

2017 TRI-COUNTY BASEBALL LEAGUE BY-LAWS

Amended May, 2017

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ARTICLE 1 – Purpose

(A) The Tri-County Baseball League is an organization of baseball teams established solely for the purpose of providing recreation and enjoyment to its members. No players can be paid.

ARTICLE 2 – Membership

(A) Membership in the Tri-County Baseball League shall be limited to those teams holding franchises in the league for the 2017 season.

North Division –

<u>Franchise</u>	<u>Team Representative</u>
Camden	Isaias Nunez
CHBR/Third Base	Angelo Marchiano
Cherry Hill	Kip Bard
Maple Shade/Moorestown	Chad Grimley
Roughriders	Bill Kohut

South Division –

<u>Team</u>	<u>Team Representative</u>
Bellmawr	Len Landi
Garton’s Seminoles	Chris Williams
Seabrook Storm	Mike Weiss
Washington Twp. Senators	John DiPietro

(B) New franchises may be awarded by a majority vote of all teams in the league.

(C) All fees as indicated below are due before the season begins:

1. Charter members of the league shall pay a franchise fee of \$125.00 each season. New franchises will pay a franchise fee of \$250.00 for the first year and \$125.00 each succeeding.
2. Members shall pay a fee to be covered under the league’s insurance policy (market value – TBA).
3. Members shall pay 10 percent of the full season’s umpiring fee in advance (“assignor’s fee”).

(D) If any existing franchise who has not won 20 percent of their games in the last two years, that franchise must come before the league to determine if the franchise continues play for the next year.

(E) Forfeiture of three (3) league games will result in the loss of franchise. The team that has lost its franchise must reapply to the league the following year as a new franchise per **Article 2(B)**. This includes the \$250.00 franchise fee. Refer to **Article 10** for all matters concerning forfeited games.

ARTICLE 3 – Franchise Requirements

- (A)** Teams must have access to a regulation size baseball field (“home field”). If a team cannot meet this requirement, the league will vote on whether to retain the team as a franchise.
- (B)** Teams are required to have players fully uniformed.
- (C)** Teams are responsible for all equipment, including baseballs that carry, at a minimum, **A1010-HS1** specifications.
- (D)** Teams must be available to communicate in a timely fashion on any team or league issues that arise.

ARTICLE 4 – Rosters And Player Eligibility

- (A)** There are no age restrictions.
- (B)** No player may be under a professional contract with another league or organization.
- (C)** Each team shall be allowed a roster of twenty-five (25) maximum players.
 - 1. Each player must be named on an official roster submitted to the Commissioner prior to the first game. Failure to do so will result in forfeiture of each scheduled game until this item is satisfied. The roster is considered official when it posts on the league website.
 - 2. Teams must designate one, and only one, manager. If the manager is to participate in league play, he must be part of the submitted twenty-five (25) players.
- (D)** Rosters will remain open until the end of the season.
- (E)** The addition of any players after the start of the season must be made by informing the Commissioner. Players added to a roster after the start of the season must:
 - 1. Be present and sit out one game.
 - 2. The manager of the player's new team must notify the opposing team manager that his new player is present and sitting out that game.
 - 3. The opposing manager must make a notation in the new player team's scorebook verifying this.
- (F)** A player changing teams after the start of the season must have approval of both managers before joining a new team. **Article 4(E)** also applies.
- (G)** Upon a player's release, the manager giving up that player will immediately notify the Commissioner of the player's release.
- (H)** Any player under professional contract will be considered ineligible to play in this league during the current season, unless he receives a release from the professional contract.
- (I)** A player moving from one team to another during the season must return all uniforms and equipment to the original team before he may be signed by another team.
 - 1. If management of the original team requires a monetary commitment from the player, the manager of that team has the option of demanding payment, or a portion of that monetary commitment, based on percentage relative to the time the player was on a roster.
- (J)** At the end of each season, all players become free agents and may be recruited by other member teams. No written release to join another team for the new season is required. However, the manager of the former team must agree all uniforms, equipment, and monetary commitments have been satisfied.
- (K)** No manager or coach, or emissary dispatched by a manager or coach, may recruit a player during the season while that player is on the official roster of another Tri-County team. However, if a player decides to change teams, the player may inquire to another team if there is a roster spot available.
- (L)** Any player who seeks a released and feels their current manager is delaying that release has the right to petition the Commissioner for a review of their status. The Commissioner has the authority to grant such a release.

ARTICLE 5 - Play of the Game – Regular Season

(A) League games will be governed by Major League Baseball League Rules (American League) and only cases where those rules conflict with Tri-County League Bylaws will the latter supersede.

(B) The league's official schedule will be adhered to by all teams. A game is considered officially scheduled when it posts on the league website.

1. Teams unable to field a team on the designated day will forfeit that game, regardless of lead time given to the opposing team.
2. The opposing team may, however, agree that the game be rescheduled at a later date.
3. If that rescheduled game cannot be played (weather, field availability, etc.) then the game will not count in the standings (i.e. no points awarded).

(C) Normal starting times:

1. Twilight games will begin at 6:10 pm with forfeit called at 6:30 pm.
2. Night games may be scheduled at other times, but forfeit will be set at 20 minutes after the scheduled time.

(D) The home team manager will be held responsible for home field availability.

(E) In any case where the home team manager feels it necessary to postpone a game because of adverse weather or field conditions, he shall be responsible for contacting the visiting team manager and umpires two (2) hours in advance.

(F) Games will be played to the normal six and one-half (6½) or seven (7) inning limit.

(G) All games at a non-lighted facility will be ruled "final" if a least four and one-half (4 ½) or five (5) innings have been completed when darkness and/or inclement weather intervenes. Otherwise, games will be played to the normal six and one-half (6½) or seven (7) inning limit.

1. Games will "revert back" to the previous inning if that inning is not completed due to weather and/or darkness. The game is then evaluated as either being ruled "final" or "cancelled".
2. Games will not "revert back" if the home team ties the game during their AB, but the inning is not completed. This results in the game officially being recorded as a "tie" if the necessary innings have been completed for an official game. Otherwise, it will be ruled "cancelled".

(H) All games at a functioning lighted facility must be played in their entirety – six and one half (6 ½) or seven (7) innings. If the game is halted for any reason (excluding weather) the game will be ruled "suspended" and will resume exactly where the game was stopped on the rescheduled date. Only weather can supersede this rule, causing a "revert back". In the case of weather:

1. Games will "revert back" to the previous inning if that inning is not completed due to weather. The game is then evaluated as either being ruled "final" or "cancelled".
2. Games will not revert back if the home team ties the game during their AB, but the inning is not completed. This results in the game officially being recorded as a "tie" if the necessary innings have been completed for an official game. Otherwise, it will be ruled "cancelled".

(I) If any game is ruled "suspended" and is not rescheduled/completed, points will not be earned for either team. There is no option for the losing team to concede the game.

(J) The two teams will share the cost of baseballs and any negotiated umpire fees for any "suspended" game.

(K) Managers must cooperate with rescheduling makeup games. The Commissioner will monitor all postponements and direct that games be rescheduled as soon as possible. Due to the restrictions of home field time, makeup games might have to be scheduled on weekends or alternate sites. Teams should contact the league if issues arise with rescheduling games with any teams.

(L) The Commissioner shall enforce the official rules and resolve any disputes involving the rules. The Commissioner at his discretion may suspend any player, coach, or manager for violations of these rules.

1. A Rules Committee may be formed to help the Commissioner resolved any disputes that may occur. The three senior-most managers who are not involved in the dispute will serve on the committee.

(M) The home team shall give the umpire three (3) new balls at the start of each game.

(N) The winning team shall be responsible for emailing the Courier-Post with game details. The email address is cpvarsity@gmail.com. In addition, the Commissioner should be emailed the final score.

(O) There will be a nine (9) team league, five (5) in the North Division and four (4) in the South Division, beginning Monday, May 22 and ending Friday, July 21. All games not made up by July 21 will be eliminated from the schedule. All games on July 21 must start no later than 6:10pm.

(P) The Commissioner has the authority to extend the season if its accessed bad weather has caused postponement of too many games.

(Q) Teams earn two (2) points for a win, one (1) for a tie, and one-half (0.5) for a loss. No points are earned for a forfeit.

ARTICLE 6 - Latest Rule(s)

(A) The league is adopting the NCAA rule on collisions at all bases, which includes home plate. See full rule description below.

1. When there is a collision between a runner and fielder who clearly is in possession of the ball the umpire shall judge: If the defensive player blocks the base (plate) or base line with clear possession of the ball, the runner may make contact, slide into, or make contact with the fielder as long as the runner is making a legitimate attempt to reach the base (plate). Contact above the waist that was initiated by the base runner shall not be judged as an attempt to reach base or plate.

a. The runner must make an actual attempt to reach the base (plate).

PENALTY: If the runner attempts to dislodge the ball or initiates an avoidable collision, the runner shall be declared out, even if the fielder loses possession of the ball. The ball is dead and all other base runners shall return to the last base touched at the time of the collision.

b. The runner may not attempt to dislodge the ball from the fielder. Contact above the waist shall be judged by the umpire as an attempt by the runner to dislodge the ball.

PENALTY: If the contact is flagrant or malicious before the runner touches the plate, the runner shall be declared out and also ejected from the contest. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the collision.

c. The runner must attempt to avoid a collision if he can reach the base without colliding.

PENALTY: If the contact is flagrant or malicious after the runner touches the base (plate), the runner is safe, but is ejected from the contest. The ball is immediately dead and all other base runners shall return to the last base touched at the time of interference. If this occurs at any base other than home, the offending team may replace the runner. If the contact occurs after a preceding runner touches home plate, the preceding runner is safe. The ball is immediately dead and all other base runners shall return to the last base touched at the time of contact.

(B) The Extra-hitter (or EH). Teams may elect to implement one EH per game during the 2017 season. The EH is an additional hitter in the lineup resulting in 10 batters per game. The following applies to use of the EH during any game:

1. The EH must be in the starting lineup and cannot be removed from the lineup during the game (resulting in nine batters/shortened lineup).

2. If the EH is injured and no reserve is available, the team must take an automatic out when the EH is due to hit (unless **Article 12(C)** applies).

3. The EH can be used without the DH.

4. The EH can be replaced by a player not previously in the game.

5. The EH can enter the game as a defensive player for any player (*except for the DH or pitcher*) at any time during the game, maintaining his batting order position. The player he replaces remains in the game, maintaining his batting order position. Both players can return to their "original" positions at any time. This can be done multiple times throughout a game ("free substitution").
6. All moves during the game involving the EH must be supplied to the opposing manager.
7. All other substitutions of players not named the EH or not connected with the EH are subject to the league bylaws and MLB rules.
8. The EH is allowed during the playoffs.

ARTICLE 7 - Eligibility for Playoffs

- (A)** Final rosters for the post season must be submitted to the Commissioner and are made available to all teams before the playoffs begin.
- (B)** A player must participate in seven (7) games as a positional player or four (4) games as a pitcher with the team on which he is playing for in the playoffs. Positional players who have participated in seven games with their playoff team may be used as pitchers. Pitchers who have pitched in only four games may play any other position.
- (C)** Designated managers are exempt from the minimum game requirements described above, but must be part of the submitted playoff roster to play in a post season game.

ARTICLE 8 - The Playoffs

- (A)** The Playoffs will commence the week immediately after the final game of the regular season Teams are seeded 1-9 based on point totals. A tie-breaking formula will be used to settle and position stalemates.
- (B)** All teams will participate in the playoffs. The first seven teams with the best record regardless of division will draw byes and not be involved in Single Elimination playoff games.
- (C)** If two or more teams are tied for first place, there will be a single game playoff to determine first and second place. This is only for the overall best-record. Otherwise, ties in standings are broken as follows:
1. Tiebreakers:
 - a. Head-to-head competition
 - b. Most wins
 - c. Most points against top six (6) teams
 - d. Coin flip
 2. All-team playoff format:
 - a. First Round (Single Elimination) First day: 9 vs. 8. Highest seed will be designated the home team for this Single Elimination playoffs.
 - b. Second Round Quarter Finals (Best-of-Three): Teams re-seeded by points. 8 vs. 1, 7 vs. 2, 6 vs. 3, 5 vs. 4. Highest seeds host games One and Three.
 - c. Third Round Semi Finals (Best-of-Three): Teams re-seeded by points. 4 vs. 1, 3 vs. 2. Highest seeds are designated home team for games One and Three.
 - d. Championship (Best-of-Three): Two remaining teams will play each other. Highest seed is designated home team for games One and Three.
- (D)** Scheduling dates and times for playoff series will be a combined effort between the league and its member teams. Once established, teams will fully adhere to the schedule or risk forfeiting that game (see **Appendix A**). The playoffs will commence on Monday, July 24.
- (E)** Playoff starting times:

1. All twilight playoff games will be scheduled for 6 pm start with a 6:20 pm forfeit.

2. Night games may be scheduled at other times, but forfeit will be set at 20 minutes after the scheduled time.

(F) All regular season bylaws apply for the playoffs unless superseded by an item below:

1. In-Games and Quarter Final Series at non-lighted facility:

- a. No game can be ruled "cancelled" once started. It will be ruled "final" or "suspended" based on outcomes described below.
- b. If the game is halted due to weather and/or darkness during the first five innings, and the game hasn't gone the required four and one-half (4 ½) or five innings to determine a winner, the game will be ruled "suspended" and will resume exactly where the game was stopped on the next available date.
- c. There is no "revert back" for the first five innings.
- d. If the game reaches the sixth inning, the game can "revert back" to the previous inning if that inning is not completed due to weather and/or darkness. The game is then evaluated as either being ruled "final" or "suspended" (i.e. tie score).

- (1). Games will not "revert back" if the home team ties the game during their AB, but the inning is not completed. This results in the game being "suspended".
- (2). "Suspended" games are resumed exactly where the game was stopped on the next available date.
- (3). The manager of the team that is losing a "suspended" game may concede resulting in a win for the opposing team.
- (4). The two teams will share the cost of baseballs and any negotiated umpire fees for any "suspended" game.

2. In-Games and Quarter Final Series at functioning lighted facility:

- a. No game can be ruled "cancelled" once started. It will be ruled "final" or "suspended" based on outcomes described below.
- b. If the game is halted due to weather during the first five innings and the game hasn't gone the required four and one-half (4 ½) or five innings to determine a winner, the game will be ruled "suspended" and will resume exactly where the game was stopped on the next available date.
- c. There is no "revert back" for the first five innings.
- d. If the game reaches the sixth inning, the game can "revert back" to the previous inning if that inning is not completed due only to weather. The game is then evaluated as either being ruled "final" or "suspended" (i.e. tie score).

- (1). Games will not "revert back" if the home team ties the game during their AB, but the inning is not completed. This results in the game being "suspended".
- (2). "Suspended" games are resumed exactly where the game was stopped on the next available date.
- (3). The manager of the team that is losing a "suspended" game may concede resulting in a win for the opposing team.
- (4). The two teams will share the cost of baseballs and any negotiated umpire fees for any "suspended" game.

3. All Semi and Final Series games:

- a. All events occurring in-game are "official" regardless of the inning. If the game is halted for any reason, the game will be ruled "suspended" and will resume exactly where the game was stopped on the next available date. The game must be played to its six and one-half or seven innings completion.

- (1). The manager of the team that is losing a suspended game may concede resulting in a win for the opposing team.
- (2). The two teams will share the cost of baseballs and any negotiated umpire fees for any suspended game.

(H) In the first round (Single Elimination) the teams will split the cost of baseballs. In any best-of-three series, each home team in the first two games will be responsible for supplying baseballs. Teams involved in third games of a playoff series will share the cost of baseballs.

(I) Prize money will be as follows:

First Place (Regular season, most points)	\$275.00
Second Place (Second best point total)	\$250.00
Third Place (Third best point total)	\$125.00
Fourth Place (Fourth best point total)	\$100.00
Playoff Champion	\$400.00
Playoff Runner-up	\$200.00
Division Winners	\$100.00

ARTICLE 9 - Conduct of Players, Manager and Coaches

(A) All players must be fully uniformed when they take the field. Managers and coaches do not have to be uniformed.

(B) Each participant will be required to conduct himself in a sportsmanlike manner and to avoid arguments with fans, umpires, and opposing teams.

(C) Any player ejected from a game by an umpire must sit out one game. The Umpires Association must report to the Commissioner all players ejected from games and the reasons therefore. The Commissioner can extend the suspension if it is warranted. A third ejection will be subject to an automatic suspension for the rest of the season.

(D) The suspended player does not have to attend the game(s) he is suspended for.

(E) A forfeit by the suspended player's team does not count as time served for the suspended player.

(F) A forfeit by the opposing team does count as time served for the suspended player.

(G) Ejected managers and coaches will be subjected to the same suspensions as players. However a manager or coach will be brought before the Commissioner after the third suspension.

(H) Any player, manager and coach guilty of using physical violence against an umpire, manager, player, fan or other non-participant will be subject to a substantial penalty at the discretion of the Commissioner. Penalties could include suspension for a minimum of one (1) year from the date of infraction. Any player found guilty of a second offense under this section could be banned from the Tri-County League play for life. The Commissioner will rule on each case individually, and use precedence when such is available.

(I) Any umpire charged with profanity toward a manager, coach or player of a Tri-County League team during game situations should be reported to the Umpires Association with the intention of having that umpire banned from working in the league.

ARTICLE 10 - Forfeitures

(A) A team will forfeit any game in which it is unable to field nine players by the agreed deadline time, or in which the manager pulls his team off the field, or in which an ineligible player is used.

(B) In any case where a team cannot field nine men by deadline time, the managers may agree to play an exhibition game providing that the forfeiting team agrees to accept all monetary responsibility.

(C) Any team which is pulled off the field by its manager, or walks off the field and refuses to play, or continue to play a game, shall immediately forfeit that game.

1. The team shall be fined \$25.00.

2. The situation must be reviewed by the league's Rules Committee, **per Article 5(L)(1)**, on such matter within 48 hours of the infraction or as soon as possible.

3. If that committee is not convinced the action of the offending team as just cause, it can recommend to the Commissioner that the offending team be penalized to the extent of losing its franchise and forfeiting its remaining games.

(D) In all cases of forfeiture, the forfeiting team will be responsible for all umpire fees.

(E) In all cases of forfeiture, no points are earned by the forfeiting team.

(F) The maximum forfeits allowed in one season are three (3). This results in removal of the franchise immediately from the league.

(G) In the case where a team is removed from the league due to max forfeits, the following will apply:

1. Any team with "remaining games" on the schedule versus the removed team will be rewarded a win and two (2) points. "Remaining games" are defined to be a game (regularly scheduled or makeup) which is officially posted on the league website.

2. Points will be awarded in the standings on the date of the scheduled game.

3. Teams may count forfeit wins as "games played" for their players. Those players must be on the roster on the date of that scheduled game.

4. All players from the removed team immediately become free agents and can join any team. "Games played" for playoff eligibility restarts at zero once a player joins his new team. The player must sit out one game, per **Article 4(E)**.

5. The playoff format will be adjusted accordingly based on the number of remaining teams.

ARTICLE 11 – Protests

(A) Any manager wishing to protest any regular season or playoff game must do so at the time of the incident which fostered the protest.

(B) In any case where a team manager indicates to the umpire that he wishes to continue the game under protest, the head umpire shall immediately announced to the public and the official scorekeeper that a protest has been registered. Umpires shall make the announcement regardless of their conviction that the protest is valid or not.

(C) In any case where the protesting team loses a regular season game, the umpire and players involved in the protest will submit letters to the Commissioner detailing the incident, with appropriate quotations from the rules (in the umpire's case) to substantiate his decision. Such letters must be sent via email, registered mail or hand delivered to the Commissioner to insure delivery within 48 hours of the incident

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1. For regular season protests, a Rules Committee, per **Article 5(L)(1)**, may be formed to help resolve the incident.

(D) In any case where the protesting team loses a playoff game, the Commissioner must be notified immediately by all involved parties to expedite the decision process. This supersedes the directives in **Article 11(C)**.

(E) For playoff protests, the Commissioner alone will rule to expedite the decision process.

ARTICLE 12 - Special Speedup Rules

(A) A special designated runner may be used for only the catcher or pitcher after two outs in any inning. The runner can be anyone not in the game at that time (even if previously in the game but now removed). The runner may be used later in the game in any capacity provided the player wasn't previously in the game. Teams are not required to use this designated runner.

(B) A Designated Hitter may be used for the pitcher only, and he has to be in the starting lineup. The designated hitting rule follows MLB rules, per American League bylaws.

(C) Teams suffering the loss of an injured player (legitimate injury) without having an available replacement may use a player who has participated and was removed from the game.

1. If a player is ejected from the game and his team does not have an available replacement, the game will be forfeited by the offending team. A player who has participated and was removed from the game may not be used in this instance.

(D) All base runners must wear a helmet.

(E) If a manager makes a trip to the mound a second time in an inning, the pitcher may be moved to a position in the field. The pitcher does not need to be removed from the game.

ARTICLE 13 - Meetings

(A) The Tri-County League will meet at the direction of the Commissioner. The first meeting of the season will be held during the winter, either in February or March.

(B) Subsequent meetings will be scheduled by the Commissioner, at least once a month, until the regular season starts.

(C) Special meetings can be called by the Commissioner anytime during the season if deemed necessary.

(D) A playoff meeting will be held on the final evening of the regular season to discuss and review all issues regarding the playoffs.

(E) When a vote is needed, the managers or their representative at the meeting will cast votes and the results are final. At least half of the managers will need to be present for the vote to be official. If there is not sufficient attendance, a vote will be conducted via email or text.

ARTICLE 14 - All-Star Teams

(A) If the Tri-County League is invited to an All-Star game involving another league, the manager with the overall, best record at that time (i.e. half-way point) will manage the game.

(B) Each manager will present a list of players from his team who deserve All-Star status to the manager of the All-Star team.

(C) Players must have played in least half of their team's games to be eligible for the All-Star team.

ARTICLE 15 – Payment to Umpires

(A) Payment to umpires will be divided equally between both teams for each game.

(B) Any travel fees that must be paid to umpires for games cancelled will be divided equally between both teams.

ARTICLE 16 - Office of the Commissioner

(A) The Commissioner is granted the power to rule on issues omitted from these Bylaws, when deemed necessary and proper, for the common good of the league.

**Rick Ventura, Commissioner
Tri-County Baseball League**

APPENDIX A – 2017 Playoff Schedule

July 2017						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21 **END REGULAR SEASON**	22
23	24 IN-GAMES & QTR FINAL GAMES	25 QTR FINAL GAMES	26 QTR FINAL GAMES	27 QTR FINAL GAMES	28 QTR FINAL GAMES	29 RAIN DATE
30 RAIN DATE	31 SEMI FINAL GAMES (at Bellmawr and Alcyon)					
August 2017						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1 SEMI FINAL GAMES (at Bellmawr and Alcyon)	2 SEMI FINAL GAMES (at Bellmawr and Alcyon)	3 SEMI FINAL GAMES (at Bellmawr and Alcyon)	4 SEMI FINAL GAMES (at Bellmawr and Alcyon)	5 RAIN DATE

July 2017						
◀ Jun 2017						Aug 2017 ▶
Sun	Mon	Tue	Wed	Thu	Fri	Sat
6 RAIN DATE	7 FINALS (at Bellmawr)	8 FINALS (at Bellmawr)	9 FINALS (at Bellmawr)	10	11	12