

Tri-Valley MSBL, Inc.
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2024 TVMSBL Board of Directors

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Tri-Valley Men's Senior Baseball League

2024 League Rules & Regulations

Any rules not specifically covered in this publication are to be interpreted according to the existing rules and guidelines of MSBL National and then the American League rules of Major League Baseball.

1. Uniforms, Helmets, & Baseballs:
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1. Uniforms, Helmets, & Baseballs

1.a All teams must have full baseball uniforms consisting of caps, numbered baseball jerseys, baseball pants, belt, and appropriate socks and/or stirrups. Each player's uniform must be of similar design to his teammate's uniforms. Teams having sponsorship will be allowed to display the sponsor's name on their uniforms via patch, or the sponsor's name attached to their uniform shirt.

1.b No player will be allowed to participate in any TVMSBL game "out of uniform" without the consent of the opposing manager, or any TVMSBL "official" involved in/at the event, or as covered in rule 1.c.

1.c All TVMSBL players should have their team uniforms by the first game of the season. A grace period of two (2) weeks may be extended to newly activated players during the season or at the beginning of the season for new teams to complete their uniforms.

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1.d All batters and runners must wear helmets for both batting and running the bases. The helmets must be approved safety helmets for baseball and must have at least one (1) ear cover flap that faces toward the pitcher. If an umpire rules that a player removes his helmet "intentionally" when running the bases, the umpire shall issue a "warning" to the team and advise that the next violation of this rule will result in the offending player being automatically called "out". **Batting/Coaching helmets for base coaches are highly recommended.**

1.e All TVMSBL teams will provide three (3) new approved TVMSBL baseballs for each game. Each manager is encouraged to bring extra game balls to each game in the event baseballs are lost or deemed not useable by the umpires.

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1.f For all TVMSBL divisions, only wood and composite wood bats are allowed during the regular season and playoffs. All Star games vs. other leagues may vary.

1.g Metal cleats may be worn (except on turf fields prohibiting their use), but they are not mandatory in TVMSBL games.

1.h Only “commercially manufactured” weighted bats or warm-up devices will be used in TVMSBL games for safety reasons.

1.i Neither batters nor pitchers may wear “mirrored/reflective” sunglasses if they are at all distracting to the pitcher/hitters as determined by the Home Plate umpire. Exceptions: prescription mirrored/reflective sunglasses may be allowed for pitchers. Rule does not apply to other fielders, hitters, and base runners.

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2. Game Length, Run Rule, Rain Outs

2.a All "regular season" single games are scheduled for nine (9) innings or three (3) hours, whichever occurs first. All "regular season" double header games are as follows:

18+/40+/52+/62+ Division = one nine (3 hours) & one seven (7) inning game (2 ½ hours). 68+ Division = not scheduled generally, but if so, they are two seven (7) inning games (2 ½ hours each).

MLB's "SPEED UP", "3 BATTERS FACED BY PITCHER", "PITCH CLOCK", "ANTI-SHIFT", "PICK OFF/MOUND DISENGAGEMENT", "EXTRA INNING PLACED RUNNER" & "BASE SIZE" RULES SHALL NOT APPLY IN TVMSBL PLAY.

Any inning that is started prior to the time limit shall be finished, even if it goes beyond the time limit. By rule, a new inning is deemed to start upon the completion of the final out by the home team in the prior inning.

Scheduled Game Time shall be the Start Time of the time limit as long as field conditions are acceptable, **a prior game on that field has been over for at least 30**

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minutes, and at least one official league umpire is present.

2.a.1 Regular Season games suspended by the umpire(s) due to darkness or weather are considered complete if five (5) innings have been completed, (4 ½ innings if the home team is ahead).

2.a.2 If there is a 15-run discrepancy at any time after the end of seven (7) innings, (or 6 ½ innings if the home team is ahead) in a scheduled nine (9) inning game, the game will be ruled final at this point.

Exception 1: if BOTH managers agree during the pre-game umpire meeting to waive the 15-run mercy run rule.

Exception 2: There is no total score mercy run rule in the 68+ division. See 68+ Exception in 2.a.4 + 2.a.5.

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2.a.3 If there is a 15-run discrepancy at any time after the end of five (5) innings, (or 4 ½ innings if the home team is ahead) in a scheduled seven (7) inning game, the game will be ruled final.

Exception 1: *if BOTH managers agree during the pre-game umpire meeting to waive the 15-run mercy run rule.*

Exception 2: *There is no total score mercy run rule in the 68+ division. See 68+ Exception in 2.a.4 + 2.a.5.*

2.a.4 The **68+ Division**, only, shall have a flexible 5-run rule cap per inning per team. If a team is leading, tied, or behind by less than 5 runs, they may not score more than 5 runs in any half inning. However, if a team is behind by 5 runs or more at the start of an inning, they may score enough runs to catch up, but not go ahead in that half inning.

NOTE: Even if a ground rule hit (Ex. HR/2B) or any resulting play by the hitting team would have naturally resulted in more than the **maximum** allowed runs, only the **maximum** runs will be recorded in that half inning.

2.a.5 **68+ Division** only: No official mercy run rule, but the trailing team may concede the game after 7

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innings (9 inning game) or 5 innings (7 inning game).

2.b Any "regular season" games that are rained out **may not** be rescheduled by the league unless they have playoff ramifications. The teams may, with the concurrence of the division commissioner and league president, try to reschedule the games on "off" days.

2.c Any "regular season" games resulting in a tie at the end of the prescribed number of innings, with time left on the clock to start a new inning, will be continued. A game that ends in a tie due to the time limit or field conditions (Ex. darkness, rain, etc.) will go into the books as a **tie**.

2.d **Forfeit time shall be 15 minutes past the scheduled start time as long as at least one official league umpire is present, a previous game on that field has been over for at least 30 minutes, and field conditions are acceptable. For scheduled double headers, forfeit time for game 2 shall be 30 minutes past the scheduled start time of game 1 if Game 1 was forfeited.** If a game is started late due to a team originally having less than 8 players present at the scheduled start time, game time duration shall be reduced by the amount of time delayed.

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2.e Game clock shall continue to run once the game officially starts with the exception of a major injury/**health condition where the player cannot leave the field of play under his own power.** Clock will run 10 minutes for all injury stoppages, but then stop if the injured person requires advanced care or cannot leave the field of play without professional assistance.

2.f **Earlier arrival does not determine the team's dugout.** The home team shall reside in the 3rd base (or that particular field's designated "home") dugout for single games. For doubleheaders, the home team in the first game will retain the 3rd Base (or "home") dugout for both games.

Exception: If a team attained or provided a field for the league, it shall have the option to reside in the designated "home" dugout even as the "visitor" on the schedule.

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3. Teams, Players, & Line-ups

3.a A player is eligible to participate in the appropriate TVMSBL age division if at least their 18st/40th/**52nd**/62nd or 68th birthday occurs before the end of the current calendar year per division. Any "Underage players" by waiver are **not** allowed to pitch in any of the age divisions, with possible exception of 68+ (see Exception 2).

2023+: Underage players for all divisions can appeal to their Division Commissioner for exemption to play in older division; Decision will be made by the **Senior Player Movement Committee** and will be based on ability/health and not necessarily age to allow more players to enjoy baseball.

If an underage player participates in games without an official age exemption from the League/Senior Player Movement Committee, the team shall forfeit all games in which the non-waivered underage player participated.

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Age Exception 1: The League President, due to age division re-alignment of teams for the benefit of the league, may “grandfather” core/playoff eligible players from prior season when an entire team moves up age divisions. These specific underage players can pitch in their division.

Age Exception 2: Underage player exceptions shall not be allowed to pitch without a unanimous waiver by all 62+/68+ managers each season.

3.a.1 For the 18+ Division, team managers must be at least 21+ years of age.

3.b Team rosters, player fees, proof of date of birth, and player contract forms must be submitted to the TVMSBL league office by Opening Day, or earlier if the TVMSBL League Operating-Voting Committee requires it.

3.c All players, prior to participating in a game, must have paid necessary National MSBL fees and have a electronically signed player contract “waiver” form with the TVMSBL office or paper waiver in-hand/approved by the division's Commissioner or any Operating-Voting Committee Member or by Opposing Manager if “in-hand” BEFORE game.

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3.d A team manager may bat as many players as he desires, with a minimum of nine (9). Batters cannot be deleted or skipped over, regardless of their batting position or when they were added during the game. If a team has only eight (8) players and therefore bats only eight (8), the opposing team will have the option of batting eight (8) as well.

3.e A manager may add batters to the bottom of the lineup at any time, but if a batter is pitch hit or run for (except by injury or as courtesy runners as outlined in section 5), the player may not re-enter the batting order. (There is no batting order re-entry rule in the TVMSBL.) The replaced player may remain in the game as a fielder/pitcher only. The original number of batters that start the game (and all additional batter spots added later) must be maintained throughout the game with the exception of a player who becomes injured during the game. Due to injury the **lineup** may be reduced by one and only one with no automatic out penalty.

3.f If a player is forced to leave a game due to injury, another commitment, or is ejected, a reserve player (not previously entered into the game as a hitter), must hit in the batter's place. For injury, if no reserve is present, that spot is skipped, and all batters move up accordingly, with no automatic out penalty to the affected team.

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For ejection or another commitment, if no reserve is present, the spot in the batting order will remain and will constitute one (1) out every time it comes up in the batting order throughout the remainder of the game if no substitutes arrive later.

3.g A team may start and complete a game with only eight (8) players in its lineup. It is allowed, and highly recommended, that a team borrow a player from an opposing team with the opposing team manager's consent rather than forfeit. The borrowed player will revert back to his own team whenever the ninth player shows up for the short-handed team. There is no automatic out penalty for the team that starts with (8) players or is reduced to (8) players by injury. If a team is reduced to (8) players by ejection or a player leaving, the spot in the batting order will remain and will constitute one (1) out every time it comes up in the batting order throughout the remainder of the game or until a substitute arrives.

3.h Any players may be substituted for defensively at any time without affecting the player's offensive status in the hitting line-up. **If any pitcher is removed from the mound, he may re-enter to pitch only one time during the game, but may not return to pitch in the same**

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inning. The removed pitcher may play any other position after being removed or no position at all.

3.i Final team rosters must have no less than 14 players listed as Active prior to first league game (**except for the 68+ division**).

3.j A team may declare at the time that lineups are exchanged prior to the start of play that any batting order position will be occupied by two (2) players in that specified batting position. That is 3A/3B, 9A/9B, 10A/10B, etc. The first time that lineup position gets an at bat, "batter A" would hit and the next time this slot hits, "batter B" would hit, and so on, alternating between these two players throughout the game. Once a team declares the use of this A/B system, it must continue using it for the remainder of the game. Singular batting order positions may be interspersed among A/B batting order positions (i.e. 3A/B, 4, 5A/B, 6) in any combination or added to the end of the batting order as desired (i.e. 9A/B, 10A/B, 11, 12, 13). See Rule 5.3 for alternate Shared Position Rule option.

3.k The home team is responsible for keeping the official scorebook. **Last names and uniform numbers must be used in the scorebook** to allow for player identification for follow up inquiries related to TVMSBL playoff and

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national tournament participation that have minimum playing requirements.

3.I A player must appear in at least 7 games (if 20 or more games are scheduled) or at least 1/3 (33%) of games scheduled (if less than 20 games are scheduled) for the same team in the same age division during the league's regular season to be eligible for post season playoffs. An official **eligibility** appearance is defined as 1) **Two** official plate appearances; **OR** 2) a mound appearance **that results in at least three batters faced that TVMSBL statistics currently capture** (outs + hits + walks + HBPs + Ks) **OR 3 recorded outs...whichever comes first).**

Playing defense is NOT considered an appearance for eligibility requirements. 68+ division may make case by case exceptions here.

Preseason, all-star, and tournament games do not count as participation for this rule.

Forfeits shall count as a "game played" by all "ACTIVE" players on the winning team's roster as of that date.

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3.l.1 The TVMSBL Operating-Voting Committee no longer considers medical/hardship/other waivers for playoff eligibility.

3.m The TVMSBL Operating-Voting Committee reserves the right to specifically and indefinitely disallow the TVMSBL membership of a player, manager, team official, and/or team at the Operating-Voting Committee's sole discretion by a majority vote. This rule also applies to teams that have paid good faith pre-season refundable deposits as a petition to play in the league for the current year's season but are removed at the Operating-Voting Committee's sole discretion and the deposit(s) returned.

3.n All teams must announce **offensive** additions, substitutions, and/or changes to ANY of the umpires, opposing team manager/bench, or official opposing team scorekeeper prior to the new batter receiving a pitch. If the team fails to announce the new hitter, the opposing team may protest that hitter **before the next batter in either lineup has received a pitch**. If protested correctly as stated above, the illegal batter will be called out, but will remain in the official lineup going forward. If the batter is not protested correctly, play will continue with that batter considered legal and officially in the lineup.

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3.0 **Standings & Tiebreakers:**

Standings are based on a total number of points. Teams receive 2 points for a win, 1 point for a tie, 0 points for a loss. A team must have greater or equal to the number of points and a greater winning percentage to be considered ahead in the standings, otherwise tiebreaker criteria will be used.

Two Team Tiebreaker: use these criteria in the following order:

1. Head-to-Head win/loss record (those teams).
2. Least number of total runs against (those teams).
3. Total runs scored (those teams).
4. Least number of runs against (Division).
5. Total runs scored (Division).
6. Coin Flip.

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Multiple Team Tiebreaker: If one team has a tiebreaker advantage over all other tied teams, using criteria 1-5 from above, that team will rank the highest above all of the tied teams. If 2 teams remain, use above Two Team Tiebreaker criteria. If one team does not have a tiebreaker advantage over all other teams, use these criteria in the following order:

1. Least number of total runs against (those teams).
2. Total runs scored (those teams).
3. Least number of runs against (Division).
4. Total runs scored (Division).
5. Coin Flip.

4. Player Behavior & Team Responsibility

4.a There will be absolutely no alcoholic beverages permitted at any TVMSBL field or any part of the facility property before, during, or after the game. The "field" refers to the general playing area, ancillary areas, AND the parking lots. Ejections/suspensions shall result if violated.

4.b No tobacco products are allowed on high school or on Federal property in the State of California.

No sunflower seeds or gum are allowed at "artificial turf" fields or at Fallon Field.

Metal cleats are not allowed on "artificial turf" fields.

Cigarette smoking and **urinating in public areas on/around the field** are not allowed at ANY field. Ejections/suspensions shall result if violated.

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4.c The TVMSBL Operating-Voting Committee reserves the right to reprimand, suspend, and or expel any player or manager who abuses league rules, who does not exhibit a sense of sportsmanship to the league, who plays without regard to safety, or who verbally or physically abuses any other players, coaches, umpires, spectators, or Operating-Voting Committee Members. Any action taken by a team, manager, and/or player that is deemed unsportsmanlike by the Operating-Voting Committee, and that is not clearly defined by any TVMSBL rule, is subject to Operating-Voting Committee review.

4.d Any TVMSBL player who is suspended, or expelled from the league for misconduct, or any other behavior deemed inappropriate by the TVMSBL Operating-Voting Committee, is **NOT** entitled to any refund or reimbursement of his league fees.

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4.e.1 This rule is not a "must slide" rule, but a "no collision" rule. All runners must either legally slide, legally avoid the tag, or give up their right to a base (avoid a collision by stopping/leaving the base path) if the defensive player has clear possession of the ball. When advancing to a base or the plate, the runner must avoid intentional forceful contact in an attempt to jar the ball loose from the fielder, injure the fielder, or employ an "illegal slide" in the judgment of the umpire. An "illegal slide" is defined as, but not limited to, "roll blocks", "high-spikes" slides (generally at or above fielder's knee), or making deliberate contact beyond the baseline of the intended base/plate. Runners attempting to "break up" a double play can do so with a legal slide, but the runner must perform a legal slide within reach of the intended base/plate if contact with the fielder is made. It is up to the umpire's discretion if the amount of deliberate and intentional contact warrants an automatic out, interference, an ejection, or if it is deemed a "clean" baseball play based solely on TVMSBL rule 4.e.1.

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4.e.2 If the defensive player is blocking any part of the base/plate WITHOUT CLEAR POSSESSION of the ball and prohibits a direct slide into any part of the base/plate, obstruction SHALL be called, and the runner will be awarded that base. Obstruction does not relieve the runner of the responsibility to avoid the collision and/or slide legally.

4.f No TVMSBL player will throw or otherwise abuse, any bat, batting helmet, or any other object during a TVMSBL event in a manner that is likely to cause, or causes injury to another player, umpire, and/or spectator. If a player is in violation of this rule, an umpire **may** issue a warning to the player to refrain from this behavior or eject the player without a warning if behavior is excessive or repeated as it applies to this rule. A prior warning by the umpire is not mandatory for ejection if so warranted.

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4.g All TVMSBL managers are responsible for the conduct and behavior of their respective team's spectators. If a team's spectator becomes unruly; uncontrollable; verbally or physically threatening; or if the umpire feels that the safety of umpires, players and/or other spectators may be in jeopardy, the umpire may rule the game forfeited by the team associated with the disruptive spectator.

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5. Courtesy Runners

5.a Each team is allowed two (2) courtesy runners per game. *Exceptions: 52+/62+ = three (3) courtesy runners & 68+ = no limit to courtesy runners. No limit of shared batting positions in use. 68+ catchers may request courtesy runner before two outs.*

Unless discussed differently at the pre-game plate/umpire meeting, managers must designate "non-runners" to the opposing team's manager and umpires prior to the start of the game, except if Shared Batting Position option used in 52+/62+/68+.

For all divisions, except 68+, the last BATTED out must be the courtesy runner (exceptions: 'courtesy runner' is a designated non-runner, is current/on-deck batter, is a current base runner, is the catcher w/ 2 outs). *If these exceptions are in play, then the previous batted out that qualifies shall run. NOTE: 68+ courtesy runners are the last "recorded" out due to their unlimited CR rule.*

If non-runner reaches base at the beginning of a game with no recorded outs, the furthest batter in the batting order shall be the courtesy runner. Once the game

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begins, and the full complement of non-runners were not designated, only by obvious injury can a new courtesy runner be used.

5.a (continued): **In the event of an injury during the game and the maximum number of non-runners were already designated, a pinch runner must be used (except in 68+). The player being pinch-run for is out of the batting lineup with no re-entry.**

If a designated non-runner, opts to run, or forgets to get a courtesy runner and subsequently runs, he will lose his non-runner status for the remainder of the game. This will count as one of the courtesy runners that the team can utilize.

5.b The offensive team that is putting in a courtesy runner or Shared Batting Position runner has **60** seconds to make the runner change. If the runner is not replaced within this time period the original runner must run, and the right to use a courtesy runner for this particular batter will be forfeited for the balance of the game. Shared Batting Position runner option, if used, would still be available for balance of the game. The **60** second time limit will begin when the umpire calls time to allow for the replacement runner.

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5.c A “catcher replacement runner” **must** be used for each team's catcher when the current catcher is on base and there is, (or becomes) two (2) outs. The catcher's replacement runner will be the player who made the last batted out (or by using same exceptions as used for courtesy runners). This rule is NOT optional, and it will be adhered to by all divisions except 68+ where the replacement can be made with any number of outs.

5.d **For 68+ division only:**

5.d.1 No Stealing (exceptions = 5.d.4 and 5.d.5); Runners may still take a lead off.

5.d.2. No Hit and Run (or Run and Hit) allowed.

5.d.3 For any batted ball that reaches the outfield grass, the batter-runner cannot be thrown out using the force play at first base. The outfielders can throw out base runners that are going to second, third or home, but not at first base. Exception: if the batter-runner safely reaches the first base bag, rounds/turns inside, they can be thrown out returning to the bag.

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5.d.4 If the pitcher fails to go into a stretch position with a runner(s) on base, and pitches with a full windup, the runner can advance (steal).

5.d.5 With a 3-2 count on the batter and 2 outs, all "forced" runners can break on delivery by the pitcher.

5.d.6 If a wild pitch/passed ball goes out of the imaginary "home plate area circle", runners can advance (including to home) one base only without catcher chasing the ball. If a runner(s) advances a base and the ball does NOT go out of the imaginary home plate area circle, the runner(s) will be returned to their original base.

Penalty for violating stealing rules. If it is the first time in a game that a runner/s on a team commit/s the infraction, the team will be warned, and the runner/s returned to the last legal base/s. If any runner/s on the same team commit/s another such infraction, the infracting runner (or just lead infracting runner if multiple) will be called out.

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Exception:

In event of an errant pick-off attempt at 1st or 3rd by the pitcher or catcher, the ball is in play, and all runners may advance at their own risk.

5.e 52+/62+/68+: Courtesy Runners vs Shared

Batting Position Option: At the pre-game home plate meeting, manager must specify if he will use “courtesy runner” rule OR “shared batting position” rule option. Similar to the A/B **preset lineup** rule, the “Shared Batting Position” option allows a manager to decide at any time during the course of the game which reserve players will become a “B” players in whichever “A” **players’** batting lineup position to run OR hit for the **specified** “A” player. Once “B” player is inserted (perhaps to run **bases**), the “B” player must take the NEXT at-bat for that batting position if the lineup turns over again before the end of the game. With the “shared batting position” option, there are no “courtesy runners” by definition. A player batting in a shared lineup position may vacate and substitute for an injured player who does not have a shared lineup position, without penalty of an out. There is no limit to the number of shared lineup positions.

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6. Pitchers

6.a No pitcher while pitching may wear white sleeves, nor may a pitcher wear a batting glove, wristband, or "mirrored/reflective" non-prescription sunglasses.

6.b There will only be one (1) intentional walk allowed per team, per game. All 4 pitches must be legally thrown to the catcher. This is a protest-able violation if the rule is not followed by the umpire/s.

6.c If a pitcher hits four (4) batters in any one game, or three (3) batters in a row, the pitcher must be removed from the pitching position, and he may not return to pitch in that game.

6.d No pitcher shall intentionally throw at a batter. If, in the judgment of the umpires, the pitcher intentionally throws at a batter, the pitcher will be immediately ejected from the game and may be subject to further league action.

6.e Unless replacing an injured pitcher after the inning has started, all pitchers are limited to 8 warm up pitches upon taking the mound and between innings.

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7. Fielders

7.a Defensive players in the infield are not allowed to "fake a tag" that is intended to induce a slide by the runner. A "fake tag" is referred to as an action conveyed by a defensive player imitating a tagging motion in an attempt to get the player to slide unnecessarily. **Decoyed throws or motions by fielders "decoying a double play" are permitted as long as none of the actions are "fake tags"**. As defined above, the umpire will treat "fake tags" as "obstruction" and will rule in accordance with the obstruction rule. An umpire may issue one (1) ejection warning to a team whose player violates this rule and must eject a player if a second violation is observed. If a player's original "obstruction" action causes injury to another player, the umpire may eject the offending player without giving a warning.

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8. Ex-pro status and regulations

8.a A player must not have played professional baseball (MLB, MLB affiliated minor leagues, or foreign professional leagues) during the same calendar year as the current TVMSBL season to be eligible to participate in a TVMSBL league. Independent League (non-affiliated) players are allowed.

9. General League Rules

9.a The governing rules for any and all on-field baseball situations and disputes shall follow this hierarchy: 1) TVMSBL Rules 2) MSBL National Rules 3) Major League Baseball Rules. Any scenario not covered by these rules will be decided by the TVMSBL Operating-Voting Committee.

9.b If a team forfeits two (2) or more games on different scheduled dates, it shall be subject to fines, suspensions, or possible expulsion from the league without refunds. **“Field” forfeits (those not called into the league prior to game day) will also constitute 1 negative point per game forfeited in the official league standings.**

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9.c Game protests can only be filed based on challenges of the umpire's interpretation of the rules covered in 9.a. Any TVMSBL team wanting to protest a league game must adhere to the following procedures:

(1) The team manager filing the protest will advise the home plate umpire that he is protesting the game and advise what his protest is based upon. This must be done before the next pitch or play. In the case of an illegal player, **the league must be notified as soon as discovered or as practical.**

(2) The umpire will mark in the "official scorebook", (the home team's), at the exact point in the game where the protest was lodged and advise the opposing manager that the game is being played under protest.

(3) The team manager filing the protest has 24 hours after the game ends to notify the league commissioner of the teams involved and the basic protest information with an official game report.

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(4) The team manager filing the protest then has a total of 72 hours after the game ends to submit a formal written protest along with a check/fee for \$50.00 written to TVMSBL provided to the division Commissioner.

(5) The TVMSBL Operating-Voting Committee shall render a decision within six (6) days of the date of the protested game. If the protest is upheld, the \$50.00 check/fee will be returned to the manager. If the protest is denied, the \$50.00 fee will be retained by the league.

9.d If a protest is found to be valid, the League may reschedule the protested game, which if rescheduled, will resume at the exact point in the game where the protest was filed. EXCEPTION: If the protest was for an illegal player, and upheld, the team using the illegal player will forfeit the game.

9.e Any protest during a "playoff game" or "championship game" will be resolved by the TVMSBL League President within 24 hours of the protest being filed if possible. Best efforts will be made to resolve the protest at the time of the protest on the field if logistically possible.

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9.f If the Operating-Voting Committee decides there is need for a draft to fill current rosters, all players on the league's waiting / "free-agent" signup list (aka "Player Pool") will be invited to the draft. As needed, the annual draft will be conducted in a manner to allow parity in leagues by having the prior year's teams generally drafting in reverse order of regular season and then playoff finishes. League President and/or division commissioner has the discretion to modify the draft order/frequency/structure with the goal of achieving roster sizes and division parity. Expansion teams or new teams to the TVMSBL may or may not be added either before or after the draft positions of the TVMSBL returning teams per the League President or division Commissioner.

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10. Code of Conduct

10.a Managers, coaches, and players shall always conduct themselves in a sportsmanlike manner. No manager, coach, or player shall commit the following acts:

10.a.1 Be guilty of physical attack as an aggressor upon any person on the field or in attendance, before, during, or after a game. Anyone guilty of such conduct shall be immediately ejected from the game and shall remain suspended until their conduct can be reviewed by the TVMSBL Operating-Voting Committee.

10.a.2 Refuse to abide by official's decision. Anyone guilty of such conduct shall be immediately ejected from the game and their actions shall be reviewed by the TVMSBL Board for further disciplinary action. Anyone guilty of such conduct shall be subject to possible probation, suspension, and/or a fine as determined by the TVMSBL Operating-Voting Committee.

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10.a.3 Be guilty of objectionable demonstrations of dissent at an official's decision. Anyone guilty of such conduct shall be subject to possible ejection from the game or, if the manager, may be remanded to the dugout for duration of game. A remand is not an ejection, but manager cannot play or coach bases in the coaching boxes from that point of the game forward.

10.a.4 Discuss with the umpire(s) a decision reached by such umpire(s), except for the manager or his designee who are authorized to participate in such discussions. Players guilty of such conduct shall be subject to possible ejection from the game.

10.a.5 Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Players guilty of such conduct shall be immediately ejected from the game and shall be subject to possible probation, suspension, and/or a fine as determined by the TVMSBL Operating-Voting Committee.

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10.a.6 Be guilty of a verbally abusive attack upon any player, manager, official, or spectator, before, during, or after a game. Anyone guilty of such conduct shall be immediately ejected from the game and their actions shall be reviewed by the TVMSBL Operating-Voting Committee for further disciplinary action. Anyone guilty of such conduct shall be subject to possible suspension for the remainder of the season.

10.a.7 Consume alcoholic beverages or use illegal drugs during the game or be upon the field of play at any time in an intoxicated condition. Anyone guilty of such conduct shall be immediately ejected from the game and shall be subject to possible probation or suspension for the remainder of the season.

10.a.8 Smoke on the field of play or in the dugout area. Anyone guilty of such conduct shall be ejected from the game after one (1) warning.

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10.a.9 Approach the umpires' "congregation/dressing area" before, during, between, or after games without permission of the umpire crew. Anyone guilty of such conduct may be ejected from the upcoming game and their actions shall be reviewed by the TVMSBL Operating-Voting Committee for further disciplinary action.

10.a.10 Publicly urinate on or around the field/dugout areas. Anyone guilty of such conduct shall be ejected from the game without warning.

10.b Penalties

10.b.1 The TVMSBL Operating-Voting Committee may suspend and/or fine any player or manager for such period and upon such terms as it may propose, for the conduct which in its opinion is prejudicial to the welfare, interest, reputation, or charter of the league. Repeat offenders may be subject to longer suspensions than indicated herein and/or banned.

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10.b.2 Except as otherwise provided, the TVMSBL Operating-Voting Committee shall determine the appropriate action required for violations of the code of conduct and shall report the decision to the player's manager and the TVMSBL Operating-Voting Committee.

10.b.3 Anyone found in violation of any provision delineated in the code of conduct, after already being placed on probation for the remainder of the season, shall be suspended for the remainder of the season.

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10.b.4 Basic guidelines for suspensions and other penalties:

May apply for Conduct rules 10.a.1 and 10.a.5.

Any player, coach, manager, or team affiliate that is ejected or has a grievance on file for taking part in any aggressive physical contact (such as fighting), shall receive no less than a six (6) game suspension and may be subject to further suspension or expulsion from the TVMSBL depending on the involvement and intensity of the contact. If a punch is thrown, the suspension is indefinite until reviewed by the TVMSBL Operating-Voting Committee. Possible fine (\$100.00). NO APPEAL WILL BE ALLOWED.

(A) Anyone violating this rule shall automatically receive one (1) year of probation (this is not subject to appeal). If this rule is violated a second time while on probation, the individual in question shall be expelled from the TVMSBL indefinitely.

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(B) Anyone under investigation for harmful physical contact will not be allowed to play until the matter is resolved.

May apply for Conduct rules 10.a.2, 10.a.3, 10.a.6, and 10.a.9.

Any player, coach, manager, or team affiliate that is ejected from a game and escalates the ejection into a heated argument, throws equipment, or verbally abuses others may receive a two (2) game automatic suspension and shall be subject to review for possible probation and/or a fine (\$50.00) by the TVMSBL Operating-Voting Committee. NO APPEAL WILL BE ALLOWED.

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May apply for Conduct rules 10.a.2-10.a.5, and 10.a.7- **10.a.10.**

Any player, coach, manager, or team affiliate that is ejected from a game and accepts the ejection without further incident shall be **AUTOMATICALLY suspended for the next scheduled game.** This suspension includes game 2 of a doubleheader if ejection happened in game 1, and player is suspended for any other TVMSBL age division game that day/weekend. EXCEPTION: If not the 2nd game of a doubleheader AND opposing manager AND at least one umpire submit game reports that sufficiently demonstrate that the person ejected should not be suspended further, then appeal will be considered.

10.b.5 Any player suspended by the TVMSBL Operating-Voting Committee due to behavior/code of conduct violations in one age division, may not play in another TVMSBL age division while the suspension is in effect. The player is suspended league-wide, not just for the team the player played for when ejected or initially suspended.

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10.c Grievances and appeals

10.c.1 A grievance may be filed by an umpire, player, or manager of a team, provided that a written grievance is formally submitted to the TVMSBL Operating-Voting Committee.

10.c.2 An appeal of any "appeal eligible" ruling may be filed with the TVMSBL Operating-Voting Committee by an individual player or by the manager of a team, provided that the appeal is formally submitted. 2-game and 6-game suspensions are NOT appeal eligible.

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11. Player Movement within TVMSBL

11.a No player may switch teams within an age division during the season without the original team manager's release. A player may move to a team in a different age division during a season. Movement/Release is only allowed provided the player does not owe the previous manager/team appropriate player fees, uniforms, or team equipment.

To participate in multiple age division playoffs, player must get the league minimum game appearances by rule in BOTH divisions.

From 2022+, if declared by December 1st after each TVMSBL season, any player in the 52+/62+/68+ divisions may declare himself a free agent by notifying his current manager and the age division Commissioner. For the 18+/40+ divisions, free agency is only allowed if the player has played 3+ seasons for the current team. In all cases, any fees, uniforms, or equipment due to the previous team/manager must be reconciled first.

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No more than 2 players from team A shall move to the same team B in the same age division unless unconditionally released or as otherwise approved by the President of TVMSBL, the TVMSBL Operating-Voting Committee, the age division Commissioner, or the Senior Player Movement Committee.

40+/52+/62+/68+ Exceptions:

Senior Player Movement Committee decides on placing all new player applicants, typically from the League's Player Pool/Web Form, who are previously unknown to the TVMSBL. Any new player from the player pool SHALL be subjected to a draft and/or assigned to a team IN NEED by the Age Group Commissioner for that player. Underage players will need to be approved by the Age Group Commissioner + next older Age Group Commissioner + the League President or Vice President.

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11.b All players will be eligible to play for any team in the TVMSBL if the player's manager "unconditionally releases" him from that team. Under these circumstances, no compensation will be given to the team losing the player, either from the league or from the team the released player joins.

11.c If a manager elects NOT to "unconditionally release" a mid-season player of any age group or any 18+/40+ player with less than 3 years played for his team, the player may be allowed to go to another specific team if both managers of the teams involved agree to appropriate compensation, in the form of future draft pick(s) and/or trade(s). If any such agreement is made, it must be presented to the division Commissioner, in writing, for league approval.

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11.d If a manager elects NOT to "unconditionally release" a mid-season player of any age group or any 18+/40+ player with less than 3 years played for his team, and NO other TVMSBL team can provide fair compensation for the player, the player may file a written request to the TVMSBL division Commissioner describing in detail his reason(s) for wanting to leave his team. This written request will be reviewed by the TVMSBL Operating-Voting Committee in an appropriate time frame, and their recommendations shall be forwarded to the division Commissioner for a final decision. All parties involved in such an issue will be advised by the division Commissioner of his decision in a timely fashion.

11.e If a 18+/40+ player with less than 3 seasons with that team and who complies with rule 11.d is not released from his team by the TVMSBL league, and still wishes to play in the TVMSBL, he MUST either play for the team that retained him, move to a different age division team subject to conditions in rule 11.a, or sit out the remainder of the season if it has started. Per 11.a, the 18+/40+ player may become a free agent after year 3 with the team, or can re-enter the TVMSBL through the annual league tryouts and draft.

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11.f Subject to conditions in rule 11.a, any player who is eligible to move age divisions may elect to leave his current age division team and play on any team within another age division. There will be NO compensation from the league/new team.

11.g If a team dissolves or leaves the TVMSBL, all players from that team are considered free agents, unless that team's age division commissioner has approved a merger.

11.h TVMSBL players may not be permitted to play for non-TVMSBL tournament teams at the MSBL/MABL World Series without a waiver from the TVMSBL League President.

--The TVMSBL Operating-Voting Committee