

THE ATLANTIC LEAGUE OF PROFESSIONAL BASEBALL CLUBS, INC.



OFFICIAL RULES AND REGULATIONS 2021 REDACTED EDITION

Redacted from the Official Atlantic League Playing Rules and Regulations as ratified by the ALPB Board of Directors, February 2021 and Updated by Desk Book Addenda

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**ATLANTIC LEAGUE RULES AND REGULATIONS
2021 EDITION**

PREAMBLE

These **Atlantic League Rules and Regulations** (“**Rules**”) have been adopted by the Board of Directors (“**BOD**” or “**Board**”) in order to create and preserve the fairness and similarity of conditions necessary for strong competition among the Member Clubs. Copies of these Rules shall be distributed to all Member Clubs and posted on the League Website for reference purposes.

RULE 1 CHAMPIONSHIP SEASON AND CHAMPIONSHIP GAMES

SECTION I: OFFICIAL RULES

The members of the League shall contend annually for the Championship of the League. Championship games of the League shall be played and scored under the most current **Major League Official Baseball Rules** as may be modified or amended by these Rules and Regulations. The League may adopt playing rules, miscellaneous rules and umpire rules, which may be permanent, temporary, or experimental, as the Board shall direct.

SECTION 2: PRESIDENT / BOARD OF DIRECTORS

- a) **Responsibility for Rules.** Responsibility for promulgation, interpretation, and enforcement of these Rules and Regulations shall be with the President of the League. In the absence of a President, the Board’s designee shall serve in place of the President. Ultimate authority for approving or modifying Atlantic League Rules and Regulations shall be the responsibility of the Board of Directors.
- b) **Fines.** Unless otherwise defined in specific Sections of the Rules, the President shall have the authority to issue disciplinary fines of not more than one-thousand dollars (\$1,000.00) to Clubs or employees who have violated Atlantic League Rules.

SECTION 3: ADOPTION OF SCHEDULE

- a) **Official Schedule.** The President shall prepare, or have prepared, a written schedule or schedules for each “**Championship Season**,” which shall include the “**Regular Season**”, “**Playoffs**”, and “**League Championship Series**” and submit the same to the BOD at least ten (10) days prior to the Annual Meeting, or as soon thereafter as practicable. It shall require a majority vote of the Board to adopt a playing schedule, which shall be designated the “**Official Schedule**.” The Official Schedule shall specify the date of each game and of each series of games. Every game played between Clubs from the commencement of the season to the conclusion of the Championship Season shall be a “**Championship Game**.” All of the games played from the first day until the final day of the regular season and prior to any playoffs shall be known as “**Regular Season Games**.” Games played following the Regular Season and prior to the League Championship Series, including any playoff or division series games, shall be “**Playoff Games**.”
- b) **Primary Tenant.** Clubs shall be the primary tenants of their home ballparks and may not schedule the use of their ballpark for any third party function that would interfere with the preparation, approval, or fulfillment of the Official Schedule.
- c) The series to determine division champions shall be known as the “**Divisional Playoff Series**” and subsequent games played to determine the League champions shall be known as the Atlantic League “**Championship Series**.” Upon adoption of the Official Schedule, the Clubs shall notify the President of the starting time for each home game.
- d) **After the Official Schedule is adopted and prior to the start of the Championship Season**, no date therein shall be changed except by agreement of the two Clubs involved when approved by the President, who shall notify all remaining Clubs of such change. Any game that is played on a date that is changed from the Official Schedule shall count against the originally scheduled date (e.g., a game on the Official Schedule originally slated for June 1, but moved to August 6, shall still count in league and division standings, tie-breakers, playing statistics, etc., as if the game were played on June 1).
- e) **After the Championship Season has commenced**, by agreement of the two Clubs involved, and the approval of the President, the Official Schedule may be changed as follows:
 - i) A date may be changed to an open date on the same playing grounds. However, if air travel is a factor for either team the provisions of Section 4, below, shall apply;
 - ii) A game may be re-arranged as part of a doubleheader;
 - iii) And as hereinafter provided in respect to suspended, postponed or called games.

RULE 2 CALLED, POSTPONED AND SUSPENDED GAMES (Condensed from Official Rules 7.00 - 7.02)

SECTION I: COMPLETION OF GAMES; SUSPENDED GAMES

- a) Every effort must be made to complete games in their entirety; however, in their decision making, Clubs and umpires shall err on the side of safety at all times.
- b) A “**Called Game**” ends at the moment the umpire terminates play.
- c) If a game is Called, it is a regulation game:
 - i) If five innings have been completed;
 - ii) If the home team has scored more runs in four or four and a fraction half-innings than the visiting team has scored in five completed half-innings;
 - iii) If the home team scores one or more runs in its half of the fifth inning to tie the score.
- d) If a game is postponed or otherwise Called before it has become a regulation game, the Umpire-in-Chief shall declare it “**No Game.**”
 - i) A game declared No Game shall be played from its beginning as if it were any other regulation game.
 - ii) Only players on the active roster may participate in a game re-started due to a game being declared No Game.
 - iii) Playing records and averages generated in games started but declared “No Game” shall not apply to official Championship Season statistics.
- e) If a regulation game is Called with the score tied, it shall become a “**Suspended Game.**” A game shall become a Suspended Game that must be completed at a future date if the game is terminated for any of the following reasons:
 - i) A curfew imposed by law;
 - ii) A time limit permissible under league rules;
 - iii) Light failure, malfunction of, or unintentional operator error in employing, a mechanical or field device or equipment under the control of the home Club (e.g., a tarpaulin, or other water removal equipment);
 - iv) Darkness, when a law prevents the lights from being turned on;
 - v) Weather, if a regulation game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to take the lead, and the home team has not retaken the lead; or,
 - vi) It is a regulation game that is Called with the score tied;
- f) A game can only be considered a Suspended Game if stopped for any of the six reasons specified above. A Suspended Game, or a game postponed for legal cause or called before it becomes a regulation game, in accordance with the Official Playing Rules, shall be replayed as soon as possible as follows:
 - i) Preceding the next scheduled single game between the two Clubs on the same grounds;
 - ii) Immediately preceding the next scheduled double-header between the two Clubs on the same grounds, if no single game remains on the schedule; or,
 - iii) If suspended on the last scheduled date between the two Clubs in that city, transferred and played on the grounds of the opposing Club, if possible;
 - iv) Immediately preceding the next scheduled single game, or
 - v) Immediately preceding the next scheduled double header, if no single game remains on the schedule; or,
 - vi) In the case of extenuating circumstances preventing the options above, and in an effort to play all games if possible, at a time and location determined in the sole discretion of the President, whose decision shall be non-appealable.
- g) Any Suspended Game that has progressed far enough to become a regulation game, but which has not been completed prior to the last scheduled game between the two teams during the Championship Season shall become a Called Game, as follows:
 - i) If one team is ahead, the team that is ahead shall be declared the winner (unless the game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to take the lead, and the home team has not retaken the lead, in which case the score upon the completion of the last full inning shall stand for purposes of this rule; or,
 - ii) If the score is tied, the game shall be declared a “Tie Game” (unless the game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to tie the game, and the home team has not retied the game, in which case the score upon the completion of the last full inning shall stand for purposes of this rule.
- h) Any postponed game, Suspended Game (that has not progressed far enough to become a regulation game), or Tie Game that has not been rescheduled and completed prior to the last scheduled game between the two teams during the championship season must be played (or continued, in the case of a suspended or tie game) to a completed regulation game, if the League President determines that not playing such game might affect eligibility for any playoff game.
- i) The completion of a Suspended Game is a continuation of the original game. A Suspended Game shall be resumed at the exact point of suspension of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution. Any player may be replaced by a player who had not been in the game prior to the suspension. No player removed before the suspension may be returned to the lineup.

- i) A player who was not with the club when the game was suspended may be used as a substitute, even if he has taken the place of a player no longer with the club who would not have been eligible because he had been removed from the lineup before the game was suspended.
- ii) If immediately prior to the call of a Suspended Game, a substitute pitcher has been announced but has not retired the side or pitched until the batter becomes a base runner, such pitcher, when the Suspended Game is later resumed may, but is not required to start the resumed portion of the game. However, if he does not start, he shall be considered as having been substituted for and may not be used in that game.

SECTION 2: PRE-GAME POSTPONEMENT

No game shall be called off or postponed more than six (6) hours prior to the scheduled starting time, without approval of the President.

SECTION 3: POSTPONEMENT BY RAIN OR INCLEMENT WEATHER

The Home Club is the sole judge of whether or not to start a game; in case of inclement weather after a game has begun, the Umpire-in-Chief is the sole judge as to whether a game should be interrupted or stopped; however, the Umpire-in-Chief shall rely upon the judgment of the umpiring crew and the Home Club General Manager (or equivalent or designee), who shall be available throughout the game for consultation; prior to a decision, the Umpire-in-Chief shall utilize all available Home Club resources such as, but not limited to, radar displays, meteorologist input and other technologies via communication with the Home Club General Manager (or designee). Umpires shall err on the side of safety at all times, especially with lightning in the area. Field conditions and the use of the tarp are the responsibility of the Home Club, which is obligated to comply with the Umpire-in-Chief's decision regarding stoppage of play due to inclement weather conditions.

- a) There is no minimum period of time required for stoppages of play. Umpires and teams are encouraged to begin play as soon as possible once field and weather conditions are deemed safe for continuation by the Umpire-in-Chief.
- b) There shall be a wait of at least thirty (30) minutes, regardless of field conditions, before the umpires consider postponing or Calling the game; in the judgement of the Umpire-in-Chief, a longer wait may be required. If, at the end of the thirty (30) minutes and at least every thirty (30) minutes thereafter, inclement weather is continuing, it is advisable and, as part of good showmanship, that umpires appear on the field in uniform, take a survey of the playing conditions and then announce their decision to continue the delay or Call the game. In any event, every effort should be made to complete the game in its entirety.
- c) During the last home series between two Clubs, no game shall be canceled or postponed by the Home Club without express approval of the Umpire-in-Chief following his inspection of the playing field. Every effort shall be made by the Home Club to play a scheduled game during this period even though a delay in the starting time may be necessary. Nothing in this rule shall be construed as giving the Umpire-in Chief the right to cancel or postpone a scheduled game prior to the actual start of play of such game.
- d) The Atlantic League shall use the Suspended, Postponed, and Tie Games Rules of the Official Baseball Rules for all Championship Season games.

SECTION 4: LIGHT FAILURE

If the lights go out during a game for any cause or defect, whether under control or not, and the lights cannot be put back into operation after a delay of thirty (30) minutes from the time play was suspended, the umpire may suspend play for an additional reasonable period, but not over sixty (60) minutes more. In any event, every effort should be made to complete the game. In the event the game must be rescheduled, the game shall be rescheduled and treated in the same manner as a postponement, except that play shall be resumed at the same point and under the same conditions that existed at the time of the light failure. However, if the game cannot be rescheduled on the Home Club field, it must be transferred to the Visiting Club's field in order to complete the schedule. If four and one-half innings have been played, rain checks shall not be honored.

- b) In the event of a temporary failure of lights while a ball is in flight or a play in progress, the umpire shall immediately call "time." When the lights are turned on again and play is resumed, the batsman and all runners shall return to the last base touched by them at the time of suspension. In the event that the batsman is compelled to return to the batter's box, he shall assume the count of balls and strikes against him, if any, at the time of suspension of game.
- c) The Home Club shall make every effort to restore the lights and the responsibility for ascertaining the facts rests wholly upon the umpires. The umpires shall see that a proper announcement is made to the patrons attending the game giving reasons for their decision.

SECTION 9: USE OF LIGHTS IN SCHEDULED GAMES

The President is empowered to require all scheduled games to be finished under lights. The lights should be turned on, when deemed necessary, at the beginning of an inning, with the Home Club General Manager acting as sole judge as to when the lights shall be turned on with the understanding that the safety of the players is of paramount importance.

SECTION 10: SUSPENDED GAME RULE

Should a game become a Suspended Game for any reason, it shall be completed beginning at the point of the suspension on the date of and preceding the next scheduled single game between the same teams in the same park. Where possible the lineups and batting orders of both teams shall be the same as the lineups and batting orders in use at the time the game was called, except that a player who had been removed from the Suspended Game for a substitute or a substitute player who did not continue in the ball game cannot appear in the lineup at the time of the completion of the Suspended Game.

RULE 3 DOUBLEHEADERS

SECTION 1: GENERAL RULES

- a) Each game of a doubleheader shall be seven (7) innings;
- b) There shall be a minimum twenty (20) minute and maximum thirty-five (35) minute intermission between games of a doubleheader.
- c) The authority for the starting of the second game of the doubleheader shall be in the hands of the Umpire-in-Chief for such game, and the umpire shall start the second game of a doubleheader, if possible, and require play to continue as long as possible.
- d) Once a doubleheader has been scheduled it shall remain a doubleheader and every effort shall be made to play both games.

SECTION 2: TWILIGHT DOUBLEHEADERS

Atlantic League Clubs may play twilight doubleheaders provided at least twenty-four (24) hour notice is given the Visiting Club and the League office. The Home Club shall be permitted to set the time for starting such doubleheaders, providing it is not later than 7:00 PM. Lights may be turned on at the beginning of any inning deemed advisable by the umpire and the game finished under the lights; provided further that the home team General Manager shall be the sole judge when the lights shall be turned on.

RULE 4 LEAGUE CURFEW

No inning of a Championship Season game may start after 12:50 AM local time, nor shall any game start after 11:50 PM local time. Notwithstanding the foregoing, no League curfew shall apply to the last respective home game between two Clubs, nor to any games that the Home Club would be unable to reschedule. The President is empowered to waive the curfew rule whenever he deems it to be necessary.

RULE 5 FORFEITED GAMES

SECTION 1: CLUB STANDING

If a game shall be declared forfeited in accordance with the Official Baseball Rules or these League Rules, such game shall count in determining the championship of the League as a loss by the forfeiting Club and as a win by the opposing Club, by the score of 9-0. The box score up to the point of forfeit shall be included in the League records and playing statistics except that if a Club in the lead is the forfeiting Club, the pitcher of that Club shall be charged with a loss and the pitcher on the other Club declared the winner.

RULE 6 PROTESTED GAMES

SECTION 1: PRESIDENT'S JURISDICTION

In general, the President shall adjudge all protested or disputed games, and his decision shall be final and non-appealable.

SECTION 2: PROCEDURE

The President shall make his decision on protested games as soon as possible. The President may not entertain a protested game unless the protesting manager announces his intention to protest that game to the Umpire-in-Chief at the time of the action on the field. Within 24 hours from the time of the protest on the field, the Club protesting must email the League office with a copy to the opposing Club, a

description of the details of said protest. A payment in the amount of two hundred and fifty dollars (\$250.00) must be received by the League Office within 72 hours from the time of the protest on the field or the protest shall be deemed withdrawn.

SECTION 3: FAILURE TO FOLLOW PROCEDURE

If the protesting Club fails to complete the game as directed by the umpire, or email said statement and evidence, as provided above, the protest shall be null and void, and shall not be considered by the President.

SECTION 4: PRESIDENT'S DECISION

The decision of the President may require that the protested game be replayed on a date fixed by his decision, play beginning with the same players if possible, as at the time of the protest, as to number of innings to be played, number of outs, players on base, balls and strikes called, etc., or may make such other disposition of the protest as the facts, in the opinion of the President, may warrant.

RULE 9 GENERAL REGULATIONS FOR ALL GAMES

SECTION 3: FIELD OF PLAY

- a) All foul lines shall be chalked from the home plate to the foul line on the fence where a flag or other distinct marker must be attached. Any Club failing to have its grounds so arranged shall forfeit all games to the opposing Clubs until such an arrangement is made.
- b) Each Club shall file with the President the exact dimensions of its playing field, showing the distance in feet from screen to home plate, home plate down the right field foul line to the bottom of the right field fence, from home plate down the left field foul line to the bottom of the left field fence, from home plate to the bottom of the left center field fence and from home plate to the bottom of the right center field fence. Proper signs shall be posted on the fence, showing the distance from home plate to the bottom of the fence in the manner herein stated.
- c) Each park in the League shall comply with Atlantic League Facilities Standards adopted by the Board of Directors.

SECTION 4: DUTY OF VISITING CLUB TO PRESENT LINEUP

The Visiting Club shall give the umpire and the Home Club's manager its batting order and probable pitchers before the commencement of each game, and likewise the Home Club shall give its batting order and probable pitchers to the Visiting Club's manager and the umpire before the commencement of each game. It shall be the duty of the Home and Visiting Club to provide their batting orders, probable pitchers and rosters of players at least ninety (90) minutes before game time, so the Home Club, including the Public Relations Director and Scorekeeper, may be properly informed and in order to provide the in-game experience to which fans are entitled. Batting order forms for this purpose shall be provided to each Club by the League office. As a courtesy, each lineup card presented to the Umpire-in-Chief should list the fielding positions to be played by each player in the batting order. If a designated hitter is to be used, the lineup card shall designate which hitter is to be the designated hitter. As a courtesy, potential substitute players should also be listed, but the failure to list a potential substitute player shall not make such potential substitute player ineligible to enter the game.

SECTION 6: ORDER OF PRACTICE

Depending upon weather and at the discretion of the Home GM/Groundskeeper, the Visiting Club shall be allowed up to one hour and fifteen (1:15) minutes for batting and infield practice after the Home Club has finished its batting and infield practice, after which the groundskeeper shall have not less than thirty (30) minutes to put the field in shape to play. The Home Club is allowed to vary these regulations, but the time must be the same for both teams.

SECTION 7: STARTING TIMES

- a) Each Club shall file with the President the time set for commencement of scheduled games on its grounds and for the first game of a doubleheader on any such days. The Home Club shall not change such time of commencement of any scheduled games by more than thirty (30) minutes without the permission of the League President and five (5) days' notice to the Visiting Club. All speech-making or ceremony of any kind shall be completed before the time of the start of the regularly scheduled game and may be scheduled between games of a doubleheader provided such speech-making or ceremony does not interfere with the starting time of the second games of the doubleheader.
- b) Under no circumstances shall a game be halted for the purpose of making presentations unless the Visiting Manager and umpires are notified of the planned presentation (including an estimate of duration) prior to the start of the game.

SECTION 8: GROUND RULES, REGULATIONS, AND OVERFLOW CROWDS

- a) Each Club, prior to the start of the season, shall print its own ground rules and deliver copies of the same to all the other Clubs in the League and the League President. Any changes whatsoever in the ground rules from those printed shall be brought up and discussed for a thorough understanding by the managers and umpires prior to the start of each game.

- b) Only in cases where spectators are compelled to overflow onto the playing field may the managers of the opposing teams, by agreement, make special ground rules, and then only covering balls batted or thrown into the crowd. All other ground rules, except as herein provided, or in the Official Playing Rules, must be made by the Home Club.

SECTION 9: OFFICIAL BASEBALLS

- a) No Championship Game shall be played with any ball other than the official baseball as adopted by the League, except that, with approval of the President, a non-League approved ball may be used in a temporary emergency situation.
- b) The Home Club shall deliver to the Umpire-in-Chief seventy-two (72) balls prior to the start of each game, and such additional baseballs as may be required to insure continuous and uninterrupted operation of the game. The Umpire-in-Chief shall have sole charge of the baseballs used in the game.
- c) The balls shall be placed in a permanent box, set flush to the ground near the plate in foul ground or suitable bag adjacent to the home dugout, and no balls shall be thrown out to the umpire from the players' bench. Any balls in the possession of the umpires at the close of the game must be returned to the Home Club.
- d) The Home Club shall provide to the Visiting Club two (2) new baseballs per game for use in the bullpen.

SECTION 11: MISCELLANEOUS BASEBALL RULES

- a) No player shall be permitted to dry the ball in any manner except by removing his glove and using his bare hands, except that in wet weather the ball may be dried by a tow sack or towel on the Home Club's bench under the supervision of the umpire.
- b) No player shall be permitted to use resin in drying the ball nor shall he have in his possession a bag or resin or foreign substance for such purpose. Prior to the game, however, the Home Club shall place a bag of resin just back of the pitcher's box and the pitcher may dry his hands by use of the same.
- c) No pitcher shall deliver to the batter a disfigured ball.
- d) The Designated Hitter rule shall be in effect for all Championship Games; provided, however, that a Home Club may suspend the Designated Hitter rule for a game or series for promotional purposes with the prior approval of the Visiting Club and the President.
- e) Any player of manager who is found by the President of stalling or turning any game into a farce shall be subject to a fine of not less than one hundred dollars (\$100.00).
- f) The Atlantic League does not utilize instant replay to determine on-field rulings and shall not use any moving image recording(s), regarding of source including, but not limited to, roving or fixed-use cameras, mobile devices, game telecasts, streaming or broadcast equipment, fan or club videos, etc., or reproductions of same, to aid, refute, or otherwise sway umpires in making on-field decisions (Deskbook #0217 4/17/17)

SECTION 12: DRONES AND OTHER FLYING DEVICES

- a) Drones shall be used during games only by the Home Club
- b) To protect the health and welfare of fans, spectators, guests, club employees, including on-field personnel, Home Clubs must exercise extreme caution whenever using flying devices
- c) Home Clubs bear 100% of the liability regarding the use of drones; visiting Clubs nor the Atlantic League shall hold no responsibility for flying device use, regardless of whether the Visiting Club has agreed to allow drone use during a game. Clubs are strongly encouraged to acquire liability insurance policies or riders covering the use of flying devices
- d) Flying devices may not be used during the Visiting Club pregame batting practice, warmups, fielding or pitching drills. Drones may be used during Home Club pregame batting practice, warmups, fielding or pitching drills, but only during those periods that do not overlap with Visiting Club drills, including pitching drills.
- e) Prior to the game, the Home Club must communicate its intention to use a flying device to umpires and to the Visiting Club; if not before, this communication must take place during the exchange of lineup cards
- f) Drones may only be used during games with the agreement of the Visiting Club manager or official designee; if the Visiting Club does not agree, the flying device may not be used during the game
- g) During games, flying devices may not be used during game action; drones may only be used between innings; drones may not be used during time outs, including, but not limited to pitching changes or injury time outs
- h) Drones may not be used near any on-field or off-field personnel, including players, managers, coaches, trainers, umpires, spectators or guests
- i) Flying devices may only be operated by Home Club employees
- j) Only one flying device may be used at any time
- k) The use of drones may not supersede or interrupt any Pace of Play promotional guidelines, including between-inning timing.

SECTION 13: NO ELECTRONIC DEVICES

All uniformed personnel, on-field staff, clubhouse staff and equipment staff are prohibited from using or possessing telephones or similar electronic devices, including any type of walkie-talkies, mobile phones, 'smart watches' (e.g., Apple watches), laptop computers, tablets or other communication devices, in or near the dugout, in the bullpens, on the playing field or in the playing facilities once batting practice has begun. Also prohibited is the use of such devices in the clubhouse or in the playing facilities (i.e., ballpark) within 30 minutes of the start of a game. The prohibition includes the use of any electronic equipment that has the capability to receive electronic messages by any person occupying the bench or in the bullpen. Clubs and/or Club personnel, violating this provision shall be subject to fines, suspensions and sanctions, including forfeiture of games, as may be imposed by the President.

RULE 10 PACE OF PLAY

SECTION 1: PURPOSE

The Atlantic League is committed to enhancing fan experience at League Games by accelerating the pace of Championship Games. Details of the actions by the League to address these issues are summarized as follows:

- a) All Atlantic League personnel including managers, coaches, players, and front office are to be vigilant in addressing the pace of Championship Games. The President is authorized to monitor compliance and to take such actions as he deems necessary to improve Atlantic League games;
- b) The Atlantic League shall enforce all existing Major League Official Rules, including:
 - i) Rule 2 – Definition of Strike Zone
 - ii) Rule 6.02 – Hitters stepping out of batter's box
 - iii) Rule 8.03 – Pitchers delivering pitches
 - iv) Delays caused by batter walk-up music

SECTION 2: PACE OF PLAY RULES

The following rule adjustments became effective as of April 9, 2015. They are subject to review by the Board of Directors:

- a) **Time between innings.** The time between innings shall be limited to no more than two minutes, five seconds (2:05). Timing shall commence when the last out is recorded in a half inning and ends when the pitcher starts his windup or delivery of the first pitch to the plate in the subsequent half inning.
 - i) All defensive players, including the pitcher, must take the field immediately after the final out in the prior half inning
 - ii) The 3rd base umpire shall keep time and shall remind the plate umpire with 20 seconds remaining in the period between innings so the plate umpire can ensure teams move at an appropriate pace to begin play;
 - iii) In the umpire crew's sole discretion, the period between innings may be lengthened to contend with issues such as injury, weather, pitching change, etc.;
 - iv) Clubs agree that between-innings promotions shall last less than 90 seconds;
 - v) Squads are free to begin innings in less than 2:05 if both teams are prepared to start play
- b) **Warm up pitches.** Pitchers shall be allowed the number of warm up pitches they need as long as they are prepared to start the inning within two minutes, five seconds (2:05); eight (8) warm up pitches are suggested (as provided for in Rule 8.03)
- c) **Count down clocks.** Clubs may test countdown clocks to time a) the twelve (12) seconds between pitches with no one on base rule and the b) 2 minute, 5 second (2:05) limit between innings.
 - i) The clock operator shall be the official timekeeper;
 - ii) Clocks must be large enough to be easily read and located within convenient view of on-field personnel. Two clocks are suggested (one outfield, one behind home plate);
 - iii) Other countdown options may be added in the future to reflect other POP trials or rules;
 - iv) In the umpire crew's sole discretion, the clock may be turned off for either a short period or the remainder of the game to contend with issues such as injury, weather, clock malfunction, etc.;
 - v) The 12 second period starts once the pitcher receives the ball and ends when he begins his windup or delivery.
- d) **Cessation of walk up music.** Clubs shall cease walk-up music when hitters reach the home plate circle.
- e) **Pitching change signal.** The manager or coach shall signal the plate umpire for a pitching change immediately upon leaving the dugout when making the second trip to confer with the same pitcher in the same inning.
 - i) Notes: a) the manager or coach shall physically signal either righty or lefty by raising his right or left hand. If there is any question regarding which player the manager or coach is requesting, he shall verbally inform the plate umpire of the name of the pitcher entering the game. The plate umpire shall then communicate the change to the appropriate base umpire who shall convey the change to the bullpen.
- f) **Time out limit of thirty (30) seconds.** On-field time-outs or conferences shall be limited to no more than 30 seconds, except in the case of injury. A conference begins when a manager, coach or player reaches the dirt portion of the mound OR initiates a conversation which creates delay and shall conclude when all conferees other than the pitcher step off the pitching mound dirt OR cease conversation and begin to return to their normal in-game position.
- g) **General guidelines:**
 - i) Umpires shall exercise good judgment and common sense when arbitrating Atlantic League games, especially with regard to any pace of play initiatives;
 - ii) Clubs and managers shall be reminded, warned, then disciplined by the League office if they repeatedly violate pace of play initiatives

- iii) The Atlantic League shall adopt MLB and MiLB pace of play rules if/when they are announced/implemented.
- h) **Three (3) time-out limit:** The defensive team, including any manager, coach or player, shall be limited during a game to a total of three (3) "time-outs" in which mound visits or on-the-field conferences are conducted with a pitcher or position player.
 - i) A mound visit which results in a pitching change at the time of the visit shall not count as one of the three (3) permitted "time-outs;"
 - ii) In the case of an extra-inning game, one additional "time-out" shall be permitted at the start of the 10th inning and every three (3) innings thereafter (the 13th, 16th etc.);
 - iii) Each "time-out" shall be limited to thirty (30) seconds as described above;
 - iv) The Umpire-in-Chief is responsible for enforcing the thirty (30) second limit on "time-outs." If the defensive team disregards the umpire's reasonable warning and continues to delay the game, the umpire shall declare a "Ball" for the batter at the plate.
- i) **Umpire enforcement of Rules 6.02 and 8.04.** The Atlantic League Office shall direct umpires to be diligent applying and enforcing Rule 6.02 (restricting batters "stepping out" of the box) and Rule 8.04 (requiring the pitcher to deliver the ball within 12 seconds when the bases are unoccupied).
 - i) Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball."
- j) **Umpire enforcement of strike zone.** The Atlantic League Office shall direct umpires to adhere to the strike zone as defined in Rule 2.00 and to observe that definition when calling pitches "Balls" or "Strikes."
- k) **Intentional base on balls.** When a manager or catcher of the defensive team indicates to the home plate umpire they wish to issue an intentional base on balls, the batter shall be awarded first base without the need for the pitcher to deliver four balls.
- l) **Extra innings tie-breaker:**
 - i) For all Regular Season games tied at the conclusion of the originally scheduled number of innings played, each half-inning following the ninth inning (or seventh inning if so scheduled) will begin with a runner on second base. The batter who leads off an inning shall continue to be the batter who would lead off the inning in the absence of this extra-innings rule. The runner placed on second base at the start of each half-inning shall be the player (or a substitute for such player) in the batting order immediately preceding that half-inning's leadoff hitter. By way of example, if the number five hitter in the batting order is due to lead off the tenth inning, the number four player in the batting order (or a pinch-runner for such player) shall begin the inning on second base. However, if the player in the batting order immediately preceding that half-inning's leadoff hitter is the pitcher, the runner placed on second base at the start of that half-inning shall be the player preceding the pitcher in the batting order. Any runner or batter removed from the game for a substitute shall be ineligible to return to the game, as is the case in all circumstances under the Official Baseball Rules.
 - ii) For purposes of calculating earned runs under Rule 9.16, the runner who begins an inning on second base pursuant to this rule shall be deemed to be a runner who has reached second base because of a fielding error, but no error shall be charged to the opposing team or to any player. For purposes of Rule 9.02, the official scorer shall keep records of the number of times each batter and runner are placed at second base in accordance with this rule.
 - iii) In addition, starting in the tenth inning (or seventh if so scheduled) and until the game has ended, the plate umpire shall check the offensive team's line-up card to verify the proper runner starting at second base. If an improper runner is placed, the plate umpire shall inform the offensive manager immediately and have the proper runner placed at second base. If an improper runner is noticed by an umpire or either manager after play has commenced, he shall be replaced with the proper runner and all plays made will be legal, unless a batting out of order situation nullifies the advancement. There is no penalty for an improper runner before or after scoring.

RULE 11 MANAGERS

SECTION 1: DUTY

A non-playing manager shall be permitted on the coaching lines without being counted in the player limit.

SECTION 2: PLAYING MANAGER

A playing manager may remove himself from the game as a player and return to the coaching lines as a coach at any time during the game.

SECTION 3: MANAGERIAL MISCONDUCT

The President shall have the authority to fine and/or discipline all managers, coaches, trainers, umpires, and any other on-field personnel whose conduct, in his judgment is unprofessional or not in the best interest of the Atlantic League.

RULE 12 UMPIRES

SECTION 1: PROVIDING UMPIRES

The President shall be responsible for providing for the services of umpires for all League playoffs and Championship Games. Prior to the start of each Championship Season, the Board of Directors shall review and approve the plan for providing umpire services, including costs, umpire names, plans for travel and/or per diem (if required), and plans for replacement and substitute umpires. Umpires may be employees of the League or contracted through a professional service.

SECTION 2: RULES MEETING

Each year, prior to the opening of the season and at the discretion of the President, the President shall hold a rules interpretation meeting with the League umpires, managers and appropriate Club personnel. The President shall prepare copies of the rules interpretations and special instructions to the participants. There shall be every effort made for the President to host a meeting or conference call at the All-Star break to review and refresh the rules with all umpires, managers and appropriate Club personnel.

SECTION 3: UMPIRE REPORTING – SUBSTITUTES

- a) Umpires shall report for games to which they are assigned at least one (1) hour before the time set for starting the game, and if prevented or delayed from reporting on time prior to the commencement of the game shall notify the Home Club General Manager as soon as possible. The General Manager of Home Club shall alert the President to reach a resolution.
- b) Each team in the League shall assist the President in locating potential substitute umpires in their home city. Prior to the season they shall send to the President, the names of at least two (2) such umpires with their address and phone numbers.

SECTION 4: FRATERNIZATION, RESTRICTIONS, SCOUTS

- a) Umpires shall not fraternize with any Uniformed Personnel at any time and Uniformed Personnel shall not fraternize with umpires.
- b) No umpire in the Atlantic League shall serve as a scout for any Club in the League or any other league, regardless of classification or affiliation.
- c) Umpires or Uniformed Personnel who violate of these covenants shall be subject to fines, suspensions and sanctions as may be imposed by the President

SECTION 5: AUTHORITY FOR EJECTIONS

- a) Any player in uniform, other than the manager, leaving his position to dispute a call with the umpire may be fined for the first offense, provided that the offender shall have been first warned. Before an umpire can expel a player from a game for such offense, he must notify the manager that such action shall be taken, unless the offense, in the judgment of the umpire, warrants immediate removal of such offender.
- b) No player shall assault or verbally abuse an umpire from the field or from the bench. For so doing, the player may be fined not less than twenty-five dollars (\$25.00) for each offense provided the umpire first warned the player.
- c) The manager may question the decision of an umpire only when such question is related to the playing rules and not to the judgment of the umpire on plays. Enforcement of this rule is mandatory.
- d) Before an umpire can eject a manager from the game, he must first warn him. Upon disregard of the warning the manager may be ejected from the game. If, in the judgment of the umpire, the action of the manager warrants immediate removal from the game the required warning may be waived.

SECTION 6: PROFANE AND OBSCENE LANGUAGE

- a) Any player, manager or umpire using profane or obscene language in the ballpark, audible to the spectators, may be fined, suspended or both by the President at his sole discretion, and shall be immediately removed from the playing field and not permitted to participate in any Championship Season Game, pending the President's decision while under suspension. Any player or manager using profane or obscene language directed at an umpire, before, during, or after a Championship Game shall be fined and/or removed from the game.
- b) Any club employee or sub-contractor, including but not limited to players, managers, coaches, umpires, or front office personnel making a negative reference to a player, umpire or any another person's race, color, creed (religion or spirituality), ethnic origin, national origin, ancestry, sexual orientation, gender identity, gender expression or gender identification before, during, or after a Championship Game shall be fined and subject to immediate suspension as determined by the President.

SECTION 7: DUGOUT DECORUM

- a) During a Championship Season Game, players, bat boys/girls, manager, coach(s), instructors and trainers ("Uniformed Personnel") must remain inside their own dugout, except when properly at bat, on deck, in the field, occupying a base coaching position, in the bullpen, or at practice under the instructions of the manager. Failure

to observe this rule, after warning by the umpire, shall result in a fine to the offending person (and/or manager for failure to control personnel). Upon continued disregard of the umpire's warning, the umpire shall, if necessary, remove the offending player/person(s) from the game.

- b) During a game, only club Uniformed Personnel (players, bat boys/girls, manager, coach(s), instructors, trainers) are allowed in the dugout, or areas described above. The manager, coaches, players and bat boy/girls who sit on the bench during a game are required to wear standard uniforms in team colors, or, if a trainer, club-identified, neat attire (collared shirt, pants/shorts). No persons (including players, bat boys/girls, manager or coaches) not in uniform may occupy the dugout or areas described above during a Championship Season Game, with the exception of grounds crew personnel (or helpers) during active weather circumstances, such as preparing for a rain interruption, which may also include camera wells.
- c) It is permissible for bat boy/girls to wear the Home Team uniforms while working for the Visiting Club.

SECTION 8: RETURN BY EJECTED PLAYER OR MANAGER / REFUSING TO FINISH GAME

- a) In cases where a player or manager is removed by an umpire from the first game of a doubleheader, the player or manager shall be eligible to return for the second game of a doubleheader, and in the case of a player or manager removed by an umpire in a morning game, the player or manager shall be eligible to compete in an afternoon game played on the same day. The same rule applies where removal is from an afternoon game; such player or manager may compete in the night game if both games are played on the same date.
- b) Should any Club refuse to finish a game once started because of dissatisfaction with any ruling or rulings of the umpire, or any cause whatsoever, or any Club owner or manager refuses to allow a legally appointed umpire to officiate in a game, or games, to which he has been assigned by the President, or which is scheduled to be played, said Club shall forfeit the game to the opposing team and in addition shall be subject to such other fines, suspensions and sanctions as may be imposed by the President.

SECTION 9: REPORTING VIOLATIONS

All violations of the Rules and expulsions shall be reported immediately following the game to the President by the umpire. Upon receipt of such notice, the President shall assess a fine or take other action as the facts warrant. At the commencement of each season, the President shall send out a form letter to all players and managers informing them that any Club found to be paying fines imposed upon its players or manager shall be fined five hundred dollars (\$500.00) for each offense and authority is hereby vested in him to impose such fine. This penalty shall apply for each offense and shall be strictly enforced.

SECTION 10: ASSAULT ON UMPIRES

Any player, manager, coach, or owner guilty of assaulting an umpire during the Championship Season shall be disciplined at the discretion of the President.

SECTION 11: UMPIRE DRESSING ROOMS

No Uniformed Personnel (i.e., Managers, Coaches, Players, Instructors, bat boys/girls), except Trainers shall be allowed in umpire dressing rooms at any time. Trainers and umpire dressing room attendants shall be allowed in umpire dressing rooms to attend to umpire needs; other essential club personnel shall be allowed in the umpire dressing; all visitors to umpire dressing rooms are expected to act professionally and respect umpires at all times; Any Uniformed Personnel who enter an umpire dressing room for any reason shall be subject to fines, suspensions and sanctions as may be imposed by the President.

RULE 16

UNIFORMED PERSONNEL CODE OF CONDUCT; OTHER CONDUCT

The following summarizes the major provisions of points of behavior that are expected of Managers, Coaches, Players, Instructors, Bat Boys/Girls, Trainers (i.e., Uniformed Personnel) in the League. Uniformed Personnel shall fully and faithfully comply with all such points of behavior as may be adopted or modified by League from time to time. Violations of this Code of Professional Conduct, or any other League Rules or Regulations shall subject Uniformed Personnel to ejection, fine, suspension and/or expulsion from the League, as determined by the League President at his sole discretion. Uniformed Personnel:

- a) Shall look, act, and dress professionally at all times.
- b) Shall be in full uniform at all times ballpark gates are open.
- c) Shall treat umpires, players, coaches, fans and media with respect at all times. Sign autographs for fans at all appropriate times.
- d) Shall not make obscene gestures, or use profane or obscene language in the ballpark, whether or not audible to spectators.
- e) Shall not make any negative reference to a player, umpire or any other person's race, color, creed (religion or spirituality), ethnic or national origin, ancestry, sexual orientation, gender expression or gender identification before, during, or after a game.

- f) Shall not throw equipment, or abuse the property of home or visiting club, or related third parties (such as, but not limited to suppliers, sponsors, etc.). Damage to home, visiting club and third-party property shall be the financial responsibility of the person(s) involved and may result in fines and/or suspension.
- g) Shall treat home and visiting clubhouse and staff with respect.
- h) May not consume alcoholic beverages during a game, in the clubhouse, on ballpark grounds, or on the team bus.
- i) Shall not enter the seating areas or other public spaces when the ballpark gates are open for any reason other than promotions authorized by the home club.
- j) May not engage in any physical contact or verbal abuse of an Umpire
- k) Shall not throw at hitters, or authorize same, charge the mound or incite fights with opposing Club personnel.
- l) In addition to other disciplinary measures, betting on a League game shall subject Uniformed Personnel to immediate termination.
- m) Shall not misbehave in visiting hotels or host family residences; such behavior shall not be tolerated, and any damage caused shall be the financial responsibility of the person(s) involved.
- n) Shall respect host family residents and guest, other hotel guests and hotel employees, and abide by the rules of the hotel. Foul language and physical or verbal abuse shall not be directed at other guests or employees, nor in such a manner as such may be heard by others. Excessive noise, smoking in non-smoking rooms, or violation of hotel rules shall not be tolerated.
- o) Shall fully comply with instructions to vacate hotel rooms and/or move belongings to assigned areas at requested times.

Other Conduct. The provisions of Major League Rule 21, as modified below shall apply to the Atlantic League:

- a) **Misconduct in Playing Baseball.** Any player or person connected with a Club who shall promise or agree to lose, or attempt to lose, or to fail to give his best efforts towards the winning of any baseball game with which he is, or may be, in any way concerned, or who shall intentionally lose or attempt to lose, or intentionally fail to give his best efforts towards the winning of any such baseball game, or who shall solicit or attempt to induce any player or person connected with a Club to lose or attempt to lose, or fail to give his best efforts towards the winning of any baseball game with which such player or person is or may be concerned, or who, being solicited by any person, shall fail to inform the President and/or the Board of Directors, immediately of such solicitation, and of all facts and circumstances connected therewith, shall be declared permanently ineligible to play in the League.
- b) **Gift for Defeating Competing Club.** Any player or person connected with a Club who shall offer or give any gift or reward to a player or person connected with another Club for services rendered, or to have been rendered, in defeating or attempting to defeat a competing Club, and any player or person connected with a Club who shall solicit or accept from a player or person connected with another Club any gift or reward for such services rendered, or supposed to have been rendered, or who, having been offered any such gift or reward, shall fail to inform the President and/or the Board of Directors immediately of such offer, including all facts and circumstances connected therewith, shall be declared ineligible to play in the League for not less than three (3) years.
- c) **Gifts to Umpires.** Any player or person connected with a Club who shall give, or offer or give, any gift or reward to an umpire for services rendered or supposed to be or to have been rendered, or to have been rendered, in defeating or attempting to defeat a competing Club, or for the umpire's decision on anything connected with the playing of a baseball game, and any umpire who shall render, or promise to agree to render any such decision otherwise than on its merits, or who shall solicit or accept such gift or reward for any such service or decision, or who, having been offered any such gift or reward, or, having been solicited to render any such decision otherwise on its merits, shall fail to inform the President and/or the Board of Directors immediately of such offer or solicitation, including all facts and circumstances connected therewith, shall be declared permanently ineligible to work in the League.
- d) **Betting on Ball Games.** Any player, umpire, or Club or League official or employee, who shall bet any sum whatsoever upon any Atlantic League baseball game in connection with which the bettor has a duty to perform, shall be declared permanently ineligible to work in the League.
- e) **Violence or Misconduct in Championship Season or Inter-League Games.** In case of any physical attack or other violence among any umpire, player, coach, or manager during or in connection with any game (whether within the League or an exhibition game with a Club or team of another league), the President shall impose upon the offender or offenders such fine, suspension, ineligibility, or other penalty, as the facts may warrant in the judgment of the President.
- f) **Throwing Balls and Equipment into Stands.** No balls or other equipment shall be thrown into the stands by players, managers, coaches, umpires, on-field personnel or League or Club employees so as to risk injury to spectators. The League and Member Clubs shall not be responsible for injuries or damage caused by violation of this policy by players, managers and coaches.
- g) **Other Misconduct.** Nothing herein contained shall be construed as exclusively defining or otherwise limiting acts, transactions, practices or conduct not to be in the best interests of the League, and any and all other acts, transactions, practices or conduct not to be in the best interests of the League are prohibited and shall be subject to such penalties, including permanent ineligibility, as the facts in any particular case may warrant.
- h) **Rule to Be Kept Posted.** A printed copy in English and Spanish of this Rule shall be kept posted in each Clubhouse, and by this reference all personnel agree to comply with this Rule.

**RULE 17
COLLISION RULE**

The League has adopted the provisions of Major League Baseball Rule 7.13 regarding collisions at home plate:

- a) A runner attempting to score may not deviate from his direct pathway to the plate in order to initiate contact with the catcher (or other player covering home plate). If, in the judgment of the umpire, a runner attempting to score initiates contact with the catcher (or other player covering home plate) in such a manner, the umpire shall declare the runner out (even if the player covering home plate loses possession of the ball). In such circumstances, the umpire shall call the ball dead, and all other base runners shall return to the last base touched at the time of the collision.
 - i) **Comment:** The failure by the runner to make an effort to touch the plate, the runner's lowering of the shoulder, or the runner's pushing through with his hands, elbows or arms, would support a determination that the runner deviated from the pathway in order to initiate contact with the catcher in violation of this Rule. If the runner slides into the plate in an appropriate manner, he shall not be adjudged to have violated this Rule. A slide shall be deemed appropriate, in the case of a feet first slide, if the runner's buttocks and legs should hit the ground before contact with the catcher. In the case of a head first slide, a runner shall be deemed to have slid appropriately if his body should hit the ground before contact with the catcher.
- b) Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as he is attempting to score. If, in the judgment of the umpire, the catcher without possession of the ball blocks the pathway of the runner, the umpire shall call or signal the runner safe.
- c) Notwithstanding the above, it shall not be considered a violation of this rule if the catcher blocks the pathway of the runner in order to field a throw, and the umpire determines that the catcher could not have fielded the ball without blocking the pathway of the runner and that contact with the runner was unavoidable.

**RULE 18
SUSPENSIONS**

- a) **General.** No manager or player who has been suspended or expelled from the League at any time thereafter shall be allowed to play with or serve in any capacity on any Club, unless the term of suspension by the Club has expired, or, upon his appeal to the League, such expulsion shall be set aside.
- b) **Doubleheaders.** In cases where a player, manager, or coach is removed by an umpire from the first game of a doubleheader, the player, manager, or coach shall be eligible to return for the second game of a doubleheader, and in the case of a player, manager, or coach removed by an umpire in a morning game, the player, manager, or coach shall be eligible to compete in the afternoon game played on the same day. The same rule applies where removal is from an afternoon game; such player, manager, or coach may compete in the night game, if both games are played on the same date.
- c) **Eligibility to Return to League.** Players who leave the Atlantic League by having their contracts purchased by another Club or league and have first obtained the release and ~~permission~~ of their Atlantic League Club, are not suspended players and therefore shall be eligible to return to the Atlantic League, subject to the provisions of Rule 14 (Atlantic League Rights – Protected Players). Eligibility to return to the League shall not be affected by whether the purchase price for the player's contract has been received by the League.
- d) **Players Ineligible to Return.** Players who leave the Atlantic League without the prior permission of their Atlantic League Club for teams playing in foreign leagues (Mexico, Italy, Korea, etc.) shall be placed on the Ineligible List and treated as suspended players and are ineligible to return to the Atlantic League during the Championship Season in which they leave their Atlantic League Club.

**RULE 19
OFFICIAL SCORER AND LEAGUE STATISTICS**

SECTION 3: CONDUCT TOWARD OFFICIAL SCORER

Official scorers are the independent contractors who serve at the direction of the Atlantic League and as such are representatives of the President.

- a) No Club front office or on-field employee, or members of the media, shall attempt to intimidate scorers into changing calls. Under no circumstances shall official scorers be influenced or pressured regarding their calls.
- b) Scorers shall not be interrupted while play is in progress. Scorers may be asked by the Home Club Public Relations Director for an explanation of play scoring between innings.
- c) Scorers are not required to accept in-game or post-game telephone inquiries from the bench or Clubhouse. Club personnel shall not facilitate scorer/field personnel discussions without the consent of the scorer involved.
- d) Official scorers who wish to discuss plays or calls with on-field personnel must work through the Home Club Public Relations Director to arrange the conversation in the clubhouse or by telephone.
- e) The following procedure shall be followed for the submission of comments or plays for review by a Scorer: Any Club front office or on-field employee who wishes to voice disagreement, displeasure, or pleasure with a scoring

decision, an individual scorer, or the scoring in a particular game or ballpark may do so via email or similar means to the President, with a carbon copy (cc) to the Public Relations Director at the Home Club where the play occurred. The President shall promptly review the circumstances of the correspondence and shall respond to the correspondent and Public Relations Director. All such complaints, or compliments, shall be noted in the scorer's file and shall help the League monitor the caliber of scoring in League cities.

- f) Official scorers shall be treated with the respect and support due them as they perform a difficult and valuable service for the League.

RULE 21 MISCELLANEOUS RULES

SECTION 5: PUBLIC ADDRESS

No public address or loud speaker system shall be used to make any commentaries about players, fans, umpires, managers or directors, which subject any of the above to public ridicule. Playing music or making announcements during play is prohibited. Live or recorded versions of "Three Blind Mice" are prohibited and shall not be played.

SECTION 6: PEPPER GAMES

No pepper games, flying disc, football, or games other than official field action or baseball games shall be permitted before stands that are not protected by screens.

SECTION 7: FRATERNIZING BY PLAYERS

No player, after having entered the playing field for participation in a Championship Game, shall visit or mingle with a player or players of the visiting team, at its bench or dugout.

SECTION 8: PUBLIC CONDUCT AND DRUG TESTING

- a) Any player, manager, coach, Club or League employee, umpire or official, improperly conducting himself in public by intoxication, fighting, gambling, indecency or other disreputable or criminal conduct, whether on or off the field, prejudicial to the good repute or welfare of professional baseball or the League may be fined and/or suspended to declared ineligible, as the President of the League or Board of Directors may deem proper.
- b) In the interests of competitive integrity and promoting wellness among its employees, the League reserves the right to conduct drug testing among on-field personnel, including players.

SECTION 9: CONTAINERS IN THE BALLPARK

In the interest of public safety, no cans, bottles, food or containers may be brought into Atlantic League parks by fans for Championship Games.

SECTION 10: PROPER UNIFORMS - Post in Clubhouse

- a) All Clubs are required to number players' uniforms with not-less-than-five-inch (5") numerals on the back of each uniform. Each Club shall email an up-to-date listing of its players and their uniform numbers the day prior to appearing in a League city for use in the home scorecards. Each Club shall notify the League immediately of every roster change.
- b) All players on the field must be in full and proper uniform (as provided in the Official Playing Rules) commencing one (1) hour before the start of the game. Teams with special warm-up tops must receive permission from the President before they may be used during a Championship Game.

- c) Home Clubs are encouraged to wear home white uniforms and Visiting Clubs are encouraged to wear road gray uniforms when practical. However, in any game it is the Visiting Club's responsibility to not wear the same color uniform as the Home Club. Prior to each series, the Visiting Club manager (or designee) shall consult with the Home Club (preferably manager) to learn which uniform colors the Home Club shall wear during each game of the series. Only then may the Visiting Club decide its uniform color(s) for games during the series. Visiting Club uniform colors (especially jerseys) shall not be the same (or confusingly similar) color as the Home Club's uniform. In case of failure to contact the Home Club prior to a series, the Visiting Club shall change its uniforms if/when they see same/similarly colored Home Club jerseys on the field. The Home Club may also advise the Visiting Club to change their

uniforms. Umpires shall not allow a game to start until/unless Home and Visiting Clubs are wearing contrasting jersey colors. Only in case of emergency (lost/destroyed uniforms, inoperable laundry equipment, etc.) shall an exception to this rule be made. It shall be the responsibility of the Visiting Club to resolve such an issue, however in such a case, both Home and Visiting Clubs shall exercise common sense to reach resolution.

- d) Uniformed Personnel shall wear matching uniforms, including socks and undersleeves of the same color and design. Violation of any proper uniform rule shall subject the offending Player, Manager, Coach or Club to disciplinary action, including fines, by the President.

SECTION 12: DEVICE PROHIBITION

No devices of any kind that amplify sound or light (including lasers) may be brought by fans into Atlantic League ballparks for any Championship Game.

SECTION 13: BAT BOY / BAT GIRL HELMET RULE

All Batboys and Batgirls must wear double earflap helmets while they are on the field or in the dugout.

**DESK BOOK MEMORANDUM #0217
INSTANT REPLAY**

TO: Atlantic League Clubs, April 17, 2017

RE: ALPB Rules & Regulations, RULE 9, GENERAL REGULATIONS FOR ALL GAMES, SECTION 11, MISCELLANEOUS BASEBALL RULES

In the absence of any rule(s) regarding use of instant replay to determine on-field decisions, the Atlantic League is issuing the following guideline which shall prevail until/unless the ALPB Board of Directors determines to adopt a permanent instant replay rule.

Please note and add the following additional language to ALPB RULE 9, GENERAL REGULATIONS FOR ALL GAMES, SECTION 11, MISCELLANEOUS BASEBALL RULES as additional paragraph (f):

(f) The Atlantic League does not utilize instant replay to determine on-field rulings and shall not use any moving image recording(s), regarding of source including, but not limited to, roving or fixed-use cameras, mobile devices, game telecasts, streaming or broadcast equipment, fan or club videos, etc., or reproductions of same, to aid, refute, or otherwise sway umpires in making on-field decisions.

**DESK BOOK MEMORANDUM #0317
IN-GAME COMMUNICATION TO DUGOUT**

TO: Atlantic League Clubs, June 7, 2017

RE: ALPB Rules & Regulations, RULE 9, GENERAL REGULATIONS FOR ALL GAMES, SECTION 11, MISCELLANEOUS BASEBALL RULES

Please note and add the following additional language to ALPB RULE 9, GENERAL REGULATIONS FOR ALL GAMES, SECTION 11, MISCELLANEOUS BASEBALL RULES as additional paragraph (g):

Club personnel (or any other persons commissioned by a club) in stands, press box, scoreboard, clubhouse, or any other location in, or proximate to, the ballpark during games, with the sole exception of the bullpen, may not communicate with the dugout in any manner which would be reasonably viewed as providing information material to game performance or competitive advantage. This includes transmission of offensive or defensive signals, pitching information, such as velocity, pitch location/selection, or other data which might provide competitive advantage against the opposing club via use of electronic devices and/or messaging, hand signals, walkie-talkies, written texts or placards, non-verbal communication of any sort, or any other form of communication.

Bullpen communication to and from the dugout shall be limited to only information germane to the preparation of a player to enter the game and shall not be used for any other purpose.

If a violation of this guideline, or the spirit of this guideline, occurs, umpires shall remove the offending manager, coach(s), and/or any club personnel not in the dugout, from the game.

**APPENDIX D
ROLLING SLIDE RULE
(from MLB Rule 6.01(j))**

SLIDING TO BASES ON DOUBLE PLAY ATTEMPTS

If a runner does not engage in a bona fide slide, and initiates (or attempts to make) contact with the fielder for the purpose of breaking up a double play, he should be called for interference under this Rule 6.01. A "bona fide slide" for purposes of Rule 6.01 occurs when the runner:

- a) begins his slide (i.e., makes contact with the ground) before reaching the base;
- b) is able and attempts to reach the base with his hand or foot;
- c) is able and attempts to remain on the base (except home plate) after completion of the slide; and
- d) slides within reach of the base without changing his pathway for the purpose of initiating contact with a fielder.

A runner who engages in a "bona fide slide" shall not be called for interference under this Rule 6.01, even in cases where the runner makes contact with the fielder as a consequence of a permissible slide. In addition, interference shall not be called where a runner's contact with the fielder was caused by the fielder being positioned in (or moving into) the runner's legal pathway to the base.

Notwithstanding the above, a slide shall not be a "bona fide slide" if a runner engages in a "roll block," or intentionally initiates (or attempts to initiate) contact with the fielder by elevating and kicking his leg above the fielder's knee or throwing his arm or his upper body.

If the umpire determines that the runner violated this Rule 6.01(j), the umpire shall declare both the runner and batter-runner out. Note, however, that if the runner has already been put out then the runner on whom the defense was attempting to make a play shall be declared

APPENDIX F MAJOR LEAGUE BASEBALL TEST RULES

For the purpose of clarity, during the period of any formal arrangement regarding rules or equipment initiatives between the Atlantic League and Major League Baseball ("MLB"), MLB rules and initiatives shall override any relevant Atlantic League rules. In the case of any rules interpretations, the President's rules determinations shall be final and non-appealable.

[Add Major League Baseball Test Rules and Equipment Initiatives Here]

2.03 The Bases

First, second and third bases shall be marked by white canvas or rubber-covered bags, securely attached to the ground as indicated in Diagram 2. The first and third base bags shall be entirely within the infield. The second base bag shall be centered on second base. The bags shall be 18 inches square, not less than three nor more than five inches thick, and filled with soft material.

5.02 Fielding Positions

When the ball is put in play at the start of, or during a game, all fielders other than the catcher shall be in fair territory.

- (a) The catcher shall station himself directly back of the plate. He may leave his position at any time to catch a pitch or make a play.
- (b) The pitcher, while in the act of delivering the ball to the batter, shall take his legal position;
- (c) Except the pitcher and the catcher, any other fielder may station himself anywhere in fair territory; provided, however, that at the time a pitcher releases the ball for delivery to the batter, a team must have at least four infielders, two of which must be on either side of a straight line running from home base, through the pitcher's plate and second base, to the outfield fence.
PENALTY: If the defensive team violates Rule 5.02(c), the pitch shall be called a "ball" and the ball is dead, unless the batter reaches first base on a hit, an error, a base on balls, a hit batter, or otherwise, and all other runners advance at least one base, in which case the play proceeds without reference to the violation. If any other play follows the violation (e.g., sacrifice fly, sacrifice bunt, etc.), the manager of the offense may advise the plate umpire that he elects to decline the penalty and accept the play. Such election shall be made immediately at the end of the play.

5.10 Substitutions and Pitching Changes (Including Visits to the Mound)

- (g) If the pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the half inning ends, unless the substitute pitcher sustains injury or illness which, in the umpire-in-chief's judgment, incapacitates him for further play as a pitcher.
The starting pitcher or any substitute pitcher is required to pitch to a minimum of three consecutive batters, including the batter then at bat (or any substitute batter), until such batters are put out or reach first base, or until the half inning ends, unless the starting pitcher or substitute pitcher sustains injury or illness which, in the umpire-in-chief's judgment, incapacitates him from further play as a pitcher.

Visits to the Mound Requiring a Pitcher's Removal From the Game

Rule 5.10(l) Comment: If the manager or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the manager or coach going to the mound.

Any attempt to evade or circumvent this rule by the manager or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound.

If the coach goes to the mound and removes a pitcher and then the manager goes to the mound to talk with the new pitcher, that will constitute a mound visit to that new pitcher that inning.

A manager or coach shall not be considered to have concluded his visit to the mound if he temporarily leaves the 18-foot circle surrounding the pitcher's rubber for purposes of notifying the umpire that a double-switch or substitution is being made.

(m) **Limitation on the Number of Mound Visits Per Game**

The following rule shall apply in Atlantic League games:

- (1) There shall be no mound visits, time-outs or conferences without a pitching change.
- (2) For purposes of this Rule 5.10(m), a manager, coach, or player trip to the mound to meet with the pitcher shall constitute a visit. A player leaving his position to confer with the pitcher, including a pitcher leaving the mound to confer with another player, shall also constitute a visit, regardless of where the visit occurs or the length of the visit. Visits by a manager, coach or player to join a mound visit already in progress shall not constitute an independent visit. In addition, the following shall not constitute visits:
 - (A) Discussions between pitchers and position player(s) that occur between batters in the normal course play and do not require either the position player(s) or the pitcher to relocate;
 - (B) Visits to the mound due to an injury or potential injury to the pitcher;
 - (C) Visits by position players to the mound after the announcement of an offensive substitution but prior to a subsequent pitch or play;
 - (D) Visits to the mound by position players that occur during a suspension of play pursuant to an umpire's call of "time" (e.g., following an injury to an umpire or player; the presence of a spectator, object, or a member of the grounds crew on the field; a manager's initiation of Replay Review, etc.), provided that the mound visit does not otherwise delay a return to game action;
 - (E) Visits to the mound by position players after a home run, provided that the player returns to his position before the runner crosses home plate; and
 - (F) Visits to the mound by position players during an inning break or pitching change, provided that the mound visit does not prevent the pitcher from complying with any applicable inning break or pitching change time limits.
- (3) Cross Up in Signs. In the event the home plate umpire determines that the catcher and pitcher did not have a shared understanding of the location or type of pitch that had been signaled by the catcher (otherwise referred to as a "cross up"), the home plate umpire may, upon request of the catcher, allow the catcher to make a brief mound visit without a pitching change.
- (4) Enforcement of Mound Visit Limits. A manager or coach who crosses the foul line on his way to the mound must make a pitching change, unless during the at-bat of a starting or substitute pitcher's first three batters, in which case the pitcher shall continue to pitch to a minimum of three consecutive batters in accordance with Rule 5.10(g). If a manager or coach believes an exception to the mound visit rule applies, he must confer with the umpire prior to crossing the foul line. In circumstances in which a team is forced to make an unintended pitching change by operation of this Rule, and there is no relief pitcher warming up in the bullpen, the manager or coach who made a mound visit shall be subject to ejection from the game. The umpire may allow the substitute pitcher additional time to prepare to enter the game.

If a position player makes a visit, he may be subject to ejection for failing to return to his position when instructed by the umpire; however, a mound visit by a position player as described above shall not require the removal of the pitcher.

**APPENDIX G
UMPIRE ACKNOWLEDGMENT & CONFIRMATION**

All ALPB Umpires are required to sign the following acknowledgment:

I, the undersigned, do hereby confirm I have read and understand the 2019 Official Atlantic League Rules and Regulations. I recognize ALPB Rules may be differ from other professional and amateur baseball leagues, conferences or associations. I recognize such differences and shall enforce ALPB Rules to the best of my ability including, but not limited to, Pace of Play, Strike Zone and other Regulations distinct to the ALPB.

I am aware I may contact the Atlantic League Office at any time to answer any questions I may have regarding the ALPB Rules and Regulations or the interpretation of same.

Signed: _____

Name: _____

Date: _____

When sign and date. When completed, please forward a copy of this form to:
All Sports Assigning Professionals
Attention: John Dooley, Jack Sweeney