

2010 RIIABL Rules & Bylaws

RHODE ISLAND INDEPENDENT AMATEUR BASEBALL LEAGUE

RULES AND BYLAWS

Revised March 2010

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I. PURPOSE, GOVERNANCE, AND MEMBERSHIP

- A. The Rhode Island Independent Amateur Baseball League (RIIABL), hereafter referred to as the League, is a men's amateur league constructed for the sole purpose of recreational baseball and fair competition by its members.
- B. The League's team managers govern the RIIABL.
- C. League proceedings at meetings shall be in accordance with "Roberts Rules of Order" 9th Edition, and "Standard Code of Parliamentary Procedures" 3rd Edition.
- D. Each League member represents a single team and will have one vote.
- E. Rule and Bylaw Changes
 - 1. New rules/bylaws may be introduced at any meeting when new business is called for.
 - 2. All new rules/bylaws will be approved or rejected based on a majority vote of the membership.
 - 3. The moderator may choose to defer the vote until the next meeting.
- F. New teams may join the League by achieving a 60% favorable majority vote from the League membership. New teams are considered on probation for the first year. An additional deposit may be imposed on them to cover unpaid expenses in the event that the team does not complete the season. The League may also deduct any amount from this deposit as a penalty for a League infraction. The remainder will be refunded at the post season meeting.
- G. League membership status may be revoked by a 70% favorable majority vote from the other League members.
- H. A maximum number of teams in the League may be set at the beginning of

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the season.

J. League Fees

1. The fee for participation in the League is determined each year by the membership from the previous year. This fee is to cover insurance, umpire scheduling fees, web site costs, etc.
2. All League members must have their League fee paid to the League treasurer by the April meeting. Any team(s) not paid by this meeting are not guaranteed entry into the League for that season.

II. BOARD OF DIRECTORS

A. The League will have an Board of Directors, hereafter referred to as the Board, comprised of 3 members.

1. All Board members will be elected by a simple majority.
2. Term of office shall be one season from October 1 to September 30.
3. A Board member's vote will count equally to a League member's vote. The team each Board member represents will have its vote counted only once. There is no additional vote from a team because of the executive status of one of its members.

B. Board Member Responsibilities

1. Presiding over all League meetings. For each meeting, a member of the Board shall serve as the moderator.
2. Creating the League regular season and playoff schedules.
3. Hiring a group of umpires for the League.
4. Proper record keeping in terms of standings for the League.
5. Working in the best interest of the League with the public and the media.
6. Making expedient decisions in the best interest of the League when there is not time to convene the appropriate committees or the membership.
7. Determining individual player playoff eligibility.
8. Keeping an accurate record of all proceedings at League meetings.
9. Acting as League Treasurer, whose responsibilities include:
 - a. Keeping a correct and proper balance sheet for all League expenses.
 - b. Paying all League expenses in a timely fashion.
 - c. Having available current League finances and transactions from the last meeting at the current meeting.
10. Acting as League Webmaster, whose responsibilities include:
 - a. Maintaining team accounts on the web site.
 - b. Entering and keeping the schedule up to date.

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c. Posting playoff match-ups and results.

11. Any other matters that the majority of League members feel are appropriate for the Board to handle.

C. Removal of Board Member Currently Holding Office

1. Any League member has the right to have the League put on the agenda of the following meeting a motion for removal of board member(s).

2. The League members will have 20 minutes to discuss the argument for removal of the selected individual(s).

3. A secret ballot will then be held. A majority of votes is required to remove the member from the board.

4. If a board member is removed or cannot fulfill his term, a new board member will be left to a vote, based on nominations, by the League members in a timely fashion.

III. COMMITTEES AND RESPONSIBILITIES

A. Disciplinary Committee

1. This committee may be appointed by the Board.

2. If one of the teams involved in a disciplinary matter has a member on the disciplinary committee, the Board shall appoint another League member to the committee for that particular hearing.

3. If any team feels a player has behaved in a way that requires discipline, he shall contact the Board which will convene the disciplinary committee.

4. A hearing on the matter will be conducted as soon as possible, preferably before that player's next team game.

5. The committee will hear 20 minutes from each side regarding the infraction and then rule on the matter.

6. The committee has the power to fine, suspend, or expel the offending player from the League. The player may not play in another League game until the punishment is served.

7. There is no appeal in these matters; all committee decisions are final.

B. Appeals Committee

1. This committee may be appointed by the Board.

2. The appeals committee's purpose is to interpret the rules of the League and, where applicable, the Official Baseball Rules and apply them to any dispute that arises during the season. The committee will resolve the dispute in a non-partisan manner.

3. If one of the teams involved in an appeals matter has a member on the appeals committee, the Board shall appoint another League member to the committee for that particular hearing.

4. At least one Board member will serve on this committee.

5. The committee must be notified of an appeal no later than 48 hours after

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the situation occurred, notwithstanding MLB Rule 4.19.

6. All committee decisions are final.

C. All committees will consist of 3 members. In the event that a committee is not appointed for a given season, its responsibilities will be handled by the Board.

IV. TEAM MANAGEMENT

A. League Season

1. The League season will begin and end on dates to be determined each year by the membership. The start date is normally within a few days of the scheduling meeting. A staggered start is allowed. Teams wishing to start before this date must make prior arrangements with the umpires. The end date is approximately August 1 to allow sufficient time for playoffs.

2. In the event of canceled games that are not possible to be made-up, despite an honest effort by both teams, the affected teams will simply finish the season having played less games than scheduled.

3. All League members must have their field availability schedule submitted to the scheduling coordinator before the May meeting. Any team which does not have their schedule submitted by this date may not receive any home games for that season.

B. Each team must wear matching uniform jerseys and hats. Slight variations are allowed, but base colors shall be the same. If a team chooses to use vest style shirts, an undershirt must be worn.

C. Team Rosters

1. League rosters will be limited to a maximum of 25 players. If a manager or coach wishes to play, he must be included as one of the 25.

2. Regular season games are open-rosters. However, once a player has played on one team he may not play for another team that season.

3. If a team wishes to add a player before he can be placed on the team's roster on the web site, they must notify the league Player Representative before he plays in a game. This will meet the umpires' criteria for roster certification.

D. Playoffs

1. The playoff format will be decided by the membership at the beginning of the season.

a. The semifinal format is a best-of-5 series with the higher seeded team being the home team for games 1, 2, and 5.

b. The final format is a best-of-7 series with the higher seeded team being the home team for games 1, 2, 5, and 7.

2. Tie breakers are as follows:

a. head-to-head games among the tied teams

b. runs scored in head-to-head games among the tied teams

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- c. record vs. #1, #2, etc. until a winner is determined
- d. coin toss
- 3. If more than 2 teams are tied, as soon as 1 team is eliminated from the tie, the process starts over among the remaining tied teams.
- 4. Players will be allowed to participate in playoff games if they have:
 - 1) been listed on their team's roster at the time they have 9 games remaining to be played, and
 - 2) met one or more of the following qualifications:
 - a) appeared in at least 10 regular season games (in any capacity)
 - b) accumulated 25 or more plate appearances
 - c) accumulated 35 or more innings pitched

A player eligible for the playoffs may participate in any capacity.

- 5. The Board has final authority on the eligibility of any player or team in the League.
- 6. If a team does not have 9 eligible players, that team will forfeit out of the playoffs. The lower seeded playoff teams will be reseeded by removing the forfeiting team, and the highest ranked team that did not qualify for the playoffs will be added.
- 7. If a team is found to have used an ineligible player in the playoffs, the games in which the player participated will be forfeited. If this results in forfeiture of a series, the team that originally lost the series will advance to the next round.
- 8. The team winning the championship will receive the "Nicholas A. Graham Trophy" and will be allowed to possess it until the following year's post-season meeting. However, if the team leaves the League either by choice or by losing its League privileges, it must return the trophy immediately.

E. Scorekeeping

- 1. Each team is responsible for keeping an accurate scoresheet for the game. The winning team is responsible for posting the score on the web site or reporting it to the webmaster.
- 2. A starting pitcher qualifies for a win provided meets the criteria of MLB rule 10.17 with the exception that he need only pitch 4 innings of a scheduled 7-inning game.

F. Game Play

- 1. The League plays by Official Major League Baseball Rules with some exceptions. Where discrepancies exist between rules of the two Major Leagues, American League rules apply.
- 2. The NCAA slide/collision rules are in effect for plays on bases and at home plate. These are, respectively, Sections 4 and 7 in Rule 8 of the Official NCAA Baseball Rules.
- 3. Faking of tags on bases is not permitted. Runner will be awarded one base beyond the one to which he was advancing at the time of the fake

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tag. If a fake tag is attempted at home plate, each runner will be awarded one extra base at the conclusion of the play.

4. Only wood or wood-composite bats are permitted. However, teams may mutually agree to allow metal bats on a per-game basis. The minimum allowable weight in ounces is 5 less than the length in inches (a.k.a. "-5").
 5. The umpire and opposing team must be informed of any curfews and ground rules at the pre-game meeting.
 6. Regular season and playoff games shall be 7 innings. The sole exception is for single games which may be 9 innings by agreement of both teams. The head umpire must be notified in advance in order to ensure the umpires can work the extended game time.
 7. If one or both teams does not have enough players at the designated starting time, they are allowed a 15 minute grace period before a forfeit is declared. If a team still does not have enough players at the end of the grace period, they will forfeit the game and must pay each umpire full fee. Once both teams have enough players, the game shall begin. Teams will not be allowed to take pre-game practice after the scheduled start time once enough players have arrived.
 8. If the visiting team is ahead by 10 or more runs at the end of the 5th/7th inning, or if the home team is ahead by 10 or more runs during the bottom of the 5th/7th inning of a scheduled 7/9 inning game, the game is over.
 9. A game which is called before 3 innings have been completed must be replayed entirely (umpires receive half fee). A game which is called after 3 innings but before 5 innings have been completed becomes a suspended game (umpires receive full fee) and must eventually be completed to the number of innings originally scheduled unless shortened by the 10-run rule.
 10. Only baseballs with an NFHS stamp or equivalent ones (e.g. Diamond D1-PRO without a stamp) are approved for use in League games.
- G. The team which provides the field is allowed its exclusive use from 30 minutes to 15 minutes prior to the start of the game. The traveling team, which is not necessarily the visiting team, has its exclusive use from 15 minutes prior to game time.
- H. Ejections
1. If a player or coach/manager is ejected from any League game, that person must leave the field and surrounding playing area. The offender must not sit in the stands just outside the playing area.
 - a. Ejection from a first game in a season will result in a 1-game suspension.
 - b. Ejection from a second game in a season will result in a 2-game suspension.
 - c. Ejection from a third game in a season will result in a suspension for the remainder of the season.
 2. After being suspended for the remainder of a season, the player may play in the League the following year on a probationary term. Any ejection or

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disciplinary action that year will result in expulsion from the League.

3. The disciplinary committee may impose additional punishment as they see fit for any infraction.

J. Substitutions

1. The opposing manager must be informed of any player substitutions at or before the change is made.
2. Any starting player except the pitcher may re-enter the game provided he left on defense and returns on defense. For a DH/EH, the substitutions must be announced to the opposing team while on defense. The player must return to the same spot in the batting order. The starting designated hitter may only return if a DH is still being used at the time of re-entry.
3. Any substituted player(s) used in place of the starter may not return.
4. Substitutes for extra hitters (EH) shall be made as those for position players.
5. Notifying the opposing manager of a substitution for a DH or EH while their team is in the field before the third out is made shall constitute a defensive change for these positions.
6. If the game pitcher pinch-hits or pinch-runs for the DH, this shall terminate the role of the DH for the remainder of the game, and the DH may not return.
7. If the DH assumes a defensive position, the player being removed from the game can only return to his own spot in the batting order (i.e. the spot now occupied by the new batter).
8. A manager who is playing an infield position, including catcher, is allowed to make multiple trips to the mound without having to remove the pitcher.

K. Batting Order

1. A team may choose to bat 9, 10, or 11 players but must complete the game with the same number of batters. Each spot in the batting order which cannot be filled by an eligible player will be an automatic out. A player already removed from the game will not be allowed to re-enter a different spot in the batting order. If a team has less than 9 eligible players, that team will forfeit the game. However, this will not count against the team's forfeit quota for the season.
2. If a player is injured during the game, and the team does not have any more eligible players, that spot may be skipped in the batting order provided there are still at least 9 players. However, if a player leaves for any other reason, without any more eligible players, the vacated spot is an automatic out each time through the batting order. In both cases, when there are less than 9 eligible players, the game is forfeited to the opposing team.
3. When completing a suspended game, if a team has at least 9 players but less than the number with which they started, they will be allowed to resume the game without penalty. At the opposing manager's discretion, each missing player's spot in the batting order may either be skipped or filled with a player already removed from the game. Once the game is

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resumed, normal substitution rules apply.

L. Forfeiture of League Privileges

1. Any team that forfeits on 3 dates during the season including playoffs will not be eligible for playoff games after the 3rd forfeit. Thus, doubleheader forfeits shall count only as 1 forfeit for the purposes of this rule.
2. A forfeit applicable to this rule occurs when a team is unable to field 9 players after the 15 minute grace period at the start of the game or when a team forfeits during a game for a reason other than injury described above.
3. A team that forfeits out of the League will be allowed to re-enter the League the following season.
4. If a team forfeits out of the League twice in a 3-year span, the team will not be allowed to re-enter the League the season following the second forfeiture. The team may apply for re-entry as a new team the season after that under the same conditions as a brand new team.
5. If a team forfeits out before the roster deadline, the players will be allowed to play on other teams in the League for the remainder of the season. Players must enter a draft that will follow the same order as the try-out draft. If the team forfeits out after the roster deadline, the players are not allowed to play on another team that season.
6. If a team is removed from the League, all other teams will receive forfeit victories for games scheduled with that team, even if they have already played and lost to that team. However, any games forfeited to the team being removed will still count towards that team's forfeit quota for the year.
7. A team receiving a forfeit may list up to 11 players to be given credit for a game played. However, a player cannot receive an appearance for playing in a game and another if that game becomes a forfeited game due to a team being removed from the League.

M. Transfers

1. A player who wishes to transfer from one team to another between seasons will be allowed to do so provided his obligations to the losing team have been met and the manager does not object. Otherwise, the Board must arbitrate the transfer.
2. The team losing a player will receive the first round draft pick from the team gaining the player as compensation if desired.

V. MISCELLANEOUS

A. Try-out and Draft

1. A League try-out may be held and, if so, the date and location will be posted on the web site.
2. A League member will be designated try-out coordinator and will be responsible for all aspects of the try-out.
3. Any player attending the try-out is considered a free agent and can only play in the League via the draft. If the player refuses to play for the

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team which drafts him, he cannot play in the League that season.

4. After the try-out, there will be a draft by all teams present.
 - a. Teams will draft in reverse order of finish from the previous year.
 - b. New teams may draft at the end of each round in the order in which they joined the League.
 - c. Players not drafted remain free agents and may be claimed by any team.
 5. No team shall advertise for the purpose of recruiting new players in any public forum. However, teams may otherwise obtain players on their own.
- B. All Star Game
1. A League all star game may be played at a centrally located field on a date approved by the League managers.
 2. Player selections for the game will occur by team. The number of players representing each team will vary depending on the standings at the time the selections are made.
 3. The allocation of players from each team will be determined by the Board.
- C. League Logo
1. A League logo is adopted by the League.
 2. The Board must approve any variation of the League logo that could be used by a team for any purpose.
- D. Sportsmanship Award
1. The President's Award for sportsmanship shall be known as the "Arthur Nagle Sportsmanship Trophy". This trophy will be awarded by the League membership at the final meeting of the season. The team winning it will be allowed to possess it until the following year's post-season meeting. However, if the team leaves the League either by choice or by losing its League privileges, it must return the trophy immediately.
 2. The Board shall contact the supervisor of umpires for his opinion on which team(s) he believes should receive the award.
 3. After receiving nominations from the membership, the League will vote on the nominees for the award.
 4. The team receiving the most votes will win the award. If more than one team ties for the most votes and the supervisor of umpires had a sole recommendation for one of them, that team will win the award. Otherwise, the process repeats among teams tied with the most votes. If the same teams are still tied on a subsequent vote, those teams will share the award.