Please notify all participants and spectators of this rule. Umpires have the authority from the THE LEAGUE to stop or forfeit games if there is a problem with drinking or drugs at any game or facility being utilized. Teams 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. **To Reiterate: Umpires have the authority from the LEAGUE to stop or forfeit games if there is a problem with drinking or drug use at any game or facility.** Smoking is also prohibited on the field and in the dugout and can only be done outside of facilities where games will be played.

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FEES AND PAYMENTS

Team Fees: Team Fee will be \$3,300 for 6 teams or less registered in the league and \$3,100 for more than 6 teams registered in the league. An initial deposit of \$500 is due by Jan 15th with the remaining balance due by March 1.

Umpires: Umpire fees are included in your team fee and will be paid by the league.

Forfeited Games: Teams forfeiting games at game time will be charged \$50. After forfeiting a game, a team has until their next scheduled game to submit payment for the forfeit fee. Failure to submit payment before the next scheduled game will result in a 2nd forfeit, and possible suspension of the team from league play. Upon forfeiture of a third game, the team may be expelled from the league. Any team forfeiting a playoff game will automatically be eliminated from the playoff tournament

Uniforms: Uniforms will not be provided by the league. Teams will be responsible for the cost of their own uniform.

FIELDS

At minimum, All games will be played at East Brainerd Youth Athletic Association, Boyd Buchanan or Grace Academy. Boyd and Grace fields will be turf fields. These will be the 3 main fields. Other fields are currently in process of being secured such as Ooltewah High School, Central Highschool and McMinn Central.

**** To be noted** All games will be played at a quality location. No games will be played on a portable mound.**

_UNIFORMS & EQUIPMENT

UNIFORMS

- Team/Player Uniforms: All players must wear a uniform while participating in league games that is similar in design to that of his teammates. Players not in uniform **may not** be permitted to play. Uniforms are not covered in the cost of the league fee. Teams will be responsible for their own uniforms.
- Uniforms: At a minimum, a player's uniform must consist of a hat, numbered jersey, baseball pants, and appropriate footwear. Appropriate footwear will be determined by the fields location. Metal spikes may be worn on any dirt and natural grass field. For locations with a turf field, the location will dictate what footwear is deemed appropriate. Most likely, metal spikes will not be allowed for turf fields. Turf shoes or molded cleats would be appropriate.
- Grace Period: Teams shall make every attempt to have matching uniforms (at a minimum, matching numbered jerseys) prior to the start of the season. A 3 week grace period will be authorized to allow teams to complete necessary uniform purchases. All new players joining a team during the season are authorized the same grace period.

EQUIPMENT

- Helmets: All batters, on-deck batters, and runners must wear helmets.
- Baseballs: Official game balls will be provided by the league and issued to managers prior to the start of the season. Five dozen baseballs will be given to a team once their league fee is paid in full.
- Game Balls: Each team is responsible for providing two (2) new baseballs to the home plate umpire at the plate meeting prior to the start of each game. If needed, teams will provide additional game balls in good condition beginning with the home team providing two (2), then the visiting team providing two (2) and alternating back and forth until the game is complete.

- Bats: Only wood baseball bats are permitted for game use and must be no more than minus 3 weight to-length ratio. Authorized wood bats are ash, maple, oak, birch, bamboo, and composite wood bats.
- Illegal Bats: If a player is found to be using or have used an illegal bat, they will be issued a warning by the home plate umpire and instructed to remove the bat from the field of play. Appropriate action will then be taken by the umpire crew to correctly reset playing conditions. Should a second offense be then made, the involved player may be ejected from the game in accordance with the league's **EJECTION POLICY**.

SCHEDULE, GAME LENGTH, RUN RULE & CANCELLATIONS

SCHEDULE

League will play a 10-week schedule with double headers each week for a total of 20 league games. A Playoff tournament will follow the 10-week schedule with a minimum of 4 teams and maximum of 6 teams eligible for the playoff tournament. League will run from April – July which allow for weather cancellations and a playoff tournament.

Games will be scheduled on Sundays with game times set for 10:00am, 12:30pm, 3:00 or 5:30pm

The 10-week game schedule and location for each week will be released prior to the beginning of the season.

Playoff Brackett with times and dates will be determined once every team has had opportunity to play their 20-game schedule.

GAME LENGTH

Start Times: it is the collective responsibility of the umpires, managers, and players to ensure that games start on-time as scheduled. Team will be expected to be warmed up and ready for play 15 mins prior to the scheduled start time.

Innings: All Double header games will be scheduled for seven (7) innings or 2:15 hours with no new inning starting after 2:15. If a single game is scheduled, it will be for 9 innings or 2.45 hours with no new inning starting after 2.45.

Extra Innings: If a game is tied after seven (7) innings and the time limit has not been exceeded, the game will move to extra innings. Each extra inning, will begin with the last batter from the previous inning at second base.

Playoffs: Duration of tournament games will be established separately and listed as part of the official Playoff Rules.

Changes to Game Length: the League reserves the right to modify the length of a game as needed to facilitate the scheduling of league play or to ensure the safety of players in cases of inclement weather.

Official Games: At the completion of five innings, a game is considered an official game whether suspended due to weather, darkness, or time limit.

Unofficial Games: Any game that is stopped or suspended before five innings have been completed (with the exception of time limit) will be considered a suspended game and will be resumed from the exact point at which it was suspended.

Incomplete Games: If a suspended game cannot be made up for any reason, the final score will be recorded as the score at the end of the last complete inning.

Weather Delays: In the case of inclement weather, a game may be delayed by up to thirty (30) minutes to allow for field conditions to improve before resuming play. If play cannot safely resume within this time period, then it will be suspended or post-postponed as deemed appropriate by the home plate umpire and/or league officials.

RUN RULE

- In a 7-inning game, the run rule implemented will be 12 runs after 4 innings and 10 runs after 5 innings.
- In a 9-inning game, the run rule implemented will be 12 runs after 6 innings and 10 runs after 7 innings.

CANCELLATIONS

Cancellation Policy: All games will be played as scheduled unless affected by inclement weather, poor field conditions, or facility closure.

Weather Call: In matters of inclement weather and/or poor field conditions, a Weather Call will be made a minimum of two (2) hours prior to the designated start time. If no weather call is made and/or cancellation announced, teams will report to the field as scheduled. At that point, the umpires will determine if field conditions are safe for play. All managers will receive communication from the league with regarding cancellations. It is the manager's responsibility to inform all players on his team.

Rescheduled Games: Every attempt will be made to reschedule all cancelled games prior to the scheduled start of the playoffs.

Forfeits: If a team is unable to play and/or field a full team (minimum of eight players) for a scheduled game for any reason, they will be subject to the **Adult Baseball League's FORFEIT POLICY**.

ROSTERS & PLAYER ELIGIBILITY

ROSTERS

Team Rosters: All teams will be responsible for creating their own roster of players. Teams may not exceed more than thirty (30) players on their roster. Player fees will be up to each team individually on how they want to charge their players. Teams will register their roster of players together as a team. Team Rosters will need to be turned in by March 1.

Creating Rosters: There will be no pool of players to choose from to fill out the team rosters. Teams will be responsible for filling out their own team. All Players will be required to sign the league's liability waiver. **A PLAYER IS ONLY ALLOWED TO APPEAR ON ONE TEAM ROSTER DURING THE CURRENT SEASON.** A Team's roster will be reset each year and will be required to refill their own roster the follow season.

Adding/Removing Players: Players added to a team roster must be done 24 hours before the player participates in a game. The added players will be required to sign roster and liability waiver forms before they will be allowed to play. The cut-off date to add players will be once the season has reached its halfway point. A specific date will be determined once the schedule has been released.

Roster Commitments: Once added to a team's roster, a player shall be bound to that team for the remainder of the year and will not be permitted to switch teams during the season without approval from the team's manager, League President, and the Board of Directors. A player wanting to transfer to another team after team rosters have been submitted must make a specific request with the league and the current manager must approve of their release. This will not guarantee an automatic release. The request will be reviewed by the Board of Directors and a decision will be made within 7 calendar days. The cut-off date for a player release will be once the season has reached its halfway point. A specific date will be determined once the schedule has been released.

Postseason Rosters: Team rosters will be locked and considered final once the season has reached its half-way mark. A player to be eligible for the playoff roster, they must have played in at least 25% of games of the regular season with that current team.

Roster Disputes: The EBYAA Board of Directors is the approving authority for all team rosters and has the authority to rule on all matters of player eligibility. Disputes of player eligibility may also be brought before the Board of Directors for final ruling.

PLAYER ELIGIBILITY

Ex-Professional Players: Players with previous professional playing experience are permitted to participate in the **Adult Baseball League** and may do so without limitation or restriction.

College/High School Players: Players currently enrolled and/or rostered to play collegiate or high school baseball who meet the age eligibility (18+) requirements are permitted to participate in the **Adult Baseball League**, just as long as they are included on the Team Roster.

PITCHER ELIGIBILITY

Hit Batter Rule: If a pitcher hits three (3) batters in a single game, they must be removed immediately and will not be permitted to pitch for the remainder of that game. They are, however, allowed to remain in the game as a hitter and are permitted to play any other defensive position.

There will be no limit to the number of pitches thrown or innings pitched by one pitcher.

Once a pitcher leaves the mound, he may not return to the mound in the same game. He will still be able to play a defensive position.

PLAYOFF ELIGIBILITY

Registered/Rostered Players: Only those players who have registered for the league prior to the Postseason Deadline and appear on a team's postseason roster are permitted to play in the postseason.

Minimum Games: To be eligible for postseason play, a player must appear in a minimum of five (5) games or 25% of the games played during the regular season.

- **NOTE: To be credited for a game played, a player must have a plate appearance or pitch 1/3 of an inning.**

BATTING LINEUPS

LINEUPS

Lineup Cards: Managers must provide an official lineup card to the opposing team prior to the start of the game.

Adding Players to the Lineup Card: Players will not be added to the lineup after the game has started. If a player is on the lineup card and is not present for his turn at bat, then an out will be assessed until that player is available for his at bat.

BATTING ORDER

Batting Order: The batting order must contain a minimum of nine (9) players, regardless, if a team is playing with only 8 players. Batting Order can consist of one of three methods, and this must be declared at the start of the game.

- **Bat 9, Play 9-** You would follow the normal substitution rule for offense and defense.
- **DH/EH** -You may use 1 DH and unlimited EH. (ex: 15 players on the lineup card but you choose to bat 12. The extra 3 players would be considered subs). DH can be used for any position but will maintain its spot in the order the entire game. (ex: DH is hitting for Player 1. If Player 1 is subbed for Player 2 then the DH is now hitting for player 2. Lineup doesn't change.
- **Bat All-** Free defensive substitution as often as you want throughout the game without announcing changes.

Minimum Number of Players: A minimum of eight (8) players is required to begin and complete an official game. At no time will a team be permitted to play with less than 8 players.

Grace Period: If a team does not have eight (8) players present at the designated start time, they will be granted a fifteen (15) minute grace period to allow for an eighth (8th) player to arrive. If the minimum number of players is not reached by the end of the grace period, a forfeit must be taken in accordance with the league's **FORFEIT POLICY**.

Starting with Eight (8) Players: If a team starts a game with only eight (8) players, they will be assessed an automatic out each time they go through the batting order unless a ninth (9th) player arrives. The manager can designate any spot in the batting order he or she wishes as the "vacant spot" for which the automatic out will be recorded.

Playing with Eight (8) Players: If a team is reduced to only eight (8) players after the game has started due to injury, ejection, or a player leaving, they will be assessed an automatic out each time the vacated spot in the order comes up to bat.

Pinch Hitters/Runners: If a pinch hitter or runner is used at any point throughout the game, the player that is substituted for will be able to reenter one time in the same spot in the batting order.

COURTESY RUNNERS

Courtesy Runners: The Courtesy Runner shall be a sub or if no subs are available, it will be the last player to have made an out, either as a batter or runner. The exception to this rule is when said player is a pitcher, or catcher. If a Courtesy Runner is needed at the start of the game, before an out has been made by a player capable of filling the role, then the last batter listed in the batting order will serve as the Courtesy Runner.

Pitchers & Catchers: Should a pitcher or catcher reach base; they have the option to request a courtesy runner with less than two outs. A courtesy runner must be used with two outs in order to speed up the pace of play.

Non- Pitchers & Non- Catchers /Injured player: A team may use a courtesy runner for one non-pitcher or non-catcher once per inning. Once a courtesy runner for a non-pitcher/non-catcher is used for that inning it will not be used again regardless of injury to a player in that same inning. Each inning can utilize the Courtesy Runner for a non-pitcher/non-catcher.

Injured Players: If a player sustains an injury during a game that permits them from running, a team may request a courtesy runner utilizing the rule for Non- Pitchers and Non-Catchers.

PLAYER CONDUCT & TEAM RESPONSIBILITIES

PLAYER CONDUCT

Alcohol: The consumption of alcohol by players during a game is strictly prohibited and alcoholic beverages not allowed in dugouts or on school property. Players and managers found to be in violation of these rules are subject to disciplinary action.

Tobacco: The use of tobacco products on school property is strictly prohibited. Players and managers found to be in violation of these rules are subject to disciplinary action.

Collisions: Base runners shall make EVERY attempt to avoid collision with a defensive player. Any player, who makes an intentional and/or malicious attempt to contact an opposing player is subject to disciplinary action.

Unsportsmanlike Conduct: All acts of unsportsmanlike conduct are subject to disciplinary action.

Fighting: Any player who initiates, provokes, or excites a physical altercation with another player, manager, umpire, or spectator is subject to disciplinary action.

Soft Toss: The hitting of baseballs into any fence is strictly prohibited. Batting practice, soft toss, and tee work must be conducted in designated practice areas only.

TEAM RESPONSIBILITIES

Field Maintenance: The home team is responsible for assisting with field maintenance prior to and after each game as directed by the facility manager.

Field Clean-up: All teams are responsible for trash pickup and removal from the field and dugout at the end of each game. Failure to comply with these guidelines will result in disciplinary action.

UMPIRES

Umpires Crews: All league games require at least one league approved umpire to be considered an official game. However, the league standard is to utilize a two-man umpire crew for all games, exception to include playoff games where additional umpires may be utilized at the discretion of the League.

EJECTIONS: An umpire has the authority to remove any player, coach, manager, fan, or employee for violations of these rules to include objecting to decisions, actions of unsportsmanlike conduct or foul language, and/or unsafe play. It is the responsibility of the home plate umpire to notify the league of any player ejections.

Payments: It is the responsibility of the League to render individual payment to the umpires.

EJECTIONS, SUSPENSIONS, & FORFEITS

EJECTIONS

Ejections: Any player or manager ejected from a game must leave the park immediately and is to serve a minimum of a one (1) game suspension before being permitted to participate in league.

If any player or manager is ejected for a 2nd time, they will be suspended for 2 additional games before being permitted back on the field and will be fined \$100 by the league.

If a player or manager is ejected more than 2 times, further disciplinary action up to removal from the league will be determined by the Board of Directors.

Reporting Ejections: The manager from both teams is responsible for reporting any player ejections to the League.

DISCIPLINARY COMMITTEE

Disciplinary Review: The Board of Directors reserves the right to review all matters of misconduct and amend any disciplinary action taken against its players, managers, and members. All amendments to said actions will be made public to league and its members.

Disciplinary Committee: The Disciplinary Committee will consist of the Board of Directors (President, Vice President, and Secretary), and Head Umpire. All disciplinary matters will be decided by way of a majority vote.

FORFEITS

FORFEITS: If a team is unable to field the minimum number of players and/or does not show up for a scheduled game, the game will be recorded as a forfeit.

Notification of Forfeit: Teams are required to notify the League of a pending forfeit at least 24 hours prior to the scheduled start time to avoid financial penalty.

Forfeit Penalty: Teams failing to provide advanced notice of a forfeit are subject to a fine of \$150 made payable to the league to cover the cost of umpires.

Multiple Forfeits: If a team forfeits three (3) games in a single season, they will be removed from the schedule and may be dropped from the league without refund of league fees pending review by the Board of Directors.

Dropped Teams: If a team is dropped from the league, all games they participated in will be dropped from the division standings.

Scoring a Forfeit: All forfeits will be recorded with a final score of 7-0.

SCORES, TIEBREAKERS, MISCELLANEOUS

SCORES

Reporting Scores: It is the responsibility of the winning manager to report the final score to the League within 24 hours of completion.

TIEBREAKERS

All division winners and playoff participants will be decided based on winning percentage.

Winning Percentage: decided by dividing a team's total wins by their total games played. Ties will be counted as 1/2 win and 1/2 loss. As an example, a team that is 16-3-2 is 17-4 for calculating winning percentage purposes, while 16-6-1 is 16 1/2-6 1/2. There will be times when the winning percentages end up equal. In those instances, the tie will be broken using the following system:

Tiebreakers: Should two or more teams end the regular season tied in the standings, the following methods will be used to determine playoff seeding:

Two Teams: Head-to-Head Record, Head-to-Head Run Differential, Run Differential, Strength of Schedule, Coin Toss.

Three of More Teams: Run Differential, Strength of Schedule, Coin Toss.

Strength of Schedule: Team records will be compared vs other league opponents beginning at the top of the standings and working to the bottom.

- For example, if team A was 1-1 versus the #1 seed during the regular season, and Team B was 0-2 versus the #1 seed, then team A would win the tiebreaker

PROTESTS

PROTEST FEE: A \$250 dollar cash protest fee is required before any protest is reviewed. This fee will be returned to the Protesting team if the decision is ruled in their favor. The protesting team shall forfeit the fee if the protest is denied.

No protest shall ever be permitted on judgment decisions by the umpire. In all protested games, the decision of the League President and Board of Directors shall be final.

The protest involving ineligible players must be stated prior to the game or prior to the ineligible player entering the game. The game will continue to be played under protest. A protest involving ineligible players after the game has been completed will not be reviewed (ex: you cannot decide to protest a game for ineligible players after the game is complete)

Notify the League President on the phone that you have filed a protest. Once the League President receives the protest fee and the explanation in writing of the protest, the league president will investigate the situation and along with the Board of Directors will render a decision within 24 hours.

