

THE ATLANTIC LEAGUE OF PROFESSIONAL BASEBALL CLUBS, INC.



OFFICIAL RULES AND REGULATIONS 2023 REDACTED EDITION

Ratified by the Atlantic League Board of Directors, April, 2023 and Updated by Desk Book Addenda

TABLE OF CONTENTS

FOREWARD	5
RULE 1: CHAMPIONSHIP SEASON & CHAMPIONSHIP GAMES	5
SECTION 1: Official Rules	5
SECTION 2: President, Board of Directors	5
SECTION 3: Adoption of Schedule	5
SECTION 4: Open Dates, Re-Scheduled Games, Impact Upon Standings	NA
SECTION 5: League Champion	NA
SECTION 6: Regular Season & Playoff Format	NA
SECTION 7: Home Club Responsibility During Playoffs	NA
SECTION 8: Player Limits in Postseason/Eligibility	NA
RULE 2: REGULATION, COMPLETED AND SUSPENDED GAMES	6
SECTION 1: Regulation Games; Suspended Games	6
SECTION 2: Pre-Game Postponement	7
SECTION 3: Postponement by Rain or Inclement Weather	7
SECTION 4: Light Failure	7
SECTION 5: Notice of Makeup of Suspended Games	8
SECTION 6: Dispute in Dates	NA
SECTION 7: Effect in Club Standings of Tied Game	NA
SECTION 8: Rain Checks	NA
SECTION 9: Use of Lights in Scheduled Games	8
SECTION 10: Canceled Games	8
RULE 3: DOUBLEHEADERS	8
SECTION 1: General Rules	8
SECTION 2: Twilight Doubleheaders	8
SECTION 3: Day-Night Doubleheaders	NA
SECTION 4: Optional Split Doubleheaders	NA
RULE 4: LEAGUE CURFEW	8
RULE 5: FORFEITED GAMES	9
SECTION 1: Club Standing	9
SECTION 2: Loss of Admission	NA
SECTION 3: Fines	NA
SECTION 4: Ineligible Players & Clubs	9
RULE 6: PROTESTED GAMES	9
SECTION 1: President's Jurisdiction	9
SECTION 2: Procedure	9
SECTION 3: Failure to Follow Procedure	9
SECTION 4: President's Decision	NA
SECTION 5: Expenses	NA
RULE 7: EXHIBITION GAMES	NA
RULE 8: UNAUTHORIZED POST SEASON GAMES	NA

RULE 9: GENERAL REGULATIONS FOR ALL GAMES	9
SECTION 1: Club Rights & Responsibilities	NA
SECTION 2: Clubhouse & Umpire Dressing Room Guidelines	9
SECTION 3: Field of Play	10
SECTION 4: Duty of Visiting Club to Present Lineup	10
SECTION 5: Night Games	NA
SECTION 6: Order of Practice	10
SECTION 7: Starting Times	11
SECTION 8: Ground Rules, Regulations & Overflow Crowds	11
SECTION 9: Official Baseballs	11
SECTION 10: No Alcohol in Clubhouses, No Procurement	NA
SECTION 11: Drones & Other Flying Devices	11
SECTION 12: No Electronic or Digital Devices	12
SECTION 13: No In-Game Communication to Dugout	12
SECTION 14: Pace of Play	12
SECTION 15: Miscellaneous Baseball Rules	14
RULE 10: MANAGERS	14
SECTION 1: Duty	14
SECTION 2: Playing Manager	14
SECTION 3: Managerial Misconduct	14
RULE 11: UMPIRES	14
SECTION 1: Providing Umpires	14
SECTION 2: Rules Meeting	14
SECTION 3: Umpire Reporting – Substitutes	14
SECTION 4: Fraternalization, Restrictions, Scouts	14
SECTION 5: Umpire Authority, Ejections & Appeals	15
SECTION 6: Profane & Obscene Language	15
SECTION 7: Dugout Decorum	15
SECTION 8: Return by Ejected Player or Manager	15
SECTION 9: Reporting Violations	16
SECTION 10: Assault on Umpires	16
SECTION 11: Umpire Dressing Room Access	16
RULE 12: PLAYER CONTRACTS & COMPENSATION	NA
SECTION 1: Uniform Player Contract	NA
SECTION 2: No Other Contracts	NA
SECTION 3: Contract Signing & Approval	NA
SECTION 4: Compensation	NA
SECTION 5: Salary Guidelines	NA
RULE 13: PROTECTED PLAYERS – TAMPERING	NA
SECTION 1: Protected Players	NA
SECTION 2: Tampering	NA
RULE 14: PLAYER LIMITS, TRADES & RESERVED LISTS	NA
SECTION 1: Overall Player Limits	NA
SECTION 2: Player Trades	NA
SECTION 3: Definition of Player Lists	NA
RULE 15: UNIFORMED PERSONNEL CODE OF CONDUCT; OTHER CONDUCT	16
RULE 16: COLLISION RULE	17
RULE 17: SUSPENSIONS	18

RULE 18: OFFICIAL SCORER & LEAGUE STATISTICS	18
SECTION 1: Appointment & Salary of Scorer	NA
SECTION 2: Duty & Record of Scorer	NA
SECTION 3: Conduct Toward Official Scorer	18
SECTION 4: Dismissal & Replacement	NA
SECTION 5: League Statistics	NA
RULE 19: ADMISSION POLICY	NA
SECTION 1: Prices	NA
SECTION 2: Attendance Calculation	NA
SECTION 3: Passes	NA
SECTION 4: Atlantic League Passes	NA
SECTION 5: Rain Checks	NA
RULE 20: MISCELLANEOUS RULES	19
SECTION 1: Reporting Scores	NA
SECTION 2: Players' Meal Allowance	NA
SECTION 3: Batting Championship Eligibility	NA
SECTION 4: ERA Championship Eligibility	NA
SECTION 5: Public Address	19
SECTION 6: Pepper Games	19
SECTION 7: Fraternizing by Players	19
SECTION 8: Public Conduct & Drug Testing	19
SECTION 9: Containers in the Ballpark	19
SECTION 10: Proper Uniforms	20
SECTION 11: Fines, Lost Compensation and Appeals	NA
SECTION 12: Device Prohibition	20
SECTION 13: Delay of Game; "Stand Off"	20
SECTION 14: Bat Boy / Bat Girl Age, Uniform, Helmet	20
APPENDIX A: PLAYOFF TIEBREAKER PROCEDURE	NA
APPENDIX B: PROTECTED PLAYER LISTS – SEVEN DAY RULE	NA
APPENDIX C: LEAGUE HOTEL POLICY	NA
APPENDIX D: ROLLING SLIDE RULE	21
APPENDIX E: RECIPROCAL CLUB ALL-STAR GAME PROMOTION	
APPENDIX F: 2023 MLB TEST RULES	22
APPENDIX G: UMPIRE RULES CONFIRMATION	23

ATLANTIC LEAGUE RULES AND REGULATIONS 2023 EDITION

FOREWARD

These **Atlantic League Rules and Regulations** (“**Rules**”) have been adopted by the Board of Directors (“**Board**”) in order to create and maintain 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 or by League Deskbook Rules modifications. 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. For purposes of interpretation, the terms “President” and “League President” shall be used interchangeably in this document. 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 these 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.** Each Club shall be the primary tenant of its home ballpark and may not schedule the use of their ballpark for any third party function that interferes 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 and all other League Clubs 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.
- 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
REGULATION, COMPLETED AND SUSPENDED GAMES

SECTION I: REGULATION GAMES; SUSPENDED GAMES

- a) **Regulation Game Definition.** A game is considered a Regulation Game - also known as an "Official Game" - once the visiting team has made 15 outs (five innings) and the home team is leading, or once the home team has made 15 outs regardless of score.
- b) If a Regulation Game is terminated early (i.e., prior to its scheduled length of seven or nine innings) due to weather, the results are considered final if the home team is leading. If the home team is trailing, the results are considered final if the game is not in the midst of an inning when the visiting team has taken the lead.
- c) If a Regulation Game is terminated early due to weather and the game is either tied or in the midst of an inning in which the visiting team has taken the lead, it becomes a "**Suspended Game**" that shall be completed at a later date from the point of termination.
- d) If not terminated early, Regulation Games last until the trailing team has had the chance to make 21 outs (scheduled seven innings), or 27 outs (scheduled nine innings). If the home team is leading after the visiting team has made three outs in the top of the seventh inning (scheduled seven innings) or ninth inning (scheduled nine innings), the home team wins and does not have to come to bat in the bottom of the inning.
- e) 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.
- f) Play may be interrupted before a game becomes a Regulation Game for any of the following reasons:
 - i) A curfew imposed by law or League regulation;
 - 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., irrigation equipment, a tarpaulin, or other water removal equipment);
 - iv) Darkness, when a law prevents the lights from being turned on;
 - v) Weather.
- g) A game becomes a "**Called Game**" at the moment the umpire terminates further play.
- h) If a Called Game ends after it has become a Regulation Game, the results are final:
 - i) If the home team is leading; or,
 - ii) If the home team is trailing, if the game is not in the midst of an inning when the visiting team has taken the lead
- i) Regardless of innings played or outs recorded, as long as a pitch has been thrown, any Called Game terminated before it has become a Regulation Game shall be declared a "**Suspended Game.**"
- j) A Suspended Game shall be replayed as soon as possible as follows:
 - i) Any open date immediately following any scheduled series shall be considered as part of that series and shall be used for playing any remaining unplayed game between the Clubs scheduled to play on the preceding day; or,
 - ii) Preceding the next scheduled single game between the two Clubs on the same grounds;
 - iii) Immediately preceding the next scheduled double-header between the two Clubs on the same grounds, if no single game remains on the schedule; or,
 - iv) 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;
 - v) Immediately preceding the next scheduled single game, or
 - vi) Immediately preceding the next scheduled double header, if no single game remains on the schedule; or,
 - vii) 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.
- k) 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 was called while an inning was in progress and before the inning was completed, and the visiting team scored one or more runs to take the lead, and the home team did not retake 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 was called while an inning was in progress and before the inning was completed, and the visiting team scored one or more runs to tie the game, and the home team did not retie the game, in which case the score upon the completion of the last full inning shall stand for purposes of this rule.
- l) 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 was announced but had not retired the side or pitched until the batter became 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 judgment 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, umpires shall 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 ensure that a proper announcement is made to the patrons attending the game giving reasons for their decision.

SECTION 5: NOTICE OF MAKEUP OF POSTPONED GAMES

Within twenty-four (24) hours following such postponed, tied or called game, the Home Club shall notify the Manager and General Manager of the Visiting Club and the umpires working the series of the date fixed for the makeup date, in accordance with the following:

- a) If the game is to be played during the same series or on an off day immediately following the series, the Visiting Club must be notified at the time of postponement. If air travel is involved for the Visiting Club, the provisions of Rule 1, Section 4 shall apply;
- b) If the game is not to be made up within the same series and the Home Club does not notify the Visiting Club of the time and date of the makeup within seven (7) days of the postponement, the Visiting Club may request the President to fix the makeup date and notify the two Clubs;
- c) If the date selected by the Home Club for a makeup causes the Visiting Club to incur added expense for travel, meal money or lodging, then the Home Club shall reimburse the Visiting Club for all reasonable costs;
- d) If the date selected by the Home Club for a makeup causes the Visiting Club to play an unreasonably long period without an off day, the Visiting Club may appeal to the President to determine a fair alternative date as described in Section 6;
- e) Official notification by email must be sent to the League office and the Visiting Club in all cases of postponed, called or tied games.

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: CANCELED GAMES

No game may be canceled without the approval of the President; any canceled game shall be scored as a home Club forfeited game, unless due to extenuating circumstance (act of God, natural disaster, epidemic, unplayable field or venue, etc.).

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.

SECTION 4: INELIGIBLE PLAYERS AND CLUBS

No game of baseball shall be played between a League Club and any other Club that has been expelled from membership in the League. No game of baseball shall be played between a League Club and any other Club employing or presenting in its lineup a player under suspension from the League. A violator of this section shall forfeit the game in favor of the non-offending Club and be subject to such fine or other disciplinary action as the Board of Directors may impose.

**RULE 6
PROTESTED GAMES**

SECTION 1: PRESIDENT'S JURISDICTION

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 Crew 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.

**RULE 9
GENERAL REGULATIONS FOR ALL GAMES**

SECTION 2: CLUBHOUSE AND UMPIRE DRESSING ROOM GUIDELINES

Clubs shall provide, equip, and maintain, in clean and sanitary condition, suitable dressing, toilet and bathing conveniences for Home and Visiting Club players and umpires. Home clubhouses are operated at the discretion of the Home Club. Home clubhouse dues are set by the Club, subject to league minimum. The President shall inspect each Home and Visiting clubhouse and umpire dressing room for compliance and investigate any reported complaints. The President is authorized to levy such fines as he deems appropriate, not exceeding five hundred dollars (\$500.00) for each violation. The Home Club shall ensure that player clubhouses and umpire dressing rooms comply with the following minimum standards:

- a) Uniformed security professionals and/or protection available for umpires and visiting team if needed;
- b) Provide no fewer than thirty (30) clean, full-sized bath towels in each clubhouse (no fewer than four (4) in umpire dressing room) each day. Failure to return the towels to the Home Club shall result in the Visiting Club or umpires being billed for the towels;
- c) Provide shower facilities, including working showerheads and hot water, toilets and lockers;
- d) Scrub and sanitize showers and toilet areas prior to the daily arrival of each Visiting Club and umpires; Check and stock toilet paper and shower soap each day;
- e) Launder Visiting Club's uniforms (arrangements may be made with the Visiting Club's hotel), except where the Club has made alternate arrangements and on the last day of the homestand; the Home Club is responsible for any damage to uniforms and laundry incurred at the Home Club facility;
- f) Provide a clubhouse attendant for home and Visiting Clubs and umpires; attendant must appear in clubhouse and umpire dressing room before and after each game;

- g) Minimum Visiting clubhouse dues are eight dollars (\$8.00) per day; tips are not included in dues; players shall be encouraged to recognize clubhouse personnel with gratuities;
- h) Soiled areas addressed daily, kept free of loose trash and debris, with trash emptied, clubhouse carpets vacuumed, and hard surfaces cleaned;
- i) Lockers completely empty and clean prior to the arrival of each team;
- j) Clean player, manager, coach and umpire footwear daily;
- k) Clubhouse attendants and backup/emergency names and phone numbers (including cell phone) shall be posted in managers' offices and umpires' dressing room;
- l) Visiting clubhouse attendant shall meet the Visiting Club bus upon arrival at beginning of each homestand series;
- m) Visiting team field manager/designee and Crew Chief shall report any special needs or requests to the clubhouse attendant;
- n) The clubhouse attendant shall contact the visiting field manager/designee prior to visiting team batting practice to check on any needs or special requests;
- o) Provide a supply of fruit and healthy snacks;
- p) Provide a pre-game snack or light meal (sandwiches or equivalent) and a nutritious post-game meal and nonalcoholic beverages in sufficient quantity for team members, staff and umpire crew; food selections should be varied throughout each homestand series;
- q) Children, friends, agents or representatives and pets are not allowed in any clubhouse or dressing room at any time without the express approval of the home Club Senior Operator;
- r) With the exception of Rule 9, Section 1. B) iv):
 - i) Alcohol is not allowed and shall not be provided in any clubhouse or dressing room at any time by clubhouse attendants or team employees;
 - ii) Club employees, including clubhouse attendants, are not permitted to procure alcohol for any Uniformed Personnel;
 - iii) It is the responsibility of the Home Club to enforce this policy. Club personnel who violate of these covenants, or Clubs which allow such behavior, shall be subject to fines, suspensions and sanctions as may be determined by the President.

SECTION 3: FIELD OF PLAY

- a) All foul lines shall be marked 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 duration 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 game 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) **Official Baseball.** 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) **Baseballs to Begin Games.** The Home Club shall deliver to the Crew 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 Crew Chief shall have sole charge of the baseballs used in the game.
- c) **Baseball Container.** 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) **Bullpen Baseballs.** The Home Club shall provide to the Visiting Club two (2) new baseballs per game for use in the bullpen.
- e) **Drying Ball.** No player shall be permitted to dry the ball in any manner other than 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.
- f) **No Foreign Substance.** No player shall be permitted to use resin in drying the ball, nor possess a bag or resin or foreign substance for such purpose. Prior to the game, however, the Home Club shall place a bag of resin or other substance specifically approved by the League just behind the pitcher's box and the pitcher may dry his hands by use of the same.
- g) **No Disfigured Ball.** No pitcher shall deliver a disfigured ball to the batter.

SECTION 11: 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 12: NO ELECTRONIC OR DIGITAL 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 (except as permitted in Section 14), 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 a fine of no less than \$250.00 per incident; repeated incidents may result in suspensions and sanctions, including forfeiture of games, as may be imposed by the President.

SECTION 13: NO IN-GAME COMMUNICATION TO DUGOUT

- a) 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.
- b) Bullpen communication to and from the dugout shall be via walkie-talkie only and limited to only information germane to the preparation of a player to enter the game and shall not be used for any other purpose.
- c) If a violation of this guideline, or the intent of this guideline, occurs, umpires shall remove the offending manager, coach(s), and/or any club personnel not in the dugout, from the game. Club personnel violating this provision shall be subject to a fine of no less than \$250.00 per incident.

SECTION 14: PACE OF PLAY

- a) **Time Between Innings.** The time between innings shall be limited to no more than two (2) minutes. 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) Teams may begin innings in less than two (2) minutes if both Clubs are prepared to start play
 - iii) The 3rd base umpire shall keep time;
 - iv) Pitchers shall be allowed the number of warm up pitches they need as long as they are prepared to start the inning within two (2) minutes; Pitchers are not guaranteed eight (8) warm up pitches.
- b) **Time Between Pitches.** A pitcher shall be allowed 15 seconds between pitches if no runner is on base and 20 seconds between pitches with one or more runners are on base. The pitcher does not necessarily have to release the ball within the 15 or 20 second allotment(s). Instead, the pitcher must begin his windup motion or otherwise begin the motion to come set in order to comply with the time between pitches rule. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball."
- c) **Batter In Box.** Batters must be in the box and alert to the pitcher by the with no less than 8-seconds remaining prior to the pitch. Each time the batter delays the game by violating this rule, the umpire shall call "Strike."
- d) **Hitter Timeout.** A hitter may receive not more than one timeout per plate appearance. If a hitter violates this rule, the umpire shall call "Strike."
- e) **Countdown Pitch Clocks.** Countdown clocks are mandatory; Clubs shall utilize countdown clocks to monitor Time Between Pitches (15 or 20 seconds), Time Between Innings (2 minutes) and Time Out Limit (30 seconds)
 - i) Clocks must be large enough to be easily read and located within view of all on-field personnel. Three clocks are required:
 - i One outfield wall with 30" tall characters;
 - ii Two in proximity to dugouts (one home, one visitor side) with 24" tall characters;
 - ii) The third base umpire shall be the clock operator;
 - iii) In the Crew Chief'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.;
- f) **Cessation of Walk-Up Music.** Clubs shall cease walk-up music when hitters reach the home plate circle.
- g) **Club Promotions.** Club between-innings promotions shall last less than 90 seconds.
- h) **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) The manager or coach shall physically signal either righthander or lefthander 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.
- i) **Three Time Out Conference 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-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 with the start of the first extra inning (i.e., 10th inning in a scheduled 9-inning game) and every three (3) innings thereafter (the 10th, 13th, etc.);
 - iii) The Crew 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.
- j) **Time Out Limit of 30 Seconds.** On-field time outs or conferences shall be limited to no more than 30 seconds, except in the case of injury.
- k) **General Guidelines.** Umpires shall exercise good judgment and common sense with regard to any pace of play initiatives, especially with issues such as injury or weather;
 - i) Clubs and managers shall be warned, then disciplined by the League office if they repeatedly violate pace of play initiatives.
- i) **Enforcement of Strike Zone.** The Atlantic League Office shall direct umpires to adhere to the strike zone as defined in Major League Baseball Rules and to observe that definition when calling pitches "Balls" or "Strikes."
- j) **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.
- k) **Extra Innings Tiebreaker:**
 - 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 eighth inning if a scheduled seven inning game) 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.
- l) **Minimum Three Batter Rule.** Pitchers must face minimum of 3 batters, or reach end of inning before exiting (unless injured). 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 judgement, incapacitates him from further play as a pitcher.
- m) **Anti-Shift Rule.** At the time a pitcher is on the rubber preparing to deliver the ball to the batter:
 - i) Two infielders must be positioned on each side of second base;
 - ii) All four infielders must have both feet within the outer boundary of the infield; further,
 - iii) Infielders may not switch sides unless there is a substitution.
 - iv) PENALTY: If the defensive team violates the rule, 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.
- n) **No Stalling.** Any player or manager who is found by the President of delay, stalling or turning any game into a farce shall be subject to a fine of not less than one hundred dollars (\$100.00).

SECTION 15: MISCELLANEOUS BASEBALL RULES

- a) **Bases.** Bases shall be 18 inches square, not less than three nor more than five inches thick and filled with soft material.
- b) **No Replay.** The Atlantic League does not utilize instant replay to determine on-field rulings and shall not use any moving image recording(s), regardless of source including, but not limited to, roving or fixed-use cameras, mobile devices, electronic or digital 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 rulings.

RULE 10 MANAGERS

SECTION 1: DUTY

A non-playing manager shall be permitted in the coaching boxes 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 coaching boxes as a coach at any time during a game.

SECTION 3: MANAGERIAL MISCONDUCT

The President shall have the authority to fine and/or discipline all managers and coaches who violate the Code of Conduct or whose behavior, in his judgment, is unprofessional or not in the best interest of the Atlantic League.

RULE 11 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: UMPIRE AUTHORITY, EJECTIONS & APPEALS

Any umpire's decision which involves judgment, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or a ball, or whether a runner is safe or out, is final. No player, manager, coach or substitute shall object to any such judgment decisions. Players leaving their position in the field or on base, or managers or coaches leaving the bench or coaches box, to argue balls and strikes shall not be permitted. Players shall be warned if they start for the plate to protest the call. If they continue, they shall be ejected from the game.

- 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 fifty dollars (\$50.00) 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 ejects 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. Personnel ejected from a game may not return to the field or stands or other public location during the same game for any reason.

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 other person's race, color, religion, spirituality, ethnic origin, national origin, ancestry, sexual orientation, 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 first game, the player or manager shall be eligible to compete in a second game played on the same day.
- 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 Club player, manager, coach, employee, owner, or contractor who assaults, or attempts to assault, an umpire at any time shall be disciplined at the sole discretion of the League President.

SECTION 11: UMPIRE DRESSING ROOM ACCESS

No Uniformed Personnel (i.e., Managers, Coaches, Players, Instructors, bat boys/girls), except Athletic 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 15

UNIFORMED PERSONNEL CODE OF CONDUCT, OTHER CONDUCT

SECTION 1: CODE OF 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, religion, spiritual belief, 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, 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.

SECTION 2: OTHER CONDUCT

The provisions of Major League Rules, as modified below shall apply to the Atlantic League:

- a) **Thrown or Fixed Games.** 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 16 COLLISION RULE

- 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 17
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 Atlantic League Rights – Protected Players Rules. 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 Reserved/Left Club 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 18
OFFICIAL SCORER AND LEAGUE STATISTICS**

SECTION 3: CONDUCT TOWARD OFFICIAL SCORER

Official scorers are 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) A Club employee who wishes to appeal a scoring decision may do so via email sent to the President within twenty four (24) hours of the game's conclusion, with a copy to the opposing Club senior operator, field manager and public relations director. The President shall review the circumstances of the decision with the scorer and shall respond to the correspondent and those copied. Club requests for scoring decision reviews shall be limited to no more than five (5) per Championship Season. If the requesting Club fails to follow this process, the request shall not be considered by the President but shall count as a review request. Scoring 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 Season Games.

SECTION 10: PROPER UNIFORMS

- a) All Clubs are required to number players' uniforms with not-less-than-nine-inch (9") 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 and player number change.
- b) All uniformed personnel must be in full and proper uniform (as provided in the Official Playing Rules) commencing one (1) hour before the start of the game. Any deviation from the uniform (e.g., replacing uniform jerseys with warm-up tops) must be approved by the League President. Teams with special warm-up tops must receive permission from the President before they may be used during a Championship Game. In order to be considered for approval, all outerwear must feature complementary colors, plus team or city name or logo.
- c) Home Clubs are encouraged to wear home white uniforms and Visiting Clubs shall wear road gray uniforms. 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 on a non-gray 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. Umpires or the Home Club may 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 Clubs shall exercise common sense to reach resolution.
- d) Uniformed Personnel shall wear matching uniforms, including but not limited to pants, jerseys, outerwear and other apparel, headwear, helmets, socks and undersleeves, of the same color and design. "Lucky" player items are not allowed if they contrast with the team's standard uniform. Jerseys must be tucked into pants. Vest style jerseys must be worn over undersleeves that extend

- at least $\frac{3}{4}$'s the distance from the wearer's shoulder to elbow. Wearable items from other leagues must match a team's colors and decoration, including striping and trims. Non-approved logos (manufacturer, league, etc.) shall be removed or covered.
- e) Violation of any proper uniform rule shall subject the offending Player, Manager, Coach or Club to disciplinary action, including fines and/or suspension, at the discretion of 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: DELAY OF GAME; STAND-OFF

Onfield personnel are expected to stand in a respectful manner for pre-game ceremonies, including the performance of the National Anthem. At the conclusion of pre-game ceremonies, onfield personnel are expected to promptly move to their dugout, bullpen, or position for the start of the game. Personnel who take an inordinate amount of time (by moving very slowly) to return to their dugout, bullpen or position to delay the start the game will be in violation of this rule. If onfield personnel from opposing teams refuse to exit pre-game ceremonies to challenge opposing team personnel to vacate first (a "stand-off"), both shall be fined, as shall the respective manager(s) of the personnel involved. If possible to discern which team "won" the stand-off (by remaining in place longer than the other team personnel), the onfield personnel and manager of the "winning" stand-off team shall receive an additional fine. Repeat offenders subject themselves and/or their manager(s) to additional fines. In addition to the penalties outlined above, onfield personnel that fail to comply with orders from umpires will face possible ejection and additional fines.

SECTION 14: BAT BOY / BAT GIRL AGE, UNIFORM, HELMET

All Batboys and Batgirls must be at least the minimum age allowable by state law and prior to the age of 21 must be named in an injury waiver signed by their parents or guardians; batboys/girls must wear uniforms that match the home or visiting team uniforms and must wear double earflap helmets while they are on the field or in the dugout.

APPENDIX D ROLLING SLIDE RULE (from MLB Rules)

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
2023 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 League President’s determination(s) shall be final and non-appealable. The following MLB experimental rules shall prevail as Atlantic League rules until further notice:

1. **“Double-Hook” Designated Hitter Rule.** Amend OBR 5.11(a) to include the following subparagraph 16:
Notwithstanding anything to the contrary in subparagraph 2 above, the following shall apply once the starting pitcher is removed from the game: for the visiting Club, such move shall terminate the Designated Hitter role for that Club for the remainder of the game; for the home Club, the Designated Hitter role shall be terminated for that Club for the rest of the game after the next following half-inning (e.g., if the starting pitcher for the home Club is replaced in the top of the fourth inning, the Designated Hitter will remain in the lineup until the bottom of the fourth inning is complete). Any subsequent replacement pitcher will be required to bat in the batting order in the place of the Designated Hitter.
Exceptions:
 - a) If a Club’s starting pitcher completes at least 5 innings, the Club will retain the use of the Designated Hitter role for the remainder of the game.
 - b) If a Club’s starting pitcher is removed from the game for a bona fide injury, as confirmed by the umpires, prior to the conclusion of the third inning, the Club will retain use of the Designated Hitter through the fifth inning. After the fifth inning, the Designated Hitter role will be terminated (*i.e.*, the pitcher will be placed in the batting order).
2. **Disengagement Limit.** If the pitcher makes a pickoff attempt at any base, feints a pickoff, or otherwise steps off the rubber with runners on base he shall be charged with a “Disengagement”.
 - a) Pitchers shall be limited to a single Disengagement per plate appearance while there is at least one runner on base and no runner has advanced for any reason during that plate appearance. If a runner on base advances to another base for any reason during a plate appearance (even in situations in which another runner does not advance), the pitcher’s Disengagement

count will be reset (i.e., the pitcher will not be considered to have made any prior Disengagements during the same plate appearance). For the avoidance of doubt, the Disengagement count shall not be reset during a plate appearance for any other reason, including but not limited to, caught stealing, pickoff, pitching change, suspended game, etc.

- b) If a pitcher records a second or more Disengagement and all runners safely return (or continue to occupy) their originally occupied bases, the pitcher will be charged with a balk. If a pitcher records a second or more Disengagement and the defensive team records at least one out of a runner on base, the pitcher shall not be charged with a balk. If a pitcher records a second or more Disengagement, and at least one runner advances a base (even if another runner does not), the pitcher shall not be charged with a balk and the pitcher's Disengagement count will be reset.

- 3. **Designated Pinch Runner.** Notwithstanding anything to the contrary in the Official Baseball Rules, including but not limited to Rules 5.04(a)(2) and 5.10, once per game, a team may substitute one of its runners with a player who was identified as a "Designated Pinch Runner" on the lineup card prior to the start of the game, as follows:

- a) the player who was substituted for may still remain in the game after the half inning in which he was removed from the bases; and
- b) the substitute runner's appearance as the Designated Pinch Runner does not disqualify him from returning to the game later as a substitute in accordance with all other Official Baseball Rules.
- c) The player identified as the Designated Pinch Runner is not required to participate in the game as a substitute runner, and remains eligible as a substitution in accordance with all other Official Baseball Rules; provided, however, that the player may not be in his team's batting order at any point in the game before his appearance as the Designated Pinch Runner.

**APPENDIX G
UMPIRE RULES CONFIRMATION**

All Atlantic umpires are required to sign the following acknowledgment:

I, the undersigned, do hereby confirm I have read and understand the 2023 Official Atlantic League Rules and Regulations and agree to be governed by them. I recognize ALPB Rules may be different from other professional baseball leagues, or associations. I recognize such differences and shall abide by ALPB Rules to the best of my ability.

I acknowledge I am also responsible for communicating the ALPB Rules to team Uniformed Personnel and that I am responsible for ensuring they comply with such Rules. 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: _____

Please sign and date. When completed, please forward a copy of this form to the Atlantic League. Umpires who have not signed this Confirmation are not eligible to participate in the 2023 Atlantic League Championship Season.