

League Rules and Bylaws

As of May 11, 2023

This league's main way of communicating is through our website at Aztecbaseballleague.com Managers/players are responsible for checking the website for updates or changes. The league is responsible for late changes made on Friday up to game time. We will call/text Managers of any late changes.

Section 1

Player(s) Liability

The Aztec Baseball league and all of its members are not financially responsible for any damages cause by anyone including other members affiliated with our league. <u>Anyone who participates in our league does so at his or her own risk and assumes all liability</u>. No liability is assumed nor is ever implied.

Section 2

Standards of behavior

All Managers and players must take personal responsibility for their actions while participating in our league. The Aztec Baseball League (**ABL**) holds every member responsible for their actions. Managers are not only held responsible for their players but also their spectator's actions.

The Aztec Baseball League demands that its players and managers always act in a courteous and professional manner when dealing with other league members or anyone associated with our organization. All Aztec Baseball league members are expected to be respectful of each other at all times. While we are all passionate about our game and can sometimes overreact, ultimately this is a recreational Baseball league and we expect everyone to act accordingly.

We expect everyone to respect and take care our fields that we have been graciously given permission to use. This league is about having fun playing baseball in a positive environment. The use of obscene

Section 3

Financial Responsibility

Teams are responsible for paying their league fees on or before the due date. All league fees must be paid in full before team is eligible to play. Teams that fail to pay any outstanding fees are subject to be suspended or ejection without any refund. Games suspended will be recorded as forfeits.

Section 4

Alcohol

It is strictly forbidden to drink, be in possession of, or under the influence of any alcoholic beverages or illegal drugs while on any Aztec Baseball League fields. This includes adjacent areas and parking lots. This applies to all managers, players, coaches, as well as friends, family members, and or any fans in attendance. Any manager or players found to be in violation of these rules are to be ejected immediately from the game and field and will be suspended immediately for a minimum of two (2) games and be fined. A second violation will result in additional discipline including up to permanent expulsion from our league, either individually or as a team.

Table of Contents

- 1. Player Liability
- 2. Standards of behavior
- 3. Financial Responsibility
- 4. Alcohol
- 5. Definition of Terms
- 6. Uniforms
- 7. Helmets
- 8. Fighting/Ejections
- 9. Bats
- 10. Umpire Deposit
- 11. League Rosters
- 12. Team Practices
- 13. Dropped Teams
- 14. Game Baseballs
- 15. Mercy Rule
- 16. Forfeits
- 17. Rainout Policy
- 18. Scorekeeping
- 19. Lineup Card
- 20. Tie Games
- 21. Game Time Limits
- 22. Season Ending Tiebreakers
- 23. Trophies
- 24. League Meetings
- 25. Playoffs
- 26. Umpire Fees
- 27. Protests
- 28. League Umpires
- 29. Player Substitution
- 30. Player age limits
- 31. League Fields
- 32. Extra Hitter Rule
- 33. Team Placement
- 34. League fines/Penalties
- 35. Misc Rules





One of the beautiful things about baseball is that every once in a while you come into a situation where you want to, and where you have to, reach down and prove something. Nolan Ryan



Section 5

Definition of terms

ELIGIBLE PLAYER (League):

• Any player over the age of 18 or over the age of 16 with a parent consent form on file with the **ABL** and their respective manager.

• Any player registered and listed on their team roster. (Players must be pictured for the playoffs) Player must of played on only one team per season.

• Any player deem active by the ABL.

INELIGIBLE PLAYER (League):

- Any player who does not meet the applicable age requirements.
- Any player who has not registered and is listed on their ABL team roster.
- Any player who provides misinformation pertaining to their age and or identity.
- Any player who has registered on with multiple ABL teams within the same season.
- Any player who registers onto a team then plays on another team within the same season.
- Any player who participates in any games while under league suspension.

Proof of eligibility:

Regular Season:

Proof of a player's eligibility will be verified with the comparison of the team <u>roster name</u> and a <u>legal pictured ID. OR players pic online.</u>

Playoffs:

Proof of a player's eligibility will be verified with the comparison of the team roster <u>name</u> and <u>roster picture</u> to player in dispute.

Teams may also ask for verification of a player playing defense prior to his first at bat.

Results:

• If the umpire can confirm a player's name listed on the team roster with a pictured ID then that player will be deemed eligible to play. (Regular Season only)

• If a player cannot or will not produce a valid pictured identification, then that player will be ejected and not be eligible to play. (Regular Season only)

Section 6

Uniforms

All team members must wear identical baseball Jerseys. In addition, a player must wear a baseball jersey with a team name and or logo on the front, a number on the back of the jersey, baseball pants, cleats, and sanitary socks. Players' Jersey must be identical in design and have a **unique number for each individual player**. Any players attempting to share a Jerseys shall be ejected. No official league game can be played if both teams do not have at least 9 completely uniformed players **regardless if both managers agree to play**. Failure to wear a complete uniform will deem a player illegal and therefore not eligible to play and subject to immediate ejection. Managers and Coaches must wear a team jersey and team cap in order to coach the bases. Piping on baseball pants <u>or caps do not need to match</u>.

Section 7

Helmets

All batters must wear a batting helmet with at least one earflap on the side facing the pitcher during their at-bat. Players attempting to bat without a helmet must be instructed that a helmet is required in order to bat. Players refusing to wear a helmet while batting shall be called out.

Section 8

Fighting/Ejections/Suspensions

Any player (s) **involved in any kind of physical altercation** before, during or after any league game, will be ejected and be suspended effective immediately. **All players involved** will be suspended. In addition, any person holding a bat in a threatening manner will be subject to additional fines, suspension, and league expulsion. Both teams involved will be subject to immediate suspensions up to expulsion from the league without a refund. Any Player/Manager ejected from a league game must leave the property within 5 minutes of game time or risk his team forfeiting the game. Rainouts or canceled games do not count towards fulfilling game suspensions. If the next scheduled game is rain-out, cancelled, or postponed any penalty carries forward to the next game or until the penalty has been served. Suspended players may not sit in the dugout. League does NOT ALLOW APPEALS. All league decisions are final.

Section 9

Bats

League batter must use bats that shall be a smooth, round stick not more than 2.61 inches in diameter at the thickest part and not more than 42 inches in length. An indentation maybe in the end of the bat up to 1¹/₄ inches in depth. The indentation must be curved with no foreign substance added. The bat handle may be covered or treated with any material or substance no more than 18 inches from its end. Any such material or substance that extends past the 18-inch limitation shall cause the bat to be removed from the game. A player using an illegal bat may be ejected. Umpires may remove any bat that they believe is under suspicion of being altered and therefore illegal.

Wood Bat divisions: All wood, graphite, and ceramic bats are allow for wood league play provided they conform to specifications described in rule 1.10(a) of the Official MLB Rules.

Aluminum Bat divisions: May use any kind of legal bat. Aluminum bats <u>may NOT</u> have a bare handle. Aluminum bats must have a grip (leather, rubber, tape, etc.) The use of any illegal tampered bat will result in a recorded out and ejection of the player. The player will be subjected to further league discipline.

NOTE: Any bat altered from original Manufactured in order to increase bat performance are <u>NOT</u> <u>ALLOWED</u> under any circumstances. Any person using illegal bats will be immediately ejected and suspended. In addition any player using an altered bat may face legal actions should someone gets hurt.

Section 10

Umpire Deposit

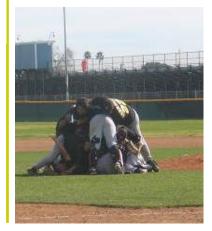
Teams that failed to pay umpire fees on the field will have their fees deducted from their umpire deposit. <u>No new games will be rescheduled until the umpire deposit has been replen-</u> <u>ished</u>. Umpire deposit replenishment must be completed by Wednesday 6pm before the Sunday game to be eligible to play. Games missed due to no umpire deposit shall be deemed forfeits.



Baseball, it is said, is only a game. True. And the Grand Canyon is only a hole in Arizona. Not all holes, or games, are created equal. George Will



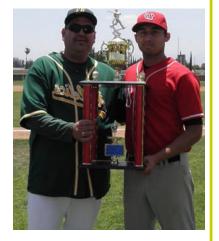
When I came up to bat with three men on and two outs in the ninth, I looked in the other team's dugout and they were already in street clothes. Bob Uecker



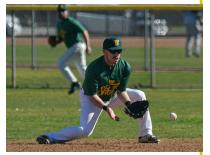




If a tie is like kissing your sister, losing is like kissing you grandmother with her teeth out. George Brett



Some people are born on third base and go through life thinking they hit a triple. Barry Switzer



Section 11

League Rosters

Teams are required to submit a roster before game 3. Roster <u>MUST INCLUDE a players first</u> <u>and last name and no nicknames.</u> Each Manager is responsible for maintaining and verifying their team's roster information at all times. All players MUST be on their respective teams rosters starting game 3 in order to be eligible to play. Rosters hold up to 18 players and a Manager. Managers are listed on the Roster page and are eligible to play. Coaches are NOT eligible to play unless they are listed on Roster. No player may be listed <u>OR PLAY</u> on any multiple teams during the same season. Players from teams that have dropped from the season may NOT be added to any team during the same season. Player trades are prohibited.

Adding Players

A new player may be added at anytime during the season by sending player information and player picture via email (aztecbaseballleague@hotmail.com) to the **ABL**. <u>NOT TEXTS are</u> <u>acceptable</u>. The Aztec Baseball League is not responsible for player additions given by any other method other than email. Any requests for roster changes must be submitted by Thursday 5:00pm to be eligible for the following Sunday. Any Players added to a team roster after game 10 are <u>not be eligible</u> for the playoffs. Players from teams that have since disbanded are <u>NOT ELIGIBLE TO PLAY</u> for the remainder of the season.

Dropped players

A player may be dropped from the team roster at any time during the season. In order to drop player (s), team manager must notify the ABL in writing/email (aztecbaseballleague@hotmail.com). Any player dropped may no longer play on any team until the following season.

Section 12

Team Practices

Teams are NOT allowed to practice on any **ABL** fields on any day without written permission from the school or **ABL**.

Section 13

Teams Dropped

Games scheduled against teams that are no longer in the league, will be recorded as forfeit win with a final score of 9-0 or 5-0. Tie games vs. teams that dropped, will be recorded as forfeit wins. During the season, **ABL** will try to add new teams to avoid these kinds of byes. Game vs. team added to replace dropped teams will count unless notified by league prior to the start of the game.

Section 14

Game Baseballs

Teams are required to provide two (2) new **ABL** stamped baseballs prior to the start of each official game. <u>Failure will result in a league fine of \$25.00.</u> Teams that are current with their league fees due will be provided with their share of league approved baseballs for all regular season games. Baseballs are distributed at designated league meetings. Teams **are responsible for picking up baseballs.** Teams may purchase any additional league approved baseballs

Section 15

Mercy Rule

If after 5 innings or 4 1/2 if home team is ahead there is a 13 run differential, the game will be stopped and ruled an official game. The mercy rule applies to **all games including regular season, Playoffs, and practice games. Games may be called prior to 5 inning if necessary.**





Up until the time I was 14 years old, I was sure that I was going to be a bigleague baseball player. But that dream came to a rude awakening when I got cut from my high school baseball team. Phil Knight



Shorten Game Umpire fees: \$5 per completed inning played.



Section 16

Forfeit

If one or both teams do not have at least 9 eligible players after the granted a 15-minute grace period, the game shall be deemed a forfeit. If both teams forfeit, both teams will receive losses and each team is liable for their respective umpire fee. The game will be ruled a 0-0 loss for both teams. No official league game can be played if both teams do not have at least 9 completely uniformed players **regardless if both managers agree to play** otherwise.

If one team has less than 9 players, the team will lose the game by a score of 9-0. If the forfeiting team does not have at least 7 eligible players, the forfeiting team is liable for **BOTH umpire fees**. Teams that win a forfeited game because the opposing team did not have at least 9 players to start the game, are not liable for any umpire fee if they are willing to play a practice game.

A practice game may be played with the remaining time left of the 2 hours and 45 minutes or 5 innings whichever is shorter.

If either team does not wish to play a practice game, <u>each team is liable for their share of the umpire fees</u>.

To determine who pays umpire fees, see chart below:

	Non forfeiting		
Forfeiting team	team		Result
	Does not want to		Each Team is liable for their respective
Wants to play	play	=	umpire fees
			Each Team is liable for their respective
Wants to play	Wants to play	=	umpire fees
Does not want to	Does not want to		Forfeiting team is liable for BOTH um-
play	play	=	pire fees
Does not want to			Forfeiting team is liable for BOTH um-
play	Wants to play	=	pire fees

IN GAME FORFEITS:

If during the course of a game a team is unable to field at least 9 eligible players due to any reasons including ejections or injuries, that team will lose the game by a forfeit score of 9-0. Each team will be liable for their umpire fees.

CALL IN FORFEITS:

A "Call In" forfeit is defined as any team that notifies the league <u>at least 24 hours prior to</u> <u>the start of their scheduled game</u> of its inability to field enough players to play their scheduled game. If the forfeiting team notifies the league less than 24 hours prior to the start of their game time, the team will responsible for both umpire fees. Otherwise if the team notifies the league at least 24 hours, the team will be charged with a loss but will not be liable for any umpire fees.

Section 17

Rain Policy

In the event a game is stopped due to rain, the game will be considered official if the game is stopped after at least 5 innings or 4 ½ if the home team is ahead. If any game must be stopped during the top portion of an inning after the 5th inning, 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.) In the event that rain is forecasted for the weekend, teams are to check the league website, app, or call league officials to confirm their game. Teams are advised to join **Rainedout.com** to get rain alerts. Teams are responsible for confirming if their game has been cancelled. The umpire (s) is responsible for deeming whether the field is playable, unless one of the team's managers is the field liaison.





Winners never quit and quitters never win. **Vince Lombardi**



Baseball is like church. Many attend few understand. Leo Durocher



Section 18

Scorekeeping

Umpire scores will be deemed as the official score. If necessary the home team's scorebook will be considered to verify official score. The **ABL** recommends that both teams should check with the plate umpire after each half inning to verify score.

Section 19

Lineup Card

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 may start until Lineup cards have been exchange. Incomplete lineup cards are not to be accepted. The lineup cards must list each player's first and last name, jersey number, and **no nicknames** in order to be eligible to play. Each player must have a unique number. Players sharing Jerseys are not eligible for play. The lineup should contain the names of any eligible substitutes, regardless of whether they are present or not. No corrections may be made to the lineup sheet once the first pitch of the game has been thrown. Any player (s) who arrives after the start of the game and who was not listed on the lineup card, is NOT eligible to play. Managers must notify the plate umpire of all offensive and defensive substitutions. If a team attempts to substitute a player not on the lineup sheet, the umpire is to eject the player and a new eligible player must be substituted. Teams with at least 9 players ready to start that do not take the field, are to be penalized with called strikes or balls. For example, If home team does not take the field, each batter will be awarded called balls until a base on balls. This will continue until team takes the field. If the visiting team does not produce a batter, strikes will be called until a out is produce. This will continue until the visiting team produces the next batter.

Section 20

Tie Games

Any game that ends in a tie or was postponed <u>for any reason</u> during the 1st half of the season, will play a game that counts as two games the next time these same two teams play. If both teams agree and at the approval of league officials, teams may request to play a doubleheader the next time they face each other. League officials have the right to reschedule tie games as they affect the playoff races. Teams <u>unwilling to play tie games will be charged with a loss</u>. Otherwise if a game ends in a tie and no other games are scheduled against that team during the regular season, the game will **NOT** be replayed and it will be considered a tie in the standings.

Section 21

Game Time Limits

All games should start at their scheduled time or at which time the Umpire (s) and playing field are ready to begin. Umpire will determine the official game start time. League games are to last 9 innings or 2 hours and 45 minutes whichever comes first. No new inning shall start after 2 hours and 35 minutes. If before the start of the game either team does not have at least 9 eligible players, a 15-minute grace period shall be granted out of the 2 hours and 45 minute game time. Teams may NOT use their 15 minute grace to wait for an additional player if they already have 9 eligible players present.

If after regulation the game is tied, the umpire will determine if extra innings may be played. When time allows teams **MUST play at least 1 and no more than 2 extra innings or risk forfeiting the game**. In the event of darkness, rain, or other unforeseen events that does not allow the game to continue, the game will be considered official if 5 full innings have been played or 4 ½ or any part thereof if the home team is ahead. The umpires may suspend, cancel or call a game if, in their opinion, the safety of the players is compromised due to rain, darkness, or any other event.

Section 22

Season Ending Tie Breakers

If at the end of the season, 2 or more teams end in a tie in the standings, the following tie breaking rules will apply:

If two teams finish the season in a tie:

1st: The team with the best head to head record.

2nd: The team with highest run differential.

3rd: The team with the least runs given up.

4th: The team with the most runs scored.

If three or more teams finish in a tie:

1st Tiebreaker: The team with the highest run differential.

2nd Tiebreaker: The team with the least amount of runs given up.

3rd Tiebreaker: The team with the most runs scored.

Section 23

Trophies

Division winners with 7 or more teams will be awarded \$250 league fee credit for the following season. Playoff Champions will have a choice of keeping the Championship trophy or take a \$250 League fee credit for the following season. Division winners of 6 or less teams will be awarded a \$150 league fee credit for the next season.

Section 24

League Meetings

All teams are required to send a team representative to all league meetings. Teams are responsible for all information, decisions, or changes made at the league meetings.

Section 25

Playoffs

The **ABL** reserves the right to alter the playoff format. Playoff games are 9 inning games or a 4 hour time limit. In the case of a tie game, teams will continue to play until there is a winner. The Mercy rule is in effect for all playoff games. Playoff umpire fees are \$70 per team regardless of the number of umpires present. Teams are responsible for proving league stamped baseballs for each playoff game. Playoff games **DO NOT HAVE ANY GRACE PERIOD** to start the game. Unless otherwise noted, home teams are decided by the higher seeded team. Players on team rosters **MUST INCLUDE PICTURE in order to be playoff eligible**.

Section 26

Umpire Fees

Umpire fees must be paid by <u>cash or money order promptly after the game</u>. Personal checks are <u>not acceptable form of payment</u>. If a game is called before regulation for any reason, teams are to pay \$5 to for every completed inning played. Extra inning umpire fees are also \$5 per every extra inning played per team in advance.



I'd walk through hell in a gasoline suit to play baseball. **Pete Rose**



Baseball is almost the only orderly thing in a very unorderly world. If you get three strikes, even the best lawyer in the world can't get you off.

Bill Veeck



Page 7





The thing I like about baseball is that it's one-on-one. You stand up there alone, and if you make a mistake, it's your mistake. If you hit a home run, it's your home run. Hank Aaron



When I began playing the game, baseball was about as gentlemanly as a kick in the crotch. **Ty Cobb**



Section 27

Protests

Protests must be related to a ABL or MLB rule violations. No protest may be filed for umpire judgment calls. Protests MUST be **MAILED** to the league P.O. Box address along with a copy of **the Umpire signed scorebook sheet. NO EMAIL OR HAND DELIVERIED PRO-TESTS WLL BE ACCEPTED.** The protest must be completely filled, legible, and state specifically which rule was violated. The Official league Protest form is available on our league website. The Protest must be mailed to the league P.O. Box **no later than 24 hours after the conclusion of the game**. The protest must be mailed along with \$50. In the event that the protest is upheld, the \$50 protest bond will be refunded. The League protest committee will make their decisions based on Major League and **ABL** league rules. Decisions may only be overturned by the League Commissioner at his discretion. If a protest is denied, the manager/ team will forfeit the protest bond. Any protest that does not arrive to the league PO Box within 7 days will be automatically dismissed. Please notify League officials of your intention to file a protest. Playoff protests must be resolved in time for the next playoff game.

Section 28

League Umpires

Umpires have full authority on the field. Umpires are instructed to terminate or suspend any game due to possible confrontations or fan interferences. Players and Managers are expected to respect and obey all umpire decisions. ONLY Managers and Team Captains may dispute calls. If no Umpire (s) shows up to a game, both Managers may agree on a replacement umpire. If a replacement umpire is used, the game will be official. If an umpire shows up late, he should be deducted \$5 per any portion of an inning not completely worked.

Any threats and or physical contact of an umpire or his personal property (i.e., automobile, equipment, etc.) in any way will be dealt with severely with suspensions up to permanent expulsion from the **ABL**. Umpires have authority to stop or deem any game a forfeit for any reason in the best interest of the **ABL**. Managers are held responsible for their players and spectators.

Section 29

Player Substitution

Prior to the start of a game, a manager may ask to verify the identity of any players on the team roster without a picture on the starting lineup. If asked, players listed on a team roster without pictures must provide a pictured ID verifying the roster listed name. For playoffs, players must have a picture to be eligible to play. If the player in question is pictured on the team roster, the umpire is to make the determination of the players game eligibility by comparing player to roster picture. A Manager may question a players eligibility up to the end of a players first at bat. If no inquiry is made after a players first at bat, the player is deemed eligible for the remainder of the game. Nonetheless, identification may be asked for any new incoming player. A players eligibility may be question on a defense of switch.

Section 30

Player age limit

The minimum age limit to play in the **ABL** is 18 years old. Players age between 16 and 18 may play <u>only with a parental release on file with the league</u>. A parental release must be submitted to the league and manager must carry a copy of the parental release while participating in all **ABL** games or player is deemed ineligible.

Section 31

League Fields

After each game fields are to be returned as best to their original condition. This includes cleaning up dugouts and surrounding areas. Failure to perform this work after a game will result in fines and up to forfeiture of games.

Pregame field preparations are not the sole responsibility of the **ABL**. Each manager and player within this league have a duty to assist in getting the field prepped for your game. Teams are expected to clean up their dugouts and stands after each league game.

Section 32

Extra Hitter Rule

A. Teams may use an Extra Hitter (EH). Teams are not required to use it.

B. The Extra Hitter (EH) may NOT play in the field. The only exception is if the Extra Hitter moves to the field and another player from the bench moves into the Extra Hitter position. The previous Extra Hitter stays in the same batting order and the "new" Extra Hitter takes the spot of the player removed from the game.

C. If a team starts the game with the Extra Hitter, the team must end the game with 10 players or forfeit the game.

D. A player that has started the game in a defensive position may never under any circumstances move to the Extra Hitter (EH) position.

E. Once lineup are exchanged, the Extra Hitter (EH) may NOT be added.

Section 33

League Fines and penalties

Any fines and/or penalties levied against teams, managers, and or players are to be paid no later than 6:00 p.m. on the Wednesday before the next scheduled game. If a fine is not paid on time, the Manager, players, or teams involved are ineligible to play.

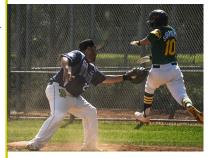
Section 34

Team placement

The **ABL** reserves the right to determine which division each team is best suited to play in. Team placement will be based on, but not limited to, team ability, past performances, and or the number of teams in each division. Teams that win their respective division or make the finals the previous season may be required to move up a division the following season. In addition, runner up team (s) and playoff champions may be moved up if necessary to complete a division. The league reserves the right move any team during the regular season if in the opinion of league management it becomes necessary to move a team (s) up or down division (s) in the best interest of the league.



There are three types of baseball players: Those who make it happen, those who watch it happen, and those who wonder what happened. . **Tommy Lasorda**



When I looked at the third base coach, he turned his back on me. **Bob Uecker**

Section 35

Misc. Rules

A. The Designated hitters rule is only allowed in the AAA division.

B. Teams managers are responsible for providing league officials current contact information. Teams that fail to provide current phone number are liable for any forfeits.

C. Smoking is not allowed on any ABL field. Any players caught smoking will be subject to league fines.

D. Field Dugouts are assigned on a first come first serve basis. The only exception is teams that have field liaisons.

E. All team schedules are generated by League officials. The league reserves the right to alter, reschedule, or cancel any game the league sees fit.

F. Teams that have tie games can be forced to play doubleheaders if the games are necessary for the playoff races.

G. The League is required to call/text teams of any schedule changes made after Friday 12pm. Teams/Managers are responsible for any schedule changes made before then.



Worrying about things you can't control is a waste both on the baseball field and in life." **Tom Swyers**



Never let good enough be enough. Anonymous

