

LEAGUE PHILOSOPHY

The Atlanta Men's Baseball Association (formerly known as Atlanta Area Men's Senior Baseball League, Inc.) (hereinafter the "League") was founded to provide men 25 years and older the opportunity to play the game of baseball. The League encourages good clean play and spirited competition, but a "win at any cost" attitude benefits neither the League, nor its teams or players. Sportsmanship and respect for the traditions of baseball shall at all times guide our approach to League operations, dispute resolution and games. Our rules of play are the rules of Major League Baseball (http://mlb.mlb.com/mlb/official_info/official_rules/foreword.jsp), except as modified by these rules of the League.

A. League Age Brackets

1. The League is comprised of four age brackets: 25+, 40+, 50+ and 60+ divisions.
2. Each age bracket operates as a separate competitive entity and is subject to the League's rules and regulations as set forth herein, unless specifically provided otherwise.

B. Player Eligibility

1. Age

A player must, during the calendar year of play, reach the minimum age of the bracket in which he plays; EXCEPT, however, that in each division each team may have a maximum of TWO (2) players who, within the calendar year of play, are within two years of the minimum age for the bracket in which he plays. Such player(s), however, shall be prohibited from pitching more than three innings until they meet the minimum age in which he plays within the calendar year of play. Current players previously exempted from the age requirements herein shall fall under current rules and restrictions. *Any player whose eligibility is challenged by any manager of any team in said player's age bracket shall upon request of the League Officers provide evidence of age eligibility in the form of a driver's license or other recognized authoritative documentation.*

2. Prior Ban

The foregoing notwithstanding, no player who has been banned from playing in any other men's baseball league for any season or part thereof, shall be allowed to join or participate in the League. Any violation of this rule may result in a forfeiture of game(s), suspension or expulsion of the offending player(s) and/or his team, or any other sanction deemed appropriate by the League.

3. Modifications

The League reserves the right to at any time and for any reason review and modify or eliminate exceptions previously granted (including a "grandfather clause"). Such review or modification shall be effective only following no less than 10 days prior notice (which may be delivered electronically and/or via U.S. postal mail to the team manager) to the subject team and such review shall include examination and evaluation of any written response as said team may elect, but is not required, to submit.

4. Playoffs

To be eligible for the League playoffs, a player must participate in at least (1/3) of his team's regular season games. A player ineligible under this rule due to a physical injury or disability may be exempted from this requirement by written (electronic or otherwise) application to the League Competition Committee. The decision by the Competition Committee may appeal to the Members of the League.

5. Player as Umpire.

A player can umpire in AMBA Divisions in emergencies, such as a shortage of umpires. In no event shall such emergency umpire work any games in his own age bracket. Any exceptions granted pursuant to this provision must be approved in advance by the Competition Committee.

C. Team Rosters; Contracts and Fees

1. Roster 15

Each team must have at least fifteen (15) active players on its roster. A team may have on its roster one or more players participating in more than one age bracket

provided, however, such team must have a minimum of 12 players paying full League fee on its roster who play solely for such team and 3 others paying half fee for playing on two teams. Regardless of total players, each team is required to pay at a minimum the equivalent of 15 players x player fee amount each season).

2. Release and Waiver of Liability

No player shall be allowed to play in League games until he has signed a League player Release and Waiver of Liability through the online registration process.

3. League Fee

No player shall be allowed to participate in League games until any applicable League fee is fully paid.

4. Manager Duty

It shall be the responsibility of each team manager to submit a final roster with all player waivers of liability and, when requested, proof of age, along with all player fees to the League on the date designated by the League. Failure to do so may result in sanctions, including expulsion of the player or team from the League for that year. Sanctions, if any, shall be determined by the Competition Committee and approved by the President.

5. Added Players

Players may be added to a roster at any time through July 31st. To be eligible for a Sunday game, the player must complete the online registration at **atlmba.com** and ensure all fees are submitted by 5:00 PM the Friday prior. Players added on or before the board-designated halfway point must pay a full League fee. Players added after the board designated halfway point must pay one-half of the League fee. The date for such determination shall be the date when the new player's League fee, liability waiver and proof of age (if required) have all been validated by the League treasurer.

6. Player Withdrawal

Any player who must involuntarily withdraw from the League due to injury, job transfer or circumstances beyond the player's control before the first game of the season may receive a full refund from the League if application and proof is submitted by his manager and approved by the Competition Committee. Any player who voluntarily leaves his team for any reason before the first game of the season shall not be eligible for a refund until his team has secured another player as a substitute. In such case, the new player's fee shall be used by the team to reimburse the departed player. Once the season starts, no player, for any reason, shall be entitled to reimbursement of his League fee, in whole or in part.

7. No Additional Charges

In addition to the League fee, a player may not be charged by his team for anything other than the actual cost of his uniform (jersey, pants, cap, belt, and socks/stirrups) and a proportionate share of any reasonable team equipment and supplies expenses. No manager shall profit from any League, team or player-related activity or expenditure, nor shall any manager require a player to participate in any instructional or educational activity in which the manager receives compensation or compensation in kind.

8. Half Fee

A qualifying player having paid a full fee to play in any of the Leagues can pay one-half the League fee to play in any of the other Leagues in which he is eligible.

D. Player Movement; Restrictions; New Teams

1. Player Movement Rules – Individual Players

1a. Within the Season

A player may leave one team to play for another team within the same League age bracket during the season only with agreement of both team managers and approval by the Competition Committee. Absent such agreement and approval, the subject player 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.

1b. Without the Season

At the conclusion of the season, each player is a free agent and may play for any Existing team in the League (an “Existing” team defined for purposes of these rules as a team with at least four of the same players from the prior season remaining on its team roster), subject to the following restrictions:

1. 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 bracket, based on its winning percentage from the regular season AND playoffs.
2. Three 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 age bracket, based on winning percentage from the regular season AND playoffs; and
3. Unlimited free agents per season may be added to the roster of any Existing team (but no more than three (3) from any one team) finishing in the bottom one-third of the standings in its respective age bracket, based on winning percentage from the regular season AND playoffs.

2. Withdrawn Team

In the event any team withdraws or is expelled from the League during the season (a “Withdrawn Team”) and does not complete its schedule, players on the roster of the Withdrawn Team shall be eligible to be drafted as follows:

At the time of actual or deemed withdrawal standings for all teams in the Withdrawn Team’s bracket shall be calculated, based on winning percentage, and players from the Withdrawn Team shall be eligible for draft by the remaining bracket teams in the reverse order of the recalculated standings (e.g., the team in last place

shall have the first draft pick, with the team in the next to last position drafting second, and continuing in such reverse order thereafter).

3. New Team

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 Competition Committee to review its intent to join the League. Unless otherwise determined by the Competition Committee, 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 Rule D.1., above. Such new team shall be limited to adding a total of six (6) players from existing teams to its roster. Further, a maximum of three (3) players may be taken from any one team, afterwards a maximum of two (2) from another team and one (1) from another team or teams. This rule shall apply to any new team including those moving up from a lower division team to a higher division team.

4. Any Team

Any team (existing or new) may at any time recruit and add eligible new, non-League, players to its roster. All other new players who contact the League directly are subject to draft rules, and player eligibility requirements and player placement procedures established from time to time by the League.

5. Draft

The League shall conduct a pre-season draft of eligible players. The draft order shall be in reverse order of regular season winning percentage (playoff wins and losses are NOT included). The team with the lowest winning percentage shall be allotted first pick and pick and drafting shall continue in such reverse order until all players are selected. Any new teams(s) will be placed at the bottom of the draft order, selecting last. The draft shall be supervised by the Competition Committee and any issues relating to the draft not covered by these rules shall be addressed at their discretion.

6. Competition Committee Enforcement

Except as otherwise specifically provided, responsibility for the application, enforcement and interpretation of these rules is vested in the Competition Committee. In the event any team or League player desires to seek exemption from the application of any rules stated herein, the team or player must submit a written

application to the Competition Committee for review and recommendation to the League Officers, the decision of which shall be final.

E. Equipment

1. Uniforms.

Team players must wear matching professional quality and style uniforms with player numbers. Player names are optional but should be consistent within each team. T-shirts are specifically forbidden. A player not properly in uniform for a game (except in the case of a new player who has not yet received his uniform), must receive permission from the manager of the opposing team before playing. Such permission shall not to be unreasonably withheld. Questions or issues regarding this rule should be referred to the President.

2. Bats

Wood or wood composite bats only may be used. Metal bats are prohibited.

3. Cleats

Metal cleats are permitted but rubber or non-metallic cleats are encouraged. Metal Cleats are not permitted on any turf field.

4. Baseballs

Each team must provide three new baseballs at the beginning of the game from the supply provided to each team by the League at the beginning of, or from time to time during, the season. No other baseballs shall be used or introduced into any game.

5. Helmets

All batters, runners and players waiting in the on-deck area must wear ear flap helmets. Full double-ear flap helmets are encouraged, but single-ear helmets are permitted, provided that the ear flap is facing the pitcher when batting. At least half

helmets are required for catchers, and fuller head protection is encouraged. Helmets and headgear must be worn as designed and intended.

6. First Aid Kit

Each team must have a First Aid kit available at all games, which shall be subject to inspection at any reasonable time by the League President or any age bracket Vice-President.

F. Rules on the Playing Field

1. Time Limit

Games shall be played without time limit; provided, however, that no inning may start after two (2) hours and forty-five (45) minutes from the official start of the game, unless it is the rubber game of the championship series. Any inning in progress after two (2) hours and forty-five (45) minutes of play (including an extra inning) shall be played to completion, regardless of time. Should the score be tied after completion of that inning, the game shall be considered a tie with no replay or later continuation. If the game is called by the umpires due to rain, darkness, or any other condition that threatens the safety of the players, five (5) complete innings shall constitute a complete game, or 4 1/2 innings completed innings in the event the home team shall be leading at cessation of play.

If the game is called by the umpires prior to the above defined complete game, the game shall resume at the point it was halted. It should be completed the next time the teams meet. If the teams do not meet again, the game will be a no contest. Home team scorebook will be the official record for score, runner position, outs and inning.

NOTE: Double Headers will play 7 innings and will have a time limit of 2 hours and 30 Minutes

2. Time Start

There shall be a minimum of fifteen minutes between games, even if this causes a game to start after its scheduled time. The home plate umpire shall signal the start

of the game for the purpose of determining the "two (2) hours and forty-five (45) minutes rule" and shall advise both managers.

3. Lineup – Split Batting Position

A team may bat as many players as it wishes in its starting lineup, with a minimum of nine, except as otherwise provided in paragraph 5 below. A team may also declare that any batting order position can be occupied by two (2) players in each such batting position (herein referred to as a "split" batting position), with each of those players alternating at bat, beginning with Player "A" at the first plate appearance for that position in the order. Once declared, this lineup must continue for the remainder of the game for those batting positions designated as a "split" batting position. This declaration for positions 1-9 in the batting order shall be made before the start of the game. The declaration for positions 10 and below may be made at any time in the game (for example, after the game has started, two players could be inserted at the bottom of the batting lineup and split a batting position into position 10.) Also, at any time during the game, additional players may be inserted at the bottom of the lineup, occupying a single batting position. However, any player not in the starting lineup may also be inserted to pinch-hit or pinch-run for a player already in the lineup, regardless of whether that player is occupying a single batting position or a "split" batting position as set forth above. In such event, the player pinch-hit or pinch-run may not return to the game as a hitter or runner but may return as a fielder.

4. Pinch Runner/Courtesy Runner/Option

A Manager may insert a pinch runner for a courtesy runner (see para. 9. *infra*) for reasons other than injury. The Manager has the option of either replacing the courtesy runner or the batter in the batting lineup with the pinch runner and either the courtesy runner or the batter shall be deemed removed from the batting lineup for the balance of the game, as the Manager shall elect. The Manager must tell the opposing Manager and the home plate Umpire, which player will be replaced in the batting lineup. Either may return as a fielder.

Next time around the batting order, if the courtesy runner was replaced, the pinch runner bats in that position. If the batter was replaced, the pinch runner bats in that position and the courtesy runner designation is not given to that player but is lost. If

the courtesy runner had to leave the game due to injury, then he should be replaced by the next available courtesy runner.

5. Minimum 8 Players Start Game

A team must have at least eight players from its own active roster to start a game and for any team which shall not, the game shall be forfeited. If neither team has at least eight players from its own active roster to start the game, a forfeit shall be recorded and reflected in the standings as a loss for each team. A team may play with eight players; provided however, if it loses a player during the game for any reason causing it to have fewer than eight players from its own team, that team shall forfeit the game, regardless of the score or inning at that time. A team can borrow a ninth player only from the opposing team and only with the opposing manager's consent. If a new player for the shorthanded team arrives while the game is in progress, that player shall be inserted into the lineup immediately and the borrowed player returns to the opposing team.

6. Departing Player

If a player is forced to leave a game for any reason other than ejection, a reserve player not previously in the game as a batter must bat in the departing player's batting position (whether single or "split" batter position). If no reserve is present, the batting position is skipped and all batters move up accordingly, with no penalty to the affected team. However, if the departing player was ejected from the game, a substitute cannot be inserted, and the batting position will be an automatic out when reached for the remainder of the game.

7. Pitcher Re-Enter

If any pitcher is removed, he may re-enter to pitch only one time during the game, but not in the same inning. The removed pitcher may play any position after being removed or no position at all.

8. Professional Player

A former professional major or minor League baseball player is not eligible to play until he has been out of professional ball for three (3) complete AMBA seasons.

9. Courtesy Runner

Each 25+ and 40+ shall have up to **three** (3) players for whom they may have a courtesy runner. The 50+ and 60+ teams shall have up to **four**. ***The 60+ teams may only use 2 runners if they only have 9 in the lineup, 3 runners if they have 10 in the lineup and 4 runners with 11 or more.***

Courtesy runners can be identified before the game or added as the game proceeds. A player injured during the game may have a courtesy runner only if his team has not already used its allotment of discretionary courtesy runners. If it has used its full allotment, the injured player must be removed in favor of a pinch runner and as a result be removed from the game.

Should any player eligible to have a courtesy runner fail or decline to use a courtesy runner during the game, that player shall forfeit his right to a courtesy runner for the remainder of the game.

The last player in the batting order not on base will be the courtesy runner. THIS HAS NOTHING TO DO WITH WHO MADE THE LAST BATTED OUT.

A courtesy or pinch runner shall not be restricted to a definite amount of time to replace the current base runner, provided that the amount of time used is not unreasonable under the playing conditions at the time nor causes an unreasonable delay of the game.

If it is determined that the incorrect courtesy runner was used, i.e., not the last position in the order not on base, the defensive team can call time and bring it to the attention of the umpire. The correct runner shall replace the incorrect runner at the base currently occupied. There shall be no penalty other than being able to replace the courtesy runner on the field with the correct courtesy runner.

To speed up the game, a catcher can (but does not have to) be given a courtesy runner under the following conditions:

1. There are 2 outs.
2. He catches the next time his team is in the field.

Even if the catcher's team has currently designated all their allotted courtesy runners, the catcher can ask for an additional one in this circumstance. This is for catchers only, does not include pitchers.

10. Contact

The League is concerned about unnecessary and violent collisions at home plate, as well as with infielders at all bases and points in the infield. The intent of this section's rules is to encourage base runners and fielders to avoid such collisions where possible.

Fielder Has the Ball

A base runner has the right to the base path, including home plate, but nonetheless has a duty to take reasonable action to avoid a collision with a defensive player. When there is a collision between a runner and a fielder who clearly is in possession of the ball, the umpire shall judge:

- a. Whether the collision by the runner was avoidable (could the runner have reached the base without colliding) or unavoidable (the runner's path to the base was blocked) or
- b. Whether the runner was attempting to reach the base (plate) or attempting to dislodge the ball from the fielder.

PENALTY—If the runner, a) could have avoided the collision and reached the base, or b) attempted to dislodge the ball by way of the 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 interference.

- c. If the fielder blocks the path of the base runner to the base (plate), the runner may make contact or slide into, a fielder if the runner is making a legitimate attempt to reach the base or plate.

If the collision by the runner was flagrant, the runner shall be declared out and also ejected from the contest. The ball shall be declared dead.

Fielder Does Not Have the Ball

d. Obstruction

In a collision with a defensive player not in possession of the ball, or in the act of receiving or about to immediately receive the ball to make a play on the runner, the defensive player shall be charged with obstruction and the runner awarded the base, even if the base runner is tagged out prior to reaching that base. All other runners shall advance one base.

e. Incidental Contact

Notwithstanding any of the above, contact deemed by the umpire as incidental or unavoidable shall carry no penalty to either player or team.

f. Decoy and Fake Tag

Any fielder may use a decoy at any time, including a hidden ball trick, but may not fake a tag designed to or resulting in a runner having to slide unnecessarily. In such case, the sliding runner will be ruled safe, and all runners (including the sliding runner) will advance one base. Such decision is in the umpire's judgment only and not subject to protest.

g. Sliding

When sliding, a player must slide directly to the base and in such a manner to avoid sliding into a defensive player not occupying or in contact with that base. A rolling, cross-body or "high" slide, (i.e., runner's leg raised higher than the fielder's knee) shall be illegal. In such case, the runner will be called out and subject to possible ejection. In the event of a violation of this rule by a lead runner in a potential double play situation, the double play shall be deemed complete.

h. Standing

Notwithstanding the above, a runner advancing to a base may do so without sliding as long as he does not make contact or alter the play of the defensive player. In such cases, the play will stand as called by the umpire.

11. Pitcher Mouth

A pitcher may go to his mouth while on the mound (but off the rubber) as long as he wipes his hand before contacting the ball. Failure to do so results in an automatic "ball."

12. Pitching restrictions

Other than in the 25+ division, underage pitchers are limited to 3 innings each, per game, with a total of 6 innings combined. There are no restrictions in the 25+ division for underage pitchers.

13. Intentional Walk

Intentional walks are allowed. The manager will hold up 4 fingers, indicating to the umpire, of the intentional walk. Pitches do not need to be executed.

14. Mercy Rule

If there is a fifteen (15) run discrepancy at the end of 5 innings AND the game has gone 2 hours, the game will be ruled final. If the visiting team is ahead, the home team must be allowed to complete its 5th inning of play. This rule shall apply to both regular season and play-off games. Additionally, the team manager of the trailing team may concede the game before the time limit without penalty of forfeit.

15. Lost/stolen equipment

The AMBA is not responsible for lost or stolen equipment.

16. Player Ejection

In the event of an ejection, the umpire involved shall submit a written report within 48 hours of the event to members of the Competition Committee. Any additional punishment or sanctions shall be addressed pursuant to Rule G 2., infra.

G. Code of Conduct

1. Managers and players shall always conduct themselves in a sportsmanlike manner. No manager or player shall:
 - a. Intentionally touch, shove, strike or threaten an umpire.
 - b. Refuse to abide by an umpire's decision.
 - c. Exhibit flagrant demonstrations of dissent at an umpire's decision.
 - d. Except through the manager, discuss an umpire's decision with that umpire.
 - e. Physically or verbally attack any player, manager, umpire, or spectator before, during or after a game.
 - f. Through word or action, openly criticize, embarrass, disparage or in any way demean the performance, abilities, or efforts of any player during the game.
 - g. Any manager or player found in violation of the above rules (G.1.a.-f.) shall be subject to ejection from the game by the umpire and any further sanctions deemed appropriate by the Competition Committee or League Officers, including expulsion from the League.
 - h. For any violation of the foregoing:

The umpire shall eject any coach, player, substitute, attendant or other bench personnel from the game, unless the offense is judged to be of a minor nature. The umpire may warn the offender and then eject him if he repeats the offense. The warning or ejection shall be made at the end of playing action. Failure to comply shall result in the game being forfeited. For violations by coaches, the umpire may (1) restrict the offender to bench/dugout for the remainder of the game or (2) eject the offender. Any coach restricted to the bench shall be ejected for further misconduct. A coach may leave the bench/dugout to attend to a player who becomes ill or injured.

2. Sanctions

The Competition Committee or President is authorized to impose a sanction not to exceed a four (4) game suspension against any League player for misconduct or a violation of League rules. Any sanction greater than a four (4) game suspension may only be imposed by the League Officers after providing the involved player with notice and an opportunity to be heard. Notwithstanding anything above, all suspensions, regardless of duration, shall begin immediately and run continuously until satisfied.

H. Responsibilities of the Team Manager

1. Assemble a valid team roster and submit to League on designated date.
2. Assure that each player meets the age requirement and has signed a player waiver and can supply proof of age if requested, if a new player.
3. Handle team finances, including collection of player fees.
4. Submit League fees on designated date.
5. Assure that the team has a field manager.
6. Assure that the team is properly equipped and in uniform.
7. Have a team representative at all League meetings.
8. Participate in League committees, if requested.
9. Ensure that players understand and abide by all League rules.
10. Ensure that players understand their financial responsibility to the League and to their team.
11. Ensure that each player conducts himself properly on the playing field.
12. Call in scores to the League. The manager of the winning team must call in the score or enter the score in the Sports Engine coaches chat by 9:00 p.m. on game day. If the game ends in a tie, the home team is obligated to call in the score.
13. Rule Violations

Except as may otherwise be provided in these Rules and Regulations, a manager who knowingly and intentionally violates the rules by playing an ineligible player or a player who knowingly and intentionally provides false information may be subject to sanctions by the Competition Committee or League. These sanctions may include

suspension (not to exceed) two (2) games and/or forfeiture of the games played by the ineligible player.

I. Award Recognition

1. Each team shall be responsible for selecting its own most valuable player.
2. There shall be no more than one MVP per team.
3. Each member of the championship team within each division of the League shall be given an individual award.

J. Schedule

1. The regular season schedule, including the number of games, dates, time, location and designation of home team, shall be set by the Scheduling Committee before the start of the season.
2. Playoffs shall be held in accordance with the format approved by the Scheduling Committee.
3. All rainouts or suspended games will be rescheduled by the Scheduling Committee, subject to field and date availability.

K. Fines

1. Any team forfeiting a game shall be fined \$150.00 for the first occurrence and \$200.00 for the second occurrence. A third forfeiture within a season shall result in mandatory expulsion from the League for the remainder of the season along with any additional future sanctions deemed appropriate by the Competition Committee. All fines herein must be paid prior to the start of the forfeiting team's next regularly scheduled game to remain in good standing with the League and to avoid any subsequent game being recorded as a forfeit.

L. Protests

1. All protests must be submitted in writing to the League President within five days following the game in question. Rulings on protests shall thereafter be decided by the Competition Committee, with appeal to the League Officers, whose decision shall be final.

Appendix A

AMBA Initial Leagues and Divisions Layout:

Notes:

* The divisions will be assessed at mid-year in the event an adjustment is needed to address competitive balance.

* Min. age guidelines for players is specific to the league they play in: 25+, 40+, 50+, 60+

* No automatic built-in exceptions to the age guidelines. Any exceptions are case specific and must be presented to the League officers for approval.

* In cross-division play, the older division age guidelines are in effect for pitchers.