

# **BASEBALL WEST ISLAND SENIOR LEAGUE**

## ***CONSTITUTION***

**- OFFICIAL RULES -**

***PURPOSE***

This document sets out the operating policies and playing rules for the Baseball West Island Senior League, hereafter referred to as the ***League***.

The ***League*** is constituted for the recreational purposes of people 18 years of age and older.

The ***League*** has as its objectives fun, fair play and participation. The competitive aspects of the sport of baseball are encouraged, but, not at the expense of the ***League's*** stated objectives.

CONSTITUTION

TABLE OF CONTENTS

ARTICLE	SECTION	PAGE
<b>A</b>		
1.00	LEAGUE NAME	4
2.00	PURPOSE AND OBJECTIVES	4
3.00	OPERATING POLICIES	4
3.01	OPERATING COMMITTEE	4
3.02	LEAGUE MEETINGS	4
3.03	EXECUTIVE / DISCIPLINARY COMMITTEE	5
3.04	PRESIDENT	5
<b>B</b>		
1.00 - 1.02	PLAYING RULES	6
1.03	PLAYING DATES	6
1.04	TEAM ROSTERS	6
1.05	TEAM UNIFORMS	7
1.06	PLAYOFF ELIGIBILITY	7
1.07	ROSTER SHEETS/CARDS	7
1.08	TEAM COMPLEMENT	7
1.09	NON-ROSTER PLAYERS	8
1.10	INJURIES / ILLNESS/EJECTION	9
1.11	DOUBLE DEFAULT	10
1.12	NO STEALING – CLASSIQUE ONLY	10
1.13	CONSEQUENCES OF DEFAULT	10
1.14	LACK OF UMPIRES	10
1.15	RAIN / WETFIELD / INCLEMENT WEATHER	10
1.16	STANDINGS / BREAKING TIES	11
1.17	HOME TEAM DESIGNATION / RESPONSIBILITIES	11
1.18	MERCY RULE	11
1.19	COURTESY BASE RUNNERS	12
1.20	COMPLETE GAME	12
1.21	HITTING / BATTING LINEUPS / DEFENSIVE LINEUPS	12
1.22	SUBSTITUTION, RE-ENTRY OF PLAYERS AND BATTERS	13
1.23	PITCHING LIMITATIONS	13
1.24	RESPONSIBILITY FOR SPECTATORS	13
1.25	EQUIPMENT	14
1.26	ABUSIVE BEHAVIOUR/ALCOHOL	14
1.27	EJECTION PENALTIES	15
1.28	FINE PAYMENTS	15
1.29	SEASON / TOURNAMENT / PLAYOFF SCHEDULE	15
1.30	TEAM AND PLAYER CONDUCT	16

**ARTICLE A**

**A.1.00 LEAGUE NAME**

Known simply as Baseball West Island Senior League (BWISL) and will hereafter be referred to in this constitution as the **League**.

**A.2.00 PURPOSE AND OBJECTIVES**

- (1) To foster and promote amateur baseball and to provide maximum opportunity for all eligible individuals to participate.
- (2) To encourage sportsmanship and good fellowship amongst all participants to the betterment of their physical, mental and social well-being.

**A.3.00 OPERATING POLICIES**

**A.3.01 OPERATING COMMITTEE**

- (1) The **League's** Operating Committee will be the President of the **League** and six (6) team representatives elected at the **League's** Annual General Meeting. The team representatives shall be equally split between the divisions.
- (2) The Operating Committee will be responsible for any and every aspect of the running of the **League**.
- (3) Each team will provide (ideally) two individuals to represent that team at general **League** meetings when asked to.
- (4) It is suggested that the **League** Operating Committee should as necessary, to discuss matters which will promote the ongoing success and health of the **League**.

**A.3.02 LEAGUE MEETINGS**

It is suggested that meetings be held as follows:

- (1) **Annual General Meeting** - November (All team reps)
  - (a) To review the previous year
  - (b) To suggest changes for the upcoming year
  - (c) To assign tasks for the upcoming year
  - (d) To set **League** fees for the upcoming year
  - (e) To set the playoff format and dates for the upcoming year
  - (f) To elect members to the **League** Operating Committee
- (2) **Spring Meetings** - February, March and May (All team reps)
  - (a) To adopt rule changes
  - (b) To finalize fees for the upcoming year, collect team registration fees
  - (c) To set the regular season schedule for the upcoming year
  - (d) Hand out team packages for each team.

- (3) **Summer Meeting** - July/August (All team reps)
  - (a) To address situations which may have occurred during the current season.
  - (b) To confirm the format and dates for playoff games.
  - (c) To confirm players eligible to participate in playoff games.

An emergency meeting may be called at any time by the **League** Operating Committee if any situation arises which is crucial to the continued viability of the **League**.

**A.3.03 EXECUTIVE / DISCIPLINARY COMMITTEE**

The **League's** Executive Committee/Disciplinary Committee will consist of the President and two (2) other members of the Operating Committee of the **League**, The Executive Committee will rule on any disputes, protests or any other emergent situations which may arise in an unbiased way.

These situations will be dealt with as expeditiously as possible and the Executive Committee's power in these circumstances will be absolute.

**A.3.04 PRESIDENT** is responsible for:

- (a) The overall running of the **League**.
- (b) Chairing the various **League** meetings.
- (c) Determining the regular season and playoff schedules.
- (d) Resolving disputes which arise during regular season and playoff play.
- (e) To liaise with the BWI's umpire-in-chief in order that necessary rule changes might be implemented as the need for those changes arises.
- (f) To liaise with the BWI Senior Executive as requested.
- (g) To provide the umpire-in-chief with an up to date list of the team representatives with both business and residence telephone numbers.
- (h) Generally working with the other members of the **League** Operating Committee to ensure the proper and smooth running of the **League**.

**- END OF ARTICLE A -**

**ARTICLE B**

**B.1.00 PLAYING RULES**

For the most part, the Baseball Quebec will apply to **League** play. However, to promote the stated objectives of **The League**, a number of **League**-specific rules have been established. These rules are defined in the following paragraphs.

**B.1.01**

Each team representative is responsible for ensuring that players on his team are familiar with these rules.

**B.1.02**

The BWI umpire-in-chief is responsible for ensuring that all umpires assigned to games by him are familiar with these rules and that game sheets are signed by the plate umpire after each game.

**B.1.03 PLAYING DATES**

(1) Games will be played at diamonds as determined by the **League** Operating Committee.

**B.1.04 TEAM ROSTERS**

(1) Each team will submit a final team roster of a maximum of twenty one (21) players to the **League** Operating Committee by the last day of May in that year or as determined in the Spring Meeting. Failure to submit on time will result in a \$10 per day fine to the infracting team. The roster will identify the players **by both surname, usual first name, address and date of birth**. All players must sign the cahiers as prepared by the BWI Registrar and complete the **League** registration form.

(2) Any change to the roster **before July 9**, whether an addition or deletion, must be submitted to the **League** Operating Committee as soon as possible after the change occurs. **No changes to the roster are permitted after July 9.**

(3) A team's twenty one (21) player roster can have players who are playing full time on other teams:

- (a) A Teams: 4 two team players
- (b) B Teams: 3 two team players

(4) All such "two team" players must be identified on the preliminary roster of the team in the lower division. For the sake of clarity, full time players are those who have played a minimum of five (5) games with the same team are considered full time members of that team.

(5) Two team players may pitch a maximum of ten (10) innings in the superior division.

(6) Before the roster freeze date, In the case of emergency a team may apply in writing for an exception to B.1.04.3 in order to help them remain competitive. The request stating the reasons for the request, the name of the player.

Such request shall be made to the President. The President will consult with the Divisional General Manager prior to making a decision. Such decision is non-appealable.

(7) Should a team breach article B.1.04.3 in any game that game shall be automatically forfeit.

In the case of scheduling conflict the 'two team' player must play for the team in the lower division, unless permission is granted by the manager of the team in the lower division. Failure to obtain this permission will result in the automatic forfeit of the upper team's game. Provisions of B.1.13 shall apply in this case.

**B.1.05 TEAM UNIFORMS**

- (1) Each team in **The League** will have uniforms of a colour and scheme approved of by the Operating Committee.
- (2) Each team uniform shall consist of matching sweaters, pants and hats.
- (3) Each uniform will have a clear and distinct number affixed to the rear of the sweater portion of the uniform.
- (4) Each uniform will be the property of the individual player or the team depending on who paid for such uniform.
- (5) The uniform worn by a non-roster player (see B.1.10) shall consist of at least a **shirt and hat** of a matching colour scheme to that of the team that he is playing for.

In Classique, Midget call ups must wear the uniforms of their minor team.

(6) Each team **MUST** be in the full team uniform (matching colours) on or the last day of May of that year. Failure to comply with this will result in (See (7)(a) below).

(7) **Consequences for playing without an approved uniform**

- (a) A fine of \$10.00 per player per infraction shall be levied which shall be paid by the offending player(s) to the **League** before any such player(s) will be allowed to participate in further games.
- (b) At the time of the infraction, the player(s) shall be declared as being eligible and the game shall be played and the results considered being official.

**B.1.06 PLAYOFF ELIGIBILITY**

Playing in a minimum of 1/3 **League** games played (rounded to the nearest whole number) qualifies a player for his respective team's play-off roster.

**B.1.07 ROSTER SHEETS/CARDS**

It is the responsibility of the **home team** to submit an Official Game Roster Sheet/Card to the home plate umpire **before** each regular/playoff season game. After the Official Game Roster Sheet/Card has been verified and signed by the home plate umpire **AND** a representative from each team **after** the game, it will be forwarded to the Umpire in Chief and subsequently to the **League** statistician. Since this form is used to assist the **League** Statistician in determining **League** standings and to determine player eligibility to participate in playoffs, the **Official Game Roster Sheet/Card must detail** the date of the game, the opposition, the final score, the surname and usual first name of each player who played in the game, and, the jersey number worn by each player.

**B.1.08 TEAM COMPLEMENT**

A team must have eight (8) qualified players present at the end of a fifteen (15) minute grace period from the designated game starting time or it will default its scheduled game to the opposition **PROVIDING THAT** the opposition

team has eight (8) qualified players present at that time. Because of the **League's** stated objective of participation, defaults should be avoided if possible.

All teams should recognize that the **League** prefers a "played" game over a default.

**B.1.09 NON-ROSTER PLAYERS**

- (1) Each team, during regular season games, is permitted to use up to and no more than four (4) non-roster players. In Classique, exemptions may be permitted.
- (2) Non-roster players can be used by a team to increase the number of players in a game lineup to a maximum of 11 batters.
- (3) Non-roster players used in a game **MAY NOT BE** members of another team of the same division.
- (4) Non-roster players may play any position except that they **MAY NOT** pitch.
- (5) Non-roster players **MAY NOT** be used during playoff games in any capacity.
- (6) A players in *all divisions may be called* up to play in the division that is immediately superior to the one in which his regular team plays. For the sake of competitive balance double jumps are not permitted.

**B.1.09.1 Player Movement**

- (1) Player movement shall be as follows:

**(a) During the season:**

At no time during a season may a player leave one team to play team to play for another team within the same age bracket in the **League** without the consent of both team managers and approval by the LOC. If the proposed player movement is not approved, the player involved must either remain on the roster of the team with which he began the season or withdraw as a player for the remainder of the current season.

**(b) Conclusion of the Season:**

At the conclusion of the season, each player shall become a free agent within the Division he played, and may play for any existing team in the **League** (an existing team defined for purposes of these rules as being a team with at least four of the same players from the prior season remaining on its team roster), subject to the following restrictions:

- One free agent per season may be added to the roster of any existing team finishing in the top one-third of the standings in its respective Division based on its winning percentage from the regular season and playoffs;
- Two free agents per season may be added to the roster of any existing team finishing in the middle one-third of the standings in its respective Division, based on winning percentage from the regular season and playoffs; And
- Three free agents per season per season may be added to the roster of any existing team finishing in the bottom one-third of the standings in its respective Division, based on winning percentage from the regular season and playoffs.

(c) The provisions of this player movement rule shall apply solely to **League** players, defined for purposes of this rule as any player who appeared on a team roster for the preceding season.

Player movement shall always be subject to the age requirements of the **League**.

(2) Any team with three or fewer of the same **League** players on its team roster from the preceding season shall be considered a new team and shall submit to the LOC for review its intent to join the **League**. Unless otherwise determined by the LOC, any such new team shall be treated as finishing last in the **League** standings (for the teams in the same age bracket) for the previous regular season for purposes of the player movement rule. Such new team shall be limited to adding a total of three (3) players from existing teams to their roster.

Lastly, a maximum of two (2) players may be taken from any one team, afterwards a maximum of and one (1) from other team or teams. This rule shall apply to any team including those moving up a Division. Teams may lose a maximum of three (3) players without compensation.

(3) Any team (existing or new) may at any time recruit and add a new player(s) to the team's roster who is not a **League** player.

#### **B.1.10 INJURIES / ILLNESS/EJECTION**

(1) A team meeting the requirements of rule B.1.09 may drop down to seven (7) players during the course of a game without being subject to default as a result of injury or illness suffered by one of its players or for any valid, legitimate reason deemed to be so by the umpire-in-chief (or in his stead, by the home plate umpire).

Such valid, legitimate reason may be that the particular player must leave the game due to work commitments.

(2) The player removed from the game due to the aforementioned "legitimate reason" may return at any time in his same place in the batting order.

(3) Failure of the player to bat in his place in the batting order due to any of the above listed conditions **WILL NOT** be grounds for an automatic out being called by the game umpire.

(4) If a team meeting the requirements of rule B.1.09 drops down to seven (7) players during the course of a game because a player refuses to take his turn at bat, the team **SHALL FORFEIT** the game to the opposing team.

(5) If a team meeting the requirements of rule B.1.09 drops down to seven (7) players during the course of a game because of one of its players being ejected from the game, it **SHALL FORFEIT** the game to the opposing team.

(6) For the purposes of this clause a grandfathered player is one who has played in the **League** for five (5) years.

All injured players must be designated as injured on the teams web page. The **League** and Divisional executive must be notified by email once a player is placed on the disabled list (DL).

If a 'grandfathered' player is injured his games on the DL shall count as games played.

If a 'non-grandfathered' player who has played a minimum of four (4) games played is injured and he provides a Doctor's note then all his games on the DL shall count as games played.

(7) A team playing with nine (9) players drops down to eight (8) because of one of its players being ejected from the game, the game continues as they still meet the legal minimum of players required.

**B.1.11            DOUBLE DEFAULT**

In the event that *BOTH* teams cannot meet the requirement of having eight (8) players within fifteen (15) minutes of the scheduled game time, a double default shall be declared by the home plate umpire.

**B.1.12            NO STEALING – CLASSIQUE ONLY**

Stealing is not permitted when a team is leading by 7 runs or more. A runner attempting to steal can be thrown out. If the steal attempt is successful the runner shall be declared out.

**B.1.13            CONSEQUENCES OF DEFAULT**

- (1) A default will be entered in the record book as a score of 7-0 for the winning team.
- (2) The defaulting team will pay a fine of \$200.00 for each defaulted game during the season (either the regular season or the playoffs) to the **League**. In the event that the forfeit occurred after the game could be considered a complete game then no forfeit fee shall apply.  
  
Should that team forfeit a further three (3) games, it will be presumed that such team has forfeited its right to participate in the **League**.
- (3) In the event that a team is at the playing field and does not have enough players to play a game, a roster sheet **MUST** be filled out for each team listing all players from each team who were present in order that those players may receive credit for a game played when the **League** statistician is calculating number of games played for playoff eligibility purposes.
- (4) If the **League** has been notified that a game in the future will be forfeited, **ALL** players on the roster of the non-offending team will receive credit for a game played while **NONE** of the players on the offending team will receive such credit.

**B.1.14            LACK OF UMPIRES**

In the event that **League** umpires are not present at game time, the members of the **League** Operating Committee should seek a mutually agreeable compromise in order that the game might be played providing that both teams have at least eight (8) players present at the scheduled game time. If however, a team has fewer than eight (8) players present **AND** there are no umpires present at the scheduled game time, that team may choose not to play, thereby avoiding a default. In unusual circumstances whereby the second umpire assigned to a game fails to show up for a game, the game shall be officiated by the remaining umpire either alone or with assistance from a player or players from the teams involved.

**B.1.15            RAIN / WET FIELD / INCLEMENT WEATHER**

- (1) The decision regarding whether a game should be postponed because of rain, wet field conditions or inclement weather rests solely with the game umpires.
- (2) Teams are expected to appear at the parks for all scheduled games.
- (3) Teams failing to do so risk the consequences of a default being declared against them.

- (5) In exceptional circumstances, the **League** Operating Committee may, upon prior notification to the teams and the umpire-in-chief, postpone a game(s) because of rain or wet field conditions then and only then, will teams be excused from their responsibility of appearing at the park for a scheduled game(s).
- (6) Teams and umpires will be notified at least one (1) hour prior to game time of such postponement.
- (7) Umpires will be paid in full if they are not notified of cancellation at least one (1) hour prior to game time.
- (8) Umpires will be paid in full if a game is called before it is declared an official game as set out in Rule B.1.15 (6).

**B.1.16 STANDINGS / BREAKING TIES**

When two or more teams are tied in the **League** standings at the end of regular season play, the following criteria *IN ORDER* will be used to award higher standing to a team(s):

- (1) The result of game(s) played "head on" between the tied teams. E.g. three teams tied, one beats two, one beats three, three beats two, therefore the standings in order would be 1-3-2.
- (2) Run differential between the tied teams during all games involving the tied teams played during the regular season.
- (3) Least number of runs against allowed by the tied teams in ALL games played during the regular season.
- (4) Most number of runs scored by the tied teams in ALL games played during the regular season.
- (5) Coin toss.

**B.1.17 HOME TEAM DESIGNATION / RESPONSIBILITIES**

- (1) The **home team** for regular season games will be the 2<sup>nd</sup> LISTED TEAM ON THE SCHEDULE.
- (2) The **home team** for *ALL* playoff games is the team that finished the regular season with a higher ranking in the regular season standings.
- (3) The **home team** shall provide 2 new and 2 slightly used baseballs to the umpire at the pre-game meeting.

**B.1.18 MERCY RULE**

- (1) In 'A' and B Division play there is no limited to the number of runs that can be scored by one team in any inning. In 'Classique' Division play no more than five (5) runs shall be scored by one team during one (1) inning of any game except if it the fifth, sixth or seventh inning which is being played.
- (2) During a "**doubleheader**" game, if at the end of **4** completed innings (or 3 1/2 innings where the home team is winning) a team is 10 or more runs ahead of the opposing team, the game shall be declared to be over by the home plate umpire.
- (3) During a "**single**" game, if at the end of **5** completed innings (or 4 1/2 innings where the home team is winning) a team is 10 or more runs ahead of the opposing team, the game shall be declared to be over by the home plate umpire.
- (4) The last at bat of the team that is losing is an open inning (not subject to B.1.18.1.).

**B.1.19 COURTESY BASE RUNNERS**

- (1) Base running substitutions can be made at any time due to a base runner suffering illness or injury during the game.
- (2) Where injuries were suffered prior to or during the game start and the player, while being able to hit, is unable to properly run the base paths, a base running substitution can be made providing that the home plate umpire has been notified of such pre-existing condition **PRIOR to the start of the game or before player takes his first turn at bat. Failure to comply will result in refusal of request.**
- (3) In any case where a player needs a substitute base runner, the substitute base runner **SHALL BE** the most recent "out" recorded, and, if that is not possible, the next possible last out who is not injured.
- (4) The maximum number of courtesy baserunners permitted in a single game is two (2).
- (5) A courtesy runner may not steal any base. The courtesy runner may not advance on a pass ball or a wild pitch.
- (6) There is no courtesy runner permitted in either A, B or Classique. Courtesy base runners are permitted only in the 35+ Division.

**B.1.20 COMPLETE GAME**

Games are scheduled into three (3) hour time slots; no inning shall start after 2 hrs 20 minutes. In the event of a game terminate by a time limit, the game is considered complete when five (5) innings have been completed (or after 4 1/2 innings where the home team is leading). The team leading at the time limit is the winner provided that sufficient innings have been played. If the game ends prior to the completion of a full inning the final score shall revert to the last full inning completed.

All statistics must be entered into the Web site within 48 hours of the completion of Game; failure to do so may result in an automatic default of the game and a fine. See **B.1.13 CONSEQUENCES OF DEFAULT.**

**B.1.21 HITTING / BATTING LINEUPS / DEFENSIVE LINEUPS**

In accordance with aim of the **League** to promote participation in our B Division and Classique:

- (1) In the A Division, the Lineup Card will consist of 8 position players, a pitcher or Designated Hitter (DH), and up to 2 Extra-Hitters.
- (2) The EH rule allows eleven (11) individual players to hit in the batting order. Extra Hitters will be extra players in the Lineup Card (again not more than 2). This player can be used as a defensive player and can hit anywhere in the Lineup Card. The EH is eligible to be put into the game defensively at any time. If this happens, the batting order does not change.
- (3) If a Team starts a game with fewer than eleven (11) players, and more players arrive during the game, the Team must add late arrivals to get up to a batting order of eleven (11) players as soon as possible. Late arrivals get added to the bottom of the order. Any additional players over the eleven (11) in the batting order will be added to the bench and used as substitutes later in the game.

- (4) Once a player is removed from the line-up for a substitute on the bench, he is out of the game permanently. If a substitute player is present at the beginning of the game, he must be listed on the line-up card as a substitute. If a player shows up late, he must inform the home plate umpire and the other Team that he is to be listed as a substitute or added to the bottom of the batting order immediately upon arrival.

Ex: A Team has eleven (11) players in the batting order at the start of a game and one or two players are on the bench or show up late. You may put a player from the bench in to pinch hit for a player in the line-up. This removes the original player from the line-up for the game and the new player takes his spot in the batting order for remainder of game.

- (5) If a Team is using the required eleven (11) batters and has substitutes on the bench, then if a player in the batting line-up is injured during the game and removed from the line-up, he must be replaced in the batting order for the remainder of the game. If a Team is not using eleven (11) players, then, if a player in the batting line-up is injured during the game and is removed from the line-up, his spot in the batting order can be skipped without penalty.

#### **B.1.22 SUBSTITUTION, RE-ENTRY OF PLAYERS AND BATTERS**

- (1) **Free Substitution for Defense:** All Players on a team whether in the batting lineup or on the bench may play any position in any inning with the exception to pitching, without affecting the player's offensive status in the lineup.
- (2) **Re-entry for Starting Pitcher:** The starting pitcher may re-enter the game to pitch as long as he stays on the field defensively at any other position and is in the batting lineup. If the starting pitcher was not in the lineup, he must replace the hitter who was the designated extra hitter (DEH) for the pitcher.

#### **B.1.23 PITCHING LIMITATIONS**

- (1) Any player on the roster is permitted to pitch for his team.
- (2) No non-roster player may pitch in any game.
- (3) In the 'B' Division, once a pitcher has assumed the pitching position, he may pitch the entire game.
- (4) A pitcher may relinquish the pitching position to a teammate either during an inning or after an inning is completed and then return to pitch during that game.
- (5) Pitchers **WILL NOT BE ALLOWED** to deliver a pitch using the Windmill or underhanded method **ONLY** over handed pitching will be allowed.
- (6) Provided the team has a minimum of 10 players, the pitcher may elect not to hit. Once that election takes places the pitcher may not take another defensive position and once he is done pitcher in that game he may no longer actively participate in the game.

#### **B.1.24 RESPONSIBILITY FOR SPECTATORS**

- (1) Teams are expected to be responsible for the conduct of their spectators and fans.

- (2) Any team whose fans become excessively abusive towards any of the umpires or any opposing player **MUST** be told by the team representatives playing on the offending team to stop such behaviour.
- (3) Fans failing to comply with that request **WILL BE** asked to leave the ball park by the umpire(s). Should all efforts by the team members and the umpire(s) fail to resolve the problem, the umpire(s) **MAY** halt the game and call a default against the offending team.

**B.1.25 EQUIPMENT**

- (1) Teams will supply their own equipment, exclusive of baseballs and bases.
- (2) All players must be responsible to wear protective cups.
- (3) Catchers must wear shin guards, mask, chest protector and protective cup; the use of helmet is strongly suggested by the **League** for the protection of the catchers.
- (4) Teams **must** maintain a fully stocked first aid kit in their team bag at all times, complete with chemical cold packs.
- (5) As of 2017 all new players in Classique and 35+ shall not be permitted to wear metal cleats.
- (6) Batters (while actually at bat and also when "on deck") and base runners must wear two flap batting helmets at all times.
- (7) Players catching a pitchers warmup must wear a proper catcher's mask.

**B.1.26 ABUSIVE BEHAVIOUR/ALCOHOL/DRUGS**

Since the stated objectives of the **League** are fun and fair play, any actions which are deemed to be either dangerous to other players or offensive to any umpire or other player will not be tolerated. Since it is also recognized by the **League** that the players who make up the **League** is playing as a form of recreation and must go to work the day after a game to make a living.

- (1) Any player who is guilty of dangerous play, including **excessive physical contact of a malicious nature intended or likely to cause injury to another player** such as "take out" slides, pitchers intentionally throwing at batters, batters intentionally throwing bats, fighting or any similar activity, will be immediately ejected from that game.
- (2) Any player who is guilty of using abusive language or abusive behaviour towards any umpire or any other player will be immediately ejected from that game.
- (3) All such ejections will be subject to review by the **League** Operating Committee.
- (4) The **League** will not tolerate participation by players who have been consuming alcoholic beverages before a game for obvious safety reasons.
- (5) Any player who is guilty of consuming alcohol or taking drugs on our playing fields, in the vicinity of our playing fields, in the dugouts or in the stands during a game will be immediately ejected from that game ...no further penalty will be assessed unless a player repeats the offence in a subsequent game in which case his actions

will be reviewed by the **League** Operating Committee to determine the desirability of the ejected player continuing to play in the **League**.

- (6) Any player who is guilty of consuming alcohol after the game in the vicinity of our playing fields in the dugouts or in the stands will be subject to either a suspension or a fine. Such penalties are not appealable.

**B.1.27 EJECTION PENALTIES**

Where a player is ejected from a game:

- (1) A **second ejection** during the year shall result in that player being suspended from playing in his team's next game or being fined \$50.00 payable to the **League** plus that player maybe required to meet with the **League's** disciplinary committee to determine the desirability of the ejected player continuing to play in the **League** during the current year.
- (2) A **third ejection** during the year shall result in that player being suspended from playing in his team's next game and being fined \$100.00...after a review of the circumstances of the suspension;  
The **League** disciplinary committee **may** levy further sanctions.
- (3) A **fourth ejection** during the year shall result in that player being indefinitely pending a review by the LOC of the circumstances of the suspension. Such review will determine length of suspension and amount of the fine payable to the **League**.

Once a player/rep has been ejected and serving their suspension, they will not be allowed/permitted to coach their team in anyway on or off of the field or from the stands. Failure to comply will result in further disciplinary action towards such individual.

Rules B.1.27.1, B1.27.2 and B1.27.3 shall be applied over and above Baseball Quebec sanctions.

**B.1.28 FINE PAYMENTS**

All fines are to be paid in full to the **League** or Umpire on duty for the returned game. Should the player play his next game after he has completed his suspension and not pay, he will be immediately suspended and a review by the **League** Operating Committee to determine the penalty for not paying before playing will be opposed against such player.

**CONSEQUENCES SHOULD SET FINE NOT BE PAID**

The player(s) shall be declared ineligible for each game thereafter until payment is received in full.

**B.1.29 SEASON / TOURNAMENT / PLAYOFF SCHEDULE**

- (1) The **League** Operating Committee will be responsible for making up and preparing the Season and Playoff Schedule for the **League**. The dates of any scheduled games will be final. However on occasion, some teams may not be able to play games during different times throughout the schedule for various reasons. Should this be the case, the **League** Operating Committee is to be told prior to the start of the season so that these changes can be made to try and accommodate the team during the season. **Once the schedule has been**

**finalized, games cannot be rescheduled unless getting direct approval from the *League* Operating Committee.**

- (2) Under no circumstances, is a team to arrange with another team that they would like to cancel/postpone or change any game without first getting approval from the *League* Operating Committee. Failure to do so will result in a default to such team. **No games can be rescheduled within 36 hours of the original scheduled date and time.**
- (3) In the event that a play-in series in any division is required to determine final playoff pairings, those games are considered part of the playoffs thus playoff eligibility rules apply.

**B.1.30 TEAM AND PLAYER CONDUCT**

Under no circumstances will the *League* or Umpires tolerate players or making a mockery of the game or making false accusations about anyone in the *League*. This would include but not limit it to:

- (a) The base runner verbally calling out catcher signals to the batter, including using hand signals in such a way where it is noticeable by players/umpires on the field or bench.
- (b) Verbal abuse/insults towards a player, official, volunteers or the *League*; and
- (c) Making false accusations about a player/team or the *League*

The first offense conduct will result in an automatic one game suspension.

The second offense will result in a three (3) game suspension.

The *League* will not tolerate such conduct and has zero tolerance for this type of behaviour.

**- END OF ARTICLE B -**