

# ALL AMERICAN/ PATRIOT LEAGUE

## BYLAWS, RULES AND REGULATIONS

### INDEX:

Mission Statement

Rules

1. Uniforms, Helmets, Baseballs and Other Equipment
2. Game Length, Run Rule and Rain-Outs
3. Teams, Players and Line-Ups
4. Player Behavior and Team Responsibility
5. Courtesy Runners
6. Pitchers
7. Fielders
8. General League Rules
9. Code of Conduct
10. Tournament and League Play

### RAIN-OUT NUMBER:

398-1238

*Call after 3pm.*

**(Winners report scores within 48 hours. Winners are responsible to call scores into the World Herald – 444-1000.)**

### AFTER HOURS PHONE

398-1238

### MISSION STATEMENT

The All American/ Patriot Amateur Baseball League was organized with the intent of providing members the opportunity to play baseball in a safe, successful, and competitive environment. Adult attitudes must always prevail, no matter how competitive any team is. It is the responsibility of all parties involved in All American/ Patriot League play to adhere to these principles. Any individual or team as a whole that abuses the league's code can be suspended or expelled from this league.

### RULES

#### **1. UNIFORMS, HELMETS, BASEBALLS AND OTHER EQUIPMENT:**

1A. All teams must have full baseball uniforms consisting of caps, numbered jerseys, baseball pants, sanitary or stirrup socks, and belts. Each player's uniform must be similar design to his teammate uniforms. Teams having sponsorship will be allowed the sponsor's name on their uniforms via patch or uniform shirt.

**1B. No player(s) out of uniform(s) will be allowed to play or compete without the opposing manager's consent prior to substitution or the first pitch to begin a game.**

1C. All teams should have their uniforms by the first game. A grace period should be extended for newly activated player(s) if an order ran late or was delayed in shipment. All teams and members must wear similar pants and tops until their regular uniforms arrive.

**1D. All batters and runners must have helmets- there is no exception or other option to this rule. Full double earflap helmets are encouraged for at bats and are encouraged for the bases. Catchers are also required to wear a helmet underneath their facemask.**

1E. Teams are encouraged to use the highest quality baseball obtainable-Diamond, Wilson, or Rawlings); all baseballs used in league or tournament play are subject to approval of the league managers, and should be submitted for approval no later than the April meeting. Each team should bring a minimum of three(3) game balls for each game.

1F. Wood bats are to be used.

1G. Metal and plastic cleats are both permitted.

## **2. GAME LENGTH, RUN RULE, AND RAIN-OUTS:**

2A. All originally scheduled games are nine(9) innings- re: darkness five(5)innings complete at umpire's discretion---re: rain five(5) innings complete. All league playoff and tournament games must be played to completion. The umpire may suspend, cancel, or call a game if, in both umpires' opinions, the safety of the players is compromised due to rain, lightening, inclement weather, darkness or time limits. In the case a game is suspended, play will be resume at the point of suspension and the game will be carried out to nine(9) innings. In the event a game is cancelled due to unsafe conditions, a make-up game will be scheduled for a seven(7) inning contest. All rescheduled contests, whether to resume a suspended game or re-schedule of a make-up, will be scheduled by the Strike Zone within three weeks of the original contest.

**2B. If the game is tied after 9 complete innings, the game will continue, but must be completed in 11 innings, unless one team is ahead after one extra inning.**

2C. All games will be played with a two hour and forty-five minute (2:45) limit. No new inning will begin after this time has been reached; however, any inning already under way will be played to completion. In the event of a tie after the time limit has been reached, teams will be allowed to complete the game with respect to conditions

cited in Rule 2A and 2 B. HOWEVER, In the event of a tie at the "2 hour and 45 minute" game time, play will continue with a 3 hour (3:00) time limit (or 11 innings). If teams are still tied at 3:00, score will be recorded as a tie.

2D. At the acceptance of the final All American/ Patriot league schedule by the managers, it will be agreed that all games are to be played as scheduled. The only exceptions will be as follows:

\*\*Forfeits

\*\*Rainouts or other inclement weather cancellations

\*\*Administrative cancellation. An example of this might be a power outage at a facility, or a conflict in booking, or any situation that is **beyond** the control of managers or players.

RUN RULE: Game is over when a team is 15 or more runs ahead after 5 innings, 10 after 7 innings
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**FORFEITS will not be rescheduled.** All rescheduled games must be coordinated through the Strike Zone. Any other requests to reschedule must be made at least 7 days prior to requested change to the Strike Zone. Sufficient justification must be presented. Not having enough players will not be considered sufficient justification. **Both managers must agree on the re-scheduling of any games. Tie games (due to darkness, rain, etc.) may be played to completion at a later date, or previous to the next league game between teams; again only with the agreement of both teams and notification to The Strike Zone. Won/lost record and percentage will determine final league standings. Ties will be decided by head to head competition first; followed by run differential in league contests.**

2E. In determining ties for league seeding and placement, only scheduled league games on the master schedule will count in league standings. All tournament games and exhibition contests will not count as league record. If both teams agree that a rain-out or make-up will be served by a tournament match up, then both coaches must give consent to the Strike Zone. Example: Cardinals vs. Braves are rained out in early June. They are unable to find an accommodating make-up time, but they play each other by coincidence in the first round, or round robin portion of a tournament. Both coaches may agree to use this contest to serve for both the league contest and the tournament standing. The specific tournament they are in at that time will have governing body for rules of play at that time.

2F. **In the event of rain or inclement weather, the teams must contact the Strike Zone at 398-1238 to get an update of those days' events and scheduled competition and cancellations. It is possible that sites may be moved due to rain from one section of the city to another. (Example: Games moved from Boyd to Orval.)**

### **3. TEAMS, PLAYERS, LINE-UPS AND ROSTERS:**

3A. A \$300.00 team deposit must be paid by February 15th of each year, unless stipulated differently. Remaining team fees must be paid by March 15th of each year to guarantee a place:

**3B. Preliminary rosters are due March 15. As of April 1st, rosters are finalized for the entire season. No player is allowed to be listed on 2 separate team rosters.**

**Starting at the completion of the American Legion Districts, each team may add two (2) players. These athletes may be of current high school age, and have played the current season on an American Legion team; as long as they are no longer playing in district or state competition, as this will disqualify them from Legion eligibility.**

3C. On or before April 6th complete rosters will be available in hard copy or on the Web Page. Each team manager is responsible for keeping a copy of the league's roster with him during league competition.

If a manager challenges another team as to the validity of their line-up, he must have the umpire at the game sign his score book on the visitors roster side of his score book, as to which player(s) he is challenging. An umpire must ask the player(s) for verification of his identification (driver's license, or any photo ID).

If the player is unable to provide ID at game time, then that player is ineligible for that game. A copy of that score book must be turned in to the Strike Zone.

If the team being challenged fails to start or play eligible players, then it will forfeit the challenged contest. If a second separate infraction occurs in the same calendar season, the team in question will continue to play the remainder of its schedule, but will forfeit the remainder of its games, regardless of the score. The team will be allowed to finish the regular season; BUT, not allowed to play in the City championship, or the All American/ Patriot League Tournament. A suspended team will be allowed to play out the season, but each score will be tallied as a loss for the suspended team in the official standings.

**3D. Managers, unable to field a team after previously submitting their initial deposit of \$300.00, will have until March 15<sup>th</sup> to notify the league in order to receive a refund. Subsequent to this date, no refund shall be granted and the entire deposit shall be considered forfeit.**

3E. Rosters must be updated by 7PM of the Thursday prior to that weekends games.

E1. **Player(s) lost to injuries.** One player may be added for each player placed on injured reserve. Three players can be placed on an injured reserve list, but they cannot play for fifteen calendar dates between the time of official notification to The Strike Zone and a replacement player has been named. On the fifteenth day, the replacement player will be ineligible and the injured player will be returned to the team roster. If both players are in a game line-up during, or after an injury reserve time period, both players will be considered as a roster violation and the game will be tallied as a forfeit.

E2. **A player from a team roster voluntarily quits a team for the remainder of the season.** Any player who quits a team will be ineligible to play for another league team, unless official permission has been granted by 70% of the managers. In order for a player to transfer teams, after quitting one team, he must have a signed waiver from his original manager, releasing him from all financial obligations and current team commitments.

Once he has his waiver, he will be placed on an open claim list. If no one claims this player, and he has his release, he will be allowed to join any team that accepts him.

If that player plays a game during the claim period, or prior to obtaining his release, he will be considered ineligible and the team that plays him will be subject to forfeiting that game, and also subject to further disciplinary actions.

E3. **The League decides, as a majority, to extend dates for final rosters.**

3F. All players, prior to participating in a game, must have a signed waiver form on file with the League.

3G. **If a player is forced to leave a game, due to injury, or is ejected from a game, then a reserve player, not previously entered into the game, must hit in the batter's place. If no reserve player is present, that spot is an automatic out.**

3H. A team must have eight (8) players for an official game, and may borrow a player from the opposing team, with the opposing manager's consent.

If the team's ninth(9<sup>th</sup>) player arrives after the start of the game, the borrowed player returns back to his original team, and may reenter the game for his original team. The late arriving player must bat in the borrowed player's spot.

A team short of nine(9) players, may opt not to borrow a player, and field eight(8) players. The missing player's spot in the batting order would be considered an automatic out until he arrives.

3I. **In the event a team has fewer than eight (8) players, a forfeit shall be automatically declared and a win awarded to the opposing team. The**

forfeiting team will be treated the same as a “no show” and will pay for both umpires fees.

Being that both teams have already been slated for that time slot, they may scrimmage during that time, at the discretion of the umpiring crew. The outcome of the scrimmage game, and personal stats, will not matter.

I1. The score of any forfeited game should be called into the World Herald Sports Department (444-1000) as an 8-0 score.

3J. Forfeit time shall be the regularly scheduled game time PLUS fifteen(15) minutes.

3K. No player(s) may switch teams without the consent of both managers and official notification to the Strike Zone.

3L. In the event a player quits, is injured, or suspended from play during the season, any refund and/or player’s fees will be forfeited.

3M. In the event a player is asked to leave a team during the season, any refund of player’s fees will be made by the individual team, at the discretion of the team manager.

#### **4. PLAYER BEHAVIOR AND TEAM RESPONSIBILITY:**

4A. There will be no beer or alcoholic beverages permitted at the field, before, during or after any game. The field refers to the general playing area.

Any player drinking in a parking lot, or at or near a field site, does so on his own accord, at the written violation of League Rules.

A2. Exception: If a team or field crew has made special arrangements with the City officials, that a grounds crew may drink on a specific property, as long as it does not violate City or State laws; and only occurs after a game session has ended, and there are no minors present.

If the spirit of this rule is abused, it can result in suspension or expulsion by the League Board. Specific permission must be obtained.

NOTE: This rule IS NOT applicable to all cities (Omaha, etc.), so please check first.

4B. The league has the right to suspend, or expel any team member who abuses league rules, or who does not exhibit a sense of sportsmanship, or who plays without regard to the safety of the umpires and other players.

4C. An umpire has sole discretion to expel any player or manager from the game.

**4D. Fighting among players or aggressive physical contact with an umpire, will not be tolerated, and players expelled from the game for either violation will be subject to suspension or expulsion from the league.**

4E. Players shall not intentionally collide with any other player. In the case of a runner intentionally colliding with a fielder, the runner will be called out, and may, at the umpire's discretion, be expelled from the game.

All base runners must either slide or concede (give up) their right to a base (avoid a collision by stopping or leaving a base path), if the defensive player (i.e. catcher) has possession of the ball, and is in the act of receiving the ball, or is in the act of same and will be able to make an apparent play on the base runner.

If a defensive player is not in possession of the ball, or is not in the act of receiving the ball, or is not immediately about to receive the ball so that he is able to record an out (apparent play occurring at any base), he cannot block the base, or be in the base path so as to impede or obstruct the base runner's right to that base. Under such circumstances, the defensive player shall be responsible to avoid any collision. If a collision does occur under these circumstances, the runner will always be considered safe and the obstruction rule shall be enforced.

The defensive player may be ejected from the game, and will be suspended from league play, if the obstruction is judged to be flagrant. If the action is intentional, the player must be ejected.

**4F. All managers must recognize their responsibility to the league, and the perpetuity of it, as to not cross the line where winning is more important than playing.**

**An opposing manager may, at any time, have the right to question a player's roster spot or status on a team. If a manager wants to lodge a protest, proof must be mailed to the Strike Zone (the address is at the end of this document).**

**If an illegal player is detected, the Appeal Board and The Strike Zone official will decide penalties.**

**The penalties can include forfeiture of any or all games, in which the illegal player participated.**

**If it is a multiple or flagrant violation, the team and player in question, may be subject to possible suspension.**

***ALSO SEE PROTEST / INCIDENT FORM PROCEDURES.***

## **5. PITCHERS:**

5A. No pitcher, while on the mound, may wear white or gray sleeves; nor may a pitcher wear a batting glove or wristband while pitching.

**5B. If an intentional walk is given, all pitches must be thrown, either by pitch out, or by pitching “around” a batter. A batter is not allowed to simply be given an intentional walk simply by a pitcher asking for it.**

5C. If a pitcher hits four(4) batters in any one game, the pitcher must be removed on the fourth hit batsman. If, in the event, it is determined by an umpire (with or without a coach’s appeal), that a pitcher intentionally hit a batter, the pitcher shall be automatically removed from the game, and a minimum two(2) game suspension shall follow the game in which the event occurred.

If the batter was hit intentionally in the neck, head or shoulder area, the suspension can possibly be for the remainder of the entire season and post-season tournament play; subject to review by the league Appeal Board, which can or may impose a shorter suspension; not to be less than three(3) games.

If the pitcher is determined to have violated this rule for a second time, he shall be suspended for a period of no less than five (5) years.

**5D. There are no regulations as to how many innings a pitcher may pitch in a game, or a week.**

5E. A team may, from time to time, loan pitchers (or position players) to opposing teams that travel or play outside the All American/ Patriot League. Examples: Clarinda IA, St Joseph MO., Westphalia Harvest Tournament.

The current team manager must consent to “loaning” these players, and approve a pitchers starts in a given tournament or exhibition game not of his own teams.

## **6. GENERAL LEAGUE RULES:**

6A. A forfeit fee shall be assessed to each team, based upon, and subject to, change due to subsequent increases in umpire fees. If unused, this fee shall be fully refundable at the end of the season.

Otherwise, forfeits shall be handled in the following manner:

**1<sup>st</sup> Forfeit: First Forfeit fee shall be lost and paid to that season’s umpire association. An additional new money order, or cash amount, must be submitted to a League Official within 96 hours of the forfeit, or that team will be suspended from active league status.**

**2<sup>nd</sup> Forfeit: Second Forfeit fee is lost and paid to that season’s umpire association. An additional new money order, or cash amount, must be submitted to a League Official within 96 hours of the forfeit, or that team will be suspended from active league status.**

**3<sup>rd</sup> Forfeit: Third Forfeit fee is lost, and the team may be suspended for the remainder of the season; subject to review by the Appeal Board and The Strike Zone official.**

CLARIFICATION: The team that forfeits is responsible to pay <b>the entire</b> amount (TBD) per game.
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A1. If a team is disbanded or suspended for the season, due to forfeitures or financial difficulties, that team must submit its active roster, and the remaining teams will have a meeting to draft players from that team. Active league teams will not be required to draft anyone, but will have that opportunity to do so.

Draft status and order will occur in front of the managers and draft order will be taken from the current League Standings at the time of that meeting; with the last place team drafting first and in that order, from last place to first.

No one team is required to pick up any player, nor will any drafted player count against a team's twenty-five man roster.

**6B. All protests should be lodged to the Strike Zone by phone, mail, or personal conversation, within 24 hours after the game for which the protest is made. The Appeal Board shall render decisions all protests.**

6C. Each year, the City of Omaha/ Strike Zone, will compile a waiting list of prospective players. This list will be made available to all team managers.

## **7. CODE OF CONDUCT:**

### **PROHIBITIONS:**

7A. Managers and players shall conduct themselves in a sportsmanlike manner at all times. No manager or player shall commit the following:

**1. Lay a hand upon, shove or strike, or threaten an official.**

Players and managers guilty of such conduct shall be immediately suspended from further participation in the game, and shall remain suspended until the alleged conduct is reviewed by the Appeal Board. Players and managers guilty of such conduct shall be subject to suspension for the remainder of the season, or expulsion from the league, up to a lifetime ban.

**2. Refuse to abide by an official's decision.**

Players guilty of such conduct shall be immediately suspended from further participation in the game, and shall remain suspended until the Executive Board reviews his conduct. Players guilty of such conduct shall be subject to probation, or suspension, for the remainder of the season.

**3. Be guilty of objectionable demonstrations of dissent at an official's decision.**

Players and managers guilty of such conduct shall be subject to suspension from further participation in the game.

4. **Discuss with an official, or officials, the decision reached by such officials, except for the manager or his designee who are authorized to participate in such discussions.**  
Players guilty of such conduct shall be subject to suspension from further participation in the game.
5. **Use unnecessary rough tactics in the play of the game, against the body or person of an opposing player.**  
Players guilty of such conduct shall be immediately suspended from further participation in the game, and shall be subject to probation or suspension for the remainder of the season.
6. **Be guilty of a physical attack, as an aggressor, upon any player, manager, official, or spectator- before, during, or after a game.**  
Players guilty of such conduct shall be immediately suspended from further participation in the game, and shall remain suspended until their conduct is reviewed by the Appeal Board. Players guilty of such conduct shall be subject to suspension for the remainder of the season, or expulsion from the league.
7. **Be guilty of verbal abusive attack on any player, manager, official, or spectator—before, during, or after a game.**  
Players guilty of such conduct will be immediately suspended from further participation in the game, and shall remain suspended until the Appeal Board reviews their conduct. Players guilty of such conduct shall be subject to suspension for the remainder of the season.

#### **P E N A L T I E S:**

1. EJECTION: FIRST OFFENSE: **\*\*Any player ejected from a game, under any circumstances previously cited, shall be automatically suspended for one additional game.** This suspension will be enforced in the next game played by the player or manager's team. It is the responsibility of both the game umpire(s) and team managers to report the name and number of player(s) ejected to The Strike Zone within 24 hours.

EJECTION: SECOND OFFENSE: **\*\*The procedure outlined in "EJECTION: FIRST OFFENSE" will be followed for the second offense.**

EJECTION: THIRD OFFENSE: **Player/manager will be suspended for a minimum of 2 games; to be enforced in the next scheduled games to be played by player or manager's team. Procedure remains the same. There will an automatic review by the Appeal Board after a third offense. The**

Appeal Board may consider additional penalties, including probation, or permanent suspension.

1. Any player found in violation of any provisions, delineated in the codes of conduct, after being placed on probation, should be considered inactive and ineligible for the remainder of the season.
2. The Appeal Board may, by vote of the majority of the members, suspend any player or manager for such period, and upon such terms as it may propose, for the conduct, which in its opinion, is prejudicial to the welfare, interest, reputation, or charter of the League.
3. Except as otherwise provided, the Appeal Board shall determine the appropriate action required for violations of the codes of conduct; and shall report their decision to the player, manager, and the Board.
4. A player found in violation of any code of conduct, is ineligible until the Appeal Board reaches a majority decision.

### **GRIEVANCES, PROTESTS, AND APPEALS**

(See Protest/Incident Report Form)

1. Grievances may be filed by an individual player or by the manager of a team, provided that a grievance is formally submitted to the Strike Zone. The league's Appeal Board shall adjudicate all such grievances, and shall report any action taken, to the board of managers.
2. Any appeal of any action or ruling may be filed with the Board, by an individual player or by the manager of a team, provided that the appeal is formally submitted. However, all decisions by the Board are final and not subject to appeal
3. When filing a protest during play, the umpire is required to indicate in each scorebook at which point the protest occurred. The manager protesting is required to pay a \$50 fee to the umpire before play can resume. Once the fee has been paid, play will resume under protest.

### **SCHEDULING:**

1A. An appointed League official(s) will create and mandate each season schedule in accordance and cooperation with the assigned or designated City, legislative body, or organization. No games can be changed or rescheduled without first contacting the Strike Zone representative.

1B. Rainouts, make-up games, exhibitions, and tournaments, will be assigned and allocated through the Strike Zone., and made public to each league team manager.

### **GENERAL RULES**

1. There will be no changes in the league schedule. All games must be played as scheduled, unless due to rain or a forfeit.
2. The Designated Hitter (DH) rule will be in effect for any player. The DH must be made known before game time. If a DH enters the game defensively, the DH is eliminated.
3. The starting lineup must consist of 8-9 position players. Line-ups are allowed one (1) Designated Hitter (DH) for any starting position player and no more than four (4) Extra Hitters (EH). A manager will however have the option to alternate hitters in a single line up spot. For instance the hitters would be designated 13a and 13b. No person is allowed to be listed more than once in a line-up.
4. Ninety (90) seconds allowed between innings. One (1) offensive conference per inning.
5. Pinch running is allowed, but the player running must not have been in the game, either defensively or offensively, at any point prior to their entry as a pinch runner. If the player being ran for was one of the starting nine, he is allowed to re-enter.
6. Designated runners may be allowed for the catcher or pitcher only. If a team intends to use a designated runner, it must be announced prior to the game. The player making the last recorded out is to be used as the designated runner.
7. Only players, in uniform, plus one scorekeeper and managers from each team, are allowed on the team or in the dugout. Bat boys are allowed with helmet.
8. Base coaches must wear a team cap and jersey top or an alternate appropriate top. Full uniform is encouraged.
9. The Home Team must throw in the first extra ball, then the visiting team. Both teams are responsible for furnishing ball shaggers to return game balls.
10. The Home Team will have the third base dugout.

### **PROTEST / INCIDENT REPORT FORM**

Please refer to the “Protest/Incident Report Form”.  
This form is to be used for ALL incidents and/or protests.

The Report is to be postmarked NO LATER THAN 48 hours (2 days) after the incident occurs, with the exception of incidents, when the 2<sup>nd</sup> day is a Sunday, in which case, a Monday postmark will be accepted.

(Example: Incident occurs on Friday night; report may be mailed and postmarked on the following Monday.)

There may be incidents, which require immediate attention- incidents where there were injuries, or police were called, etc.

In these cases, CALL 398-1238 IMMEDIATELY, AND REPORT DETAILS.

Leave a voice mail message if necessary. Follow-up the phone call with a completed Report form.

MAIL FORMS TO:

THE STRIKE ZONE

2900 S 110<sup>th</sup> Street

Omaha, NE 68144

OR

FAX FORMS TO: 402-399-2019

POINT OF CLARIFICATION:

All written reports must be sent to the Strike Zone.



# ALL AMERICAN/ PATRIOT LEAGUE INCIDENT/PROTEST REPORT FORM

Date of Report: \_\_\_\_\_

Date of Incident: \_\_\_\_\_

NAME \_\_\_\_\_  
(name of person filing report)

ADDRESS \_\_\_\_\_ CITY \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

PHONE \_\_\_\_\_

## DESCRIPTION OF INCIDENT

Date \_\_\_\_\_

Location \_\_\_\_\_

Description \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Witness: NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_ PHONE \_\_\_\_\_

Witness: NAME \_\_\_\_\_  
ADDRESS \_\_\_\_\_ PHONE \_\_\_\_\_

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## FOLLOW-UP

NAME \_\_\_\_\_ DATE \_\_\_\_\_