

2024 TRI-COUNTY BASEBALL LEAGUE BY-LAWS

Amended April, 2024

Index

ARTICLE 1 - Purpose 2

ARTICLE 2 - Membership 2-3

ARTICLE 3 - Commissioner 3-4

ARTICLE 4 - Franchise Requirements 4-5

ARTICLE 5 - Rosters and Player Eligibility 5-6

ARTICLE 6 - Play of Game – Regular Season 6-8

ARTICLE 7 - Special Rules 8-9

ARTICLE 8 - Eligibility for Post-Season 10

ARTICLE 9 - The Post-Season 10-13

ARTICLE 10 - Conduct of Players, etc 13-14

ARTICLE 11 - Forfeitures 14-15

ARTLICE 12 - Protests 15

ARTICLE 13 - Meetings 16

ARTICLE 14 - All-Star Teams 16

ARTICLE 15 - Umpires 16-17

APPENDIX A - Playoff Schedule/Notes 18-19

ARTICLE 1 – Purpose

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

ARTICLE 2 – Membership

(A) Membership in the League shall be limited to those teams holding franchises for the 2024 season:

TriCounty Central Division –

<u>Team Franchise</u>	<u>Team Representative</u>
Camden	Heriberto Vega
CHBR/Third Base	Angelo Marchiano III
Roughriders	Bill Kohut
South Jersey Crew	Tyler Coluccio
South Jersey Grizzlies	Nick Gruber

TriCounty South Division –

<u>Team Franchise</u>	<u>Team Representative</u>
Cherry Hill-Pitman	Chris Rollins
Garton’s of Vineland	Chris Williams
Sewell	Ryan Austin
Washington Twp. Senators	John DiPietro

TriCo-RVL North Division –

<u>Team Franchise</u>	<u>Team Representative</u>
Burlington Twp Pirates	Brian Eifert
Cinnaminson Reds	Joe Siroli
Delran Browns	Wayne Steel
Pine Barrens Phantoms	Gerry Lamola

(B) Divisional alignments (if any) will be determined by the League’s officials (**see Article 3**) and/or home field geographical locations etc. approved by the Commissioner.

(C) A division could comprise of less than four (4) team franchises. Less than four (4) team franchises could also result in reallocation to other divisions as deemed appropriate by the Commissioner.

(D) New franchises may be awarded by a majority vote of all current teams in the League.

(E) Charter members of the League shall pay an entry fee to be determined each season. The entry fee will be based on league costs (prize money, rental of fields for playoffs, etc.). The entry fee will be divided equally among all member teams for the season.

1. New franchises will pay an additional \$150 fee the first year only.

(F) Members shall pay an insurance fee to be covered under the League's policy (market value/TBA). This fee will be divided equally among all member teams for the season.

(G) Members shall pay an agreed upon assignor's fee in advance.

(H) Annual league fees (entry fee + insurance fee + assignor's fee) as indicated below are due before the season begins:

1. League fees for the 2024 season will be \$650 with \$325 due by March 5, 2024 and the remaining \$325 due by April 22, 2024.

2. Failure by teams to be paid in full will result in teams NOT participating in the scheduling of games, and thus removal from the league.

Note: TriCounty Semi Pro Baseball League Insurance purchased through the league is NOT authorized or valid for any non-related TriCounty Semi-Pro Baseball League activity.

HEALTH and ACCIDENT INSURANCE INFORMATION:

The health insurance coverage extended to the authorized players and associated members, etc. by the TriCounty Baseball League is SECONDARY coverage, meaning every player and associated member's personal health insurance serves as PRIMARY. This indicates that each team in the league has secondary health insurance only.

NOTE: League/team policy insurance is not to be construed in any manner or fashion as primary health insurance.

Any injury/illness/damages sustained/related to all TriCounty Baseball activities are to be reported no later than 24 hours to the Commissioner with a copy to the League Coordinator via text/email by the responsible official team member or designated representative. Responsible official team member or designated representative also is required to submit an accident/incident/damage report form that must be completed with 24 hours of receipt to the appropriate parties which includes a copy to the League Coordinator.

(I) Any team that loses its franchise by max forfeit must reapply to the League the following year as a new franchise per **Article 2(D)**. This includes the \$150 first year franchise fee per **Article 2(E)1**. Refer to **Article 11** for all matters concerning forfeited games.

(J) Any team that loses its franchise by expulsion (negative activities, incidents, etc.) may not reapply for franchise consideration for three (3) complete seasons and/or years following the expulsion, and also up to and including a lifetime ban for the team and team officials depending on the expulsion circumstances as determined by the Commissioner. Once team suspension is completed, other than a lifetime ban for the team and team officials, team will subject to **Article 2(D)** and **Article 2(E)1**.

ARTICLE 3 - The Commissioner

(A) The Commissioner shall interpret and enforce the official bylaws and resolve all incidents, disputes, and protests involving the bylaws. The Commissioner at his discretion may suspend any player, coach, or manager for violations of these bylaws.

1. If the Commissioner must recuse himself from any decision, the Deputy Commissioner will then be required to rule on the specific incident, dispute, or protest.
2. The Commissioner is granted the power/authority to rule on any and all administrative in nature matters and bylaws etc. and also any and all issues related to the league if omitted from these bylaws etc. and also to interpret the intent of the included bylaws, rules etc. when deemed necessary and proper for the common good of the League.
3. **Angelo Marchiano** serves as Commissioner of the League.
4. **Pete Corelli** serves as the Deputy Commissioner of the League.
5. **Bill Kohut** serves as the League Coordinator, and Deputy Treasurer.
6. **Kip Bard** serves as Treasurer, and League Historian

ARTICLE 4 - Franchise Requirements

(A) Teams are required to meet all monetary commitments established by the League by set due date which is "prior" to teams being approved by the Commissioner to schedule any regular season games. Failure to comply will result in teams not scheduling any games and removed as an active franchise as determined by the Commissioner.

(B) Teams are required to have fully uniformed players for scheduled games, including baseball hat, baseball jersey/shirt, and long baseball pants meaning to be uniformed the same. See **Article 10(A)** for potential penalties.

(C) Teams must have access to a regulation size baseball field ("home field"). If a team cannot meet this requirement, the Commissioner will decide on whether to retain the team as a franchise.

1. Any league games considered to be scheduled at alternative regulation size baseball field sites and associated areas during the regular season and playoffs etc., other than those regulation size baseball fields and associated areas already submitted by the teams to our league and approved for TriCounty Baseball League use only, must be approved "prior" by the Commissioner, including our insurance carrier and other considerations, requirements, etc.

(D) Teams are responsible for all equipment including baseballs that carry, at a minimum, **A1010-HS1** specifications.

1. Baseballs must be clearly identified with writing stamped on the baseball with model, company manufacturer, etc. Blank, unmarked baseballs are illegal and will NOT be utilized in the play of an official league scheduled game. Noncompliance by responsible/required to provide/supply baseballs in an authorized league scheduled game will result in documented first "warning" to the manager/coach and any subsequent infraction will result in a "forfeit" and minimum one game suspension for that manager/coach.

NOTE: Team must notify umpire at time of alleged infraction and team and/or umpire must provide photograph if applicable, and umpire is required through his organization to provide a written report to the Commissioner of findings of such non-compliance.

(E) Teams must be available and required to communicate in a timely fashion on any team or league issues that arise.

(F) Teams may participate in league voting for new franchises, specific bylaws required and/as deemed necessary by the Commissioner, and other items deemed to be part of the League's structure.

1. Teams will not participate in any league vote during their first season. Voting privileges will be granted after the team successfully completes its first season.
2. Only designated managers on records with the League may cast such votes.

(G) Teams are required to submit and update player and/or team statistics on the league website following the game played, and for all weekly games played Sunday through Saturday no later than Sunday evening preceding the next cycle week, failure to do so could result in any and all corrective actions deemed necessary by the Commissioner.

ARTICLE 5 - Rosters and Player Eligibility

(A) Players must complete a Waiver of Liability to be eligible to participate in league play.

(B) No player may be under a professional contract with another league or organization.

(C) Each team shall be allowed a roster of twenty-six (26) maximum players.

1. Each player must be complete a Waiver of Liability and then be added to an official roster by individual teams through their online account prior to the first game. Failure to do so will result in forfeiture of each scheduled game until this item is satisfied.

2. Teams must designate one, and only one, manager. If the manager is to participate in league play, he must be part of the submitted twenty-six (26) players.

3. Rosters are kept current and posted on the League's website by each individual team throughout the season.

(D) Rosters will remain open until the end of the regular season.

(E) New player(s) can be added to a roster prior to and after the start of the season as follows:

1. Player completes the Waiver of Liability form for eligibility to compete in the League.

2. Manager adds the player to his roster via their online account.

3. If the roster is at the maximum of 26, the team must remove an active player via their online account. Th removed become ineligible/waived.

4. If a player is to be active for a game that day, all transactions must be made by 5pm EDT. Requests after 5pm EDT will not be granted and the player will not be eligible to play.

5. The player being added cannot be active on any other team roster.

(F) A player changing teams after the start of the season must have approval of both managers before joining a new team. **Article 5(E)** also applies, in addition to the following, before being authorized by the Commissioner:

1. A player moving from one team to another during the season must return all uniforms and equipment to the original team before he may be assigned to a new team.

2. If management of the original team requires a monetary commitment from the player, the manager of that team has the option of demanding payment. That payment will be based on a percentage relative to the time the player was on the roster.

3. Team manager of the player requesting release is required to notify the Commissioner via text or email with circumstances on day of player request.

4. Team manager of player requesting release is required to provide player with information to contact the Commissioner on day of request.

5. Player requesting release is required to contact the Commissioner with circumstances via text or email on day of request.

6. Team manager requesting to acquire released player is required to notify the Commissioner via text or email.

7. Commissioner will provide League Coordinator with case information to document in League records.

8. Any and all requirements of **Article 5(F)** must be satisfied prior to consideration/authorization by the League Commissioner.

9. Until being officially rostered, player will be considered an ineligible player, and using an ineligible player by acquiring team will result in a forfeit loss, in accordance with **Article 11 - Forfeitures**.

10. Player's "games played" and/or "appearances" resets to zero with new team.

(G) No manager, coach, or emissary dispatched by a member team may recruit a player during the season while that player is on the official roster of another member team. However, if a player decides to change teams, the player may inquire to another team if there is a roster spot available.

(H) Any player who seeks a release and feels their current manager is delaying that release has the right to petition the League for a review of their status. The Commissioner has the authority to grant such a release.

(I) At the end of each season, all players become free agents and may be recruited by other member teams. No written release to join another team for the new season is required. However, the manager of the former team must agree all uniforms, equipment, and monetary commitments have been satisfied.

(J) Any player under professional contract will be considered ineligible to play in this league during the current season unless he receives a release from the professional contract and that written release is required to be submitted to the league prior to being officially rostered.

ARTICLE 6 - Play of the Game - Regular Season

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

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

(C) The League consists of 13 teams, which will divide into three (3) divisions determined by geographical location etc to "minimize" travel as demonstrated in past seasons, the regular season schedule format will also be using the MLB model protocol etc, predicated on using geographical locations to minimize travel, beginning Tuesday, May 28 through Tuesday, July 16, 2024, seven (7) weeks for 22 regular season games.

1. Teams unable to field a team on the designated day will forfeit that game, regardless of lead time given to the opposing team.

a. In accordance with **MLB rule 7.03(b)**: A game shall be forfeited to the opposing team when a team is unable or refuses to place nine (9) players on the field.

b. Teams must start with a minimum of nine (9) rostered players in lineup and maintain a minimum of nine (9) rostered players in the lineup throughout and until the game conclusion, any team with less than nine (9) rostered players during the innings of play for the game will result in a forfeit.

c. See **Article 11 - Forfeitures** for further clarification on penalties.

2. The team unable to field a team may, if the opposing team agrees, reschedule the game for a later date, and is required to be reported to the league immediately. However as noted above, failure to agree will result in a forfeit by team unable to field a team.

3. If that rescheduled game cannot be played due to any reason other than player availability (i.e. weather, field conditions, etc.) then the game will not count in the standings (i.e. no points awarded).

(D) Normal starting times:

1. Twilight games will begin at 6:10pm with forfeit called at 6:30pm when a team does not have the required number of players to start the game (nine).

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

3. If any game does not start by the indicated start time (including the 20-minute grace period) due to a reason other than not having the required number of players, either team may elect to not play the game without penalty pertaining to a forfeit only. However travel fees will apply to both teams.

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

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

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

(H) All games at a non-lighted facility will be ruled "final" if a least three and one-half (3 ½) or four (4) innings have been completed when either darkness or weather intervenes. Otherwise, games will be played to the normal six and one-half (6½) or seven (7) inning limit.

1. Games will "revert back" to the previous inning if that inning is not completed due to darkness or weather. The game is then evaluated as either being ruled "final" or "cancelled".

2. Games will not "revert back" if the home team ties the game during their AB, but the inning is not completed. This results in the game officially being recorded as "final" (i.e. "tie") if the necessary innings have been completed for an official game. Otherwise, it will be ruled "cancelled".

3. Games will not "revert back" if the home team has the lead or takes the lead in the game during their AB, but the inning is not completed. This results in the game officially being recorded as "final" if the necessary innings have been completed for an official game. Otherwise, it will be ruled "cancelled".

(I) All games at a functioning lighted facility will be ruled "final" if a least three and one-half (3 ½) or four (4) innings have been completed when either curfew or weather intervenes. Otherwise, games will be played to the normal six and one-half (6½) or seven (7) inning limit.

1. Curfew, if applicable, is required to be announced during ground rules.

2. Games will "revert back" to the previous inning if that inning is not completed due to curfew or weather. The game is then evaluated as either being ruled "final" or "cancelled".

3. Games will not "revert back" if the home team ties the game during their AB, but the inning is not completed. This results in the game officially being recorded as "final" (i.e. "tie") if the necessary innings have been completed for an official game. Otherwise, it will be ruled "cancelled".

4. Games will not "revert back" if the home team has the lead or takes the lead in the game during their AB, but the inning is not completed. This results in the game officially being recorded as "final" if the necessary innings have been completed for an official game. Otherwise, it will be ruled "cancelled".

(J) All games at a functioning lighted facility that are interrupted due to "light failure" results in a game being "suspended" and being resumed exactly where the game was left off on the rescheduled date.

1. "Light failure" is defined as the lighting system malfunctioning for any reason *before* curfew (if applicable).

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

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

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

(L) The home team is responsible for supplying game balls for the scheduled game.

(M) The winning team shall be responsible for emailing/texting the League with the final score.

(N) The league for 2024 consists of twelve (12) teams - five (5) in the TriCounty Central Division, four (4) in the TriCounty South Division. and four (4) in the TriCo-RVL North Division with the regular season schedule beginning Tuesday, May 28 and ending Tuesday, July 16 for seven-plus weeks and 22 games each. All games not made up by July 16 will be eliminated from the schedule. All games on July 16 must start no later than 6:10pm, with nothing in excess of one (1) game being scheduled by any team.

(O) The Commissioner has the authority to extend the season if it is determined weather has caused postponement of too many games.

(P) Teams earn two (2) points for a win, one (1) for a tie, and one-half (0.5) for a loss. No points are earned by a forfeiting team.

(Q) In the event of doubleheaders (two games), Game One will be played the entire seven (7) innings or until completion unless darkness, curfew, weather, or other extraneous situations occur, with Game Two to follow also being played to seven (7) innings or until completion unless darkness, curfew, weather, or other extraneous situations occur, and then the three and one-half (3.5) or four (4) innings official game bylaw will apply to each game during the regular season.

(R) Teams are prohibited from scheduling/playing triple-headers (3 games) or in excess of three games with the same team/multiple teams during the same calendar 24-hour day for the regular season or playoffs.

(S) In accordance with **MLB Rule 5.11**, the designated hitter (DH) is a player who does not play a position in the field, but instead replaces the pitcher in the batting order. The DH may only be used for the pitcher (and not any other positional player) as stated in **Rule 5.11**.

1. Any team may elect to use **Rule 5.11(a)** which shall be called the Designated Hitter
2. A hitter be designated to bat for the starting pitcher and all subsequent pitchers in a game without otherwise affecting the status of the pitcher(s) in the game.

NOTE: Use of the designated hitter (DH) for any player except the game pitcher will constitute an "illegal/ineligible" player - **Article 11(A)5**. - and due to time constraints, financial obligations, etc. will result in a forfeit by the team employing the DH for any positional player other than the pitcher. Such infractions must be stated/reported to the umpires and reported/submitted to the league in writing at the game's conclusion. See **Article 12 - Protests** for further clarification.

(T) There is no set time limit for games or 10-run "mercy rule".

NOTE: There will be NO deviations or agreements authorized by teams to play less than seven (7) inning or set time limits by the teams.

ARTICLE 7 - Special Rule(s)

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

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

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

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

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

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

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

PENALTY: If the contact is flagrant or malicious after the runner touches the base (plate), the runner is safe, but is ejected from the contest. The ball is immediately dead

and all other base runners shall return to the last base touched at the time of interference. If this occurs at any base other than home, the offending team may replace the runner. If the contact occurs after a preceding runner touches home plate, the preceding runner is safe. The ball is immediately dead and all other base runners shall return to the last base touched at the time of contact.

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

1. The EH must be in the starting lineup and cannot be removed from the lineup during the game (resulting in nine batters/shortened lineup).
2. If the EH is injured and no reserve is available, the team must take an automatic out when the EH is due to hit (unless **Article 7(D)** applies).
3. The EH can be used without the DH.
4. The EH can be replaced by a player not previously in the game.
5. The EH can enter the game as a defensive player for any player (*except for the pitcher*) at any time during the game, maintaining his batting order position. The player he replaces remains in the game, maintaining his batting order position. Both players can return to their "original" positions at any time. This can be done multiple times throughout a game ("free substitution").

a. If the EH is used in a game without the DH, the EH may replace the pitcher.

6. All moves during the game involving the EH must be supplied to the opposing manager.
7. All other substitutions of players not named the EH or not connected with the EH are subject to the League's bylaws and MLB rules.
8. The EH is allowed during the playoffs.

(C) A special designated runner may be used for only the catcher or pitcher after two outs in any inning.

1. The runner can be any player not in the game at that time (even if previously in the game but now removed).
2. The runner may be used later in the game in any capacity provided the player wasn't previously in the game.
3. Teams are not required to use this designated runner.

(D) Teams suffering the loss of an injured player (legitimate injury) without having an available replacement may use a player who previously was in the game but since removed.

1. Any ejected player may not be used as such a replacement.

(E) Teams are not required to remove the pitcher from a game if five (5) mound visit/conferences occur over the course of a game. Teams are required to remove the pitcher if two (2) visits/conferences occur in a single inning by the manager, a player (if manager is pitching), and/or manager/player that is on the field playing a position other than pitcher.

(F) The League will abide by *Three-Batter Minimum Rule* for pitchers, per MLB.

(G) The League will abide by the *Extra Inning Rule* during the regular season only of starting a runner at second base, per MLB.

1. The special designated runner from **Article 7(C)** applies.
2. This rule will not be applicable during the playoffs, per MLB.

(H) The League will allow "shifts" on defense.

(I) More than three (3) pickoff attempts from a pitcher are permitted.

(J) The "Ohtani Rule" may be used in both the regular season and playoffs, per MLB rules.

ARTICLE 8 - Eligibility for Post-Season

(A) Final rosters for the post season must be submitted to the League and are made available to all teams before the playoffs begin.

(B) Minimum playoff eligibility is as follow:

1. A positional player must appear in seven (7) games.
2. A pitcher must appear in four (4) games and have recorded four (4) complete innings.
3. Positional players who have met the above requirements may be used as pitchers. Pitchers who have met the above requirements may be used as hitters.

ARTICLE 9 - The Post-Season

(A) All teams will participate in the playoffs.

(B) The playoffs will commence immediately after the final day of the regular season.

(C) Each division winner will be the top seeded team and will draw first-round byes.

1. Division winners (by points) are always the highest seeds.
2. Non division winners (by points) are always seeded below any division winners.

(D) The following tiebreaker criteria will be used to settle stalemates.

1. Tiebreaker criteria:

- a. Head-to-head competition (only used to resolve two teams)
- b. Most wins
- c. Best winning percentage (use $\frac{1}{2}$ point for a win and loss for each tie)
- d. Best run differential full season
- e. Coin flip.

2. In the event of more than two teams being tied in points, tiebreaker criteria begins with “b. most wins”. Once a tie is resolved and teams still remain, begin again with “a. head-to-head competition” or “b. most wins” based on remaining number of teams.

3. Always break ties to determine division winners first. Then break ties for remaining teams.

(E) Playoff format will be determined once the number of official teams is finalized. Below is based on a 13 team League with three (3) divisions.

1. Playoffs will consist of four (4) rounds, all best-of-three series.

2. Top three teams, per **Article 9(C)**, at the end of regular season will draw first round byes.

3. Remaining ten (10) teams, per **Article 9(C)**, will begin Qualifying Round series on Wednesday, July 17, 2024 as follows:

a. (4 vs 13), (5 vs 12), (6 vs 11), (7 vs 10) and (8 vs 9). Highest seeds are designated home team for Game One and Game Three (if necessary).

4. Remaining eight (8) teams, per **Article 9(C)**, will begin the Quarter Final Round series on Monday, July 22, 2024 as follow:

a. (8 vs 1), (7 vs 2), (6 vs 3), and (5 vs 4). Highest seeds are designated home team for Game One and Game Three (if necessary).

5. Remaining four (4) teams, per **Article 9(C)**, will begin the Semi-Final Round on Monday, July 29, 2024 as follow:

a. (4 vs 1) and (3 vs 2). Highest seeds are designated home team for Game One and Game Three (if necessary).

6. Remaining two (2) teams, per **Article 9(C)**, will begin the Finals on Monday, August 5, 2024 as follow:

a. Highest seed is designated home team for Game One and Game Three (if necessary).

(F) Scheduling dates and times for all playoff games will be a combined effort between the League and its member teams. Once established, teams will fully adhere to the schedule or risk forfeiting that game (see **Appendix A**). The playoffs will commence on Wednesday, July 17, 2024.

(G) Playoff starting times:

1. All twilight playoff games will be scheduled for 6:00pm start with a 6:20pm forfeit.
2. Night games may be scheduled at other times, but forfeit will be set at 20 minutes after the scheduled time.

(H) All regular season bylaws apply for the playoffs unless superseded by an item under this article.

(I) In-Games and Quarter Final Series at *non-lighted facility*:

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

2. No game can be ruled "cancelled" once started. It will be ruled "final" or "suspended" based on outcomes described hereafter.

3. If the game is stopped due to either darkness or weather during the first five innings, the following applies:

a. If the game hasn't gone the required four and one-half (4 ½) or five (5) innings to determine a winner, the game will be ruled "suspended" and will resume exactly where the game was left off on the next available date.

b. If the home team has the lead or takes the lead during their AB, but the fifth inning has not completed, the game is officially recorded as "final".

4. There is no "revert back" for the first five innings.

5. If the game reaches the sixth inning, the game can "revert back" to the previous inning if that inning is not completed due to darkness or weather. The game is then evaluated as either being ruled "final" or "suspended".

a. Games will not "revert back" if the home team ties the game during their AB, but the inning is not completed. This results in the game being "suspended".

b. "Suspended" games are resumed exactly where the game was stopped on the next available date.

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

d. The manager of the team that is losing a suspended game may concede resulting in a win for the opposing team.

e. Games will not "revert back" if the home team has the lead or takes the lead in the game during their AB, but the inning is not completed. This results in the game officially being recorded as "final".

(J) In-Games and Quarter Finals Series at *functioning lighted facility*:

1. All games ruled "final" if a least four and one-half (4 ½) or five (5) innings have been completed when either curfew or weather intervenes. Otherwise, games will be played to the normal six and one-half (6½) or seven (7) inning limit.

2. No game can be ruled "cancelled" once started. It will be ruled "final" or "suspended" based on outcomes described below.

3. If the game is stopped due to either curfew or weather during the first five innings the following will apply:

a. If the game hasn't gone the required four and one-half (4 ½) or five (5) innings to determine a winner, the game will be ruled "suspended" and will resume exactly where the game was left off on the next available date.

b. If the home team has the lead or takes the lead during their AB, but the fifth inning has not completed, the game is officially recorded as "final".

4. There is no "revert back" for the first five innings.

5. If the game reaches the sixth inning, the game can "revert back" to the previous inning if that inning is not completed due only to curfew or weather. The game is then evaluated as either being ruled "final" or "suspended" (i.e. tie game).

a. Games will not "revert back" if the home team ties the game during their AB, but the inning is not completed. This results in the game being "suspended".

b. "Suspended" games are resumed exactly where the game was stopped on the next available date.

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

d. The manager of the team that is losing a suspended game may concede resulting in a win for the opposing team.

e. Games will not "revert back" if the home team has the lead or takes the lead in the game during their AB, but the inning is not completed. This results in the game officially being recorded as "final".

NOTE: Official game for the "in-game" and first round of playoffs ("Quarter Finals") are four and one-half (4.5) innings if the home team is leading, or five (5) innings if the visiting team is leading. If at this level of the playoffs the game starts and it's stopped before game is official for darkness, curfew, weather, or if other extraneous situations occurs the game will be suspended and continued at the point of stoppage before the next game. The suspended game will NOT start from the beginning, and note this only pertains to the "in-game" and first round ("Quarter Finals") of the playoffs. However if game is official with a team leading after four and one-half (4.5) innings or five (5) innings, there will be no suspension of play, and game will be declared official for the "in-game" and first round ("Quarter Finals") only. Review this Article (**Article 9 – The Post Season**) for additional in-depth clarification.

(K) All Semi-Final and Finals Series games:

1. All events occurring in-game are "official" regardless of the inning. If the game is stopped for any reason, the game will be ruled "suspended" and will resume exactly where the game was left off on the next available date. The game must be played to its six and one-half (6 ½) or seven (7) innings completion.

a. The two teams will share the cost of baseballs and any negotiated umpire fees for any suspended game.

b. The manager of the team that is losing a suspended game may concede resulting in a win for the opposing team.

2. The League along with the host facility will determine cancellations as related to the field conditions for all Semi-Final and Finals Series games.

(L) For any “single elimination” games, teams will split the cost of baseballs. In any best-of-three series, each home team in the first two games will be responsible for supplying baseballs. Teams involved in third games of a playoff series will share the supply of baseballs.

(M) Prize money will be as follows:

First Place (division winner, most points)	\$200.00
Second Place (division winner, second most)	\$150.00
Third Place (division winner, third most)	\$100.00
Playoff Champion	\$300.00
Playoff Runner-up	\$150.00

ARTICLE 10 - Conduct of Players, Manager and Coaches

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

1. If reported by opposing managers and/or umpires for failure to comply with **Article 4(B)** will result first “warning” to the manager/coach and any subsequent infractions of **Article 4(B)** will constitute an ineligible player resulting in a team forfeit in accordance with **Article 11(A)**.

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

(C) Each team will designate one individual who may leave the bench or coach’s box to approach an umpire in order to contest a call. Any other coach or bench player besides this designation will be subject to immediate ejection.

1. This individual will be the team’s manager by default.

2. Another individual may be designated for this role which must be identified during ground rules.

(D) Any player ejected by an umpire from a game, including pre-game, will be disqualified for the remainder of that game and be suspended for a minimum one (1) additional game or more depending on the circumstances and determined by the Commissioner to be served the next time the team plays.

1. If the game does not become “official” due to rain, weather, etc., the suspension is still enforced.

(E) Any player ejected by an umpire after the game’s completion (“post-game”) will be suspended for a minimum two (2) games, or more depending on the circumstances and determined by the Commissioner.

(F) Manager, coach, and player etc. game ejections will result in that person being suspended in accordance with our league bylaws and the Commissioner’s discretion, and is NOT permitted in the team dugout, bench, or grandstand area etc. while serving the specific game suspension and is not permitted in any of the team’s game activities for said suspension. Suspended managers, coaches, and players etc. shall not be involved in any team decision making process during said game suspension, and failure to comply will result in further Commissioner’s actions

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

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

(I) The Umpires Association will report to the League in writing all players ejected from games and the reasons therefore. The Commissioner can extend the suspension if it is warranted. A third ejection will be subject to an automatic suspension for the remainder of the season.

(I) Ejected managers and coaches will be subjected to the same suspensions as players. However a manager or coach will be brought before the Commissioner if determined to be warranted based on the incident, and mandatory visit with the Commissioner after the third suspension.

(J) Any player, coach, or manager guilty of using physical violence against an umpire, manager, player, fan, or other non-participant will be subject to a substantial penalty at the discretion of the Commissioner. Penalties could include removal and/or suspension for a minimum of one (1) year or more from the date of infraction. Any player found guilty of a second offense under this section could be banned from league

play for life. The Commissioner will rule on each case individually and use precedent etc. when such is available.

(K) Any umpire charged with profanity or physical violence toward a league official, manager, coach, or player of a member team in the League prior, during, or after game situations etc. are required to be reported in writing within 24 hours to the Commissioner who will notify in writing the appropriate Umpires Association. The Association will hold the responsibility of applying any penalty, suspension, etc. with the League assisting as needed.

(L) No alcoholic beverages are allowed in the dugout, field area/complex, etc. during games or on team premises at the conclusion of games. Teams and/or players will be subject to penalty/suspension if this bylaw is in violation.

(M) Any improper and/or derogatory communications, physical and/or verbal actions, disorderly contact/behavior, etc. at any TriCounty Baseball League game, function, meeting, activity, communications, etc. committed by any player, manager, coach, and/or any associated personnel, etc. can/will constitute corrective actions taken up to and including suspensions deemed appropriate by the Commissioner.

(N) Any suspensions carry over into the next season if applicable.

ARTICLE 11 - Forfeitures

(A) A team will be subject to forfeiting any game, upon review, given the following:

1. A team is unable to field nine players by the agreed and in accordance with the official league schedule and deadline time.
2. An ineligible player is used. An ineligible player is defined as a player not assigned to the team's 26-man roster.
3. A team which is pulled off the field by its manager or walks off the field and refuses to play.
4. A "re-entry" rule does not exist and any attempt to use a non-existent rule of a "re-entered" player back into a game will constitute an ineligible player. Refer to **Article 7(B)**, **(C)** and **(D)** for exceptions.
5. An "illegal/ineligible" player can be construed under various circumstances.

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

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

(D) In these cases of forfeiture, the winning team may credit "games played" for any player OR "appearances" for any player but not both. Player must be on the official roster on date of forfeit.

(E) In these cases of forfeiture, the forfeiting team may not credit "games played" or "appearances" for any player.

(F) Forfeiture of three (3) regular season games for instances described in this Article will result franchise being removed from the League.

(G) Any forfeiture occurring other than described in this Article, per MLB rules, will be subject to all items in this Article, except:

1. Any such forfeiture does not count towards the max forfeit total.

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

1. Any team with "remaining games" on the schedule versus the removed team will be awarded a win and two (2) points. "Remaining games" are defined to be a game (regularly scheduled or makeup) which is officially posted on the League website.
2. Points will be awarded in the standings on the date of the scheduled game.
3. Teams may credit "games played" for any player OR "appearances" for any player but not both. Player must be on the official roster on the date of the scheduled game which is forfeited.
4. All players from the removed team immediately become free agents and can join any team. "Games played" and/or "appearances" for playoff eligibility restarts at zero once a player joins his new team.

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

(I) Any forfeiture in the playoffs does not count towards the max forfeit total.

(J) In the event both teams only have eight (8) players or less for an officially scheduled game and the extended grace period (20 minutes) has expired for the start of a regular season game, playoff game, and/or suspended game, the game will NOT start and/or remain suspended until the next available time for this particular game.

NOTE: This situation does fulfill the definition of a forfeit, nor warrant a forfeit for either team.

(K) Deliberate, pre-planned, intentional and/or scheduling to forfeit a game without valid justification (less than nine players) is strictly prohibited, as this method can be utilized to manipulate/taint team standings, etc. and if warranted suspensions deemed necessary at the Commissioner's discretion could/will be issued to the team franchise manager and/or designated team representative, etc.

If said team doesn't have the required nine player to start, play, and finish the game per **Article 6(C)1.a.**, and MLB protocol, respectively contact the opposing manager, and if agreed, a reschedule is possible, if no agreement between both managers can be reached and the team with the required number of players is ready to play and requests a forfeit, then and only then will a forfeit loss be considered and the Commissioner must be notified immediately for approval if justified, and the League Coordinator will officially document the forfeit for league records.

NOTE: Forfeits of any type can only be authorized by the Commissioner.

ARTICLE 12 - Protests

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

1. Only ineligible player protests involving a non-rostered player are not required at time of incident and may be submitted up to 24 hours from the end of the game in question. The protest is to be made directly in writing to the League.

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

(C) In any case where the protesting team loses a regular season game, the umpire and teams involved in the protest will submit written correspondence to the League detailing the incident with appropriate quotations from the rules or bylaws to substantiate the protest, and in the umpire's case, the ruling if applicable. Such written correspondence must be delivered within 24 hours of the incident.

1. For both regular season and playoff protests, the Commissioner will resolve the incident.

(D) In any case where the protesting team loses a playoff game, the Commissioner must be notified immediately in writing by all involved parties to expedite the decision process. This supersedes the time directives in **Article 12(C)**.

(E) Protests upheld, whether regular or post season, may result in:

1. Complete game replay
2. Game continuation from the point of infraction
3. Forfeiture
4. No action.

(F) All parties involved in the protest will receive a written explanation of the final decision from the League office.

ARTICLE 13 – Meetings

(A) The League will meet at the direction of the Commissioner. The first meeting of the season will be held during the winter, approximately December or January.

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

1. A “scheduling” meeting will be held before the season to finalize the master schedule, including playoffs. All teams are required to have a representative at this meeting.

(C) A MANDATORY playoff meeting will be held on the final evening of the regular season to discuss and review all issues regarding the playoffs, all teams are required to have a representative attend.

(D) Special meetings can be called by the Commissioner anytime during the season/offseason if deemed necessary, all teams are required to have a representative attend.

(E) When a vote is deemed required by the Commissioner, only designated managers on record with the League at the meeting will cast votes and the results are final. At least half of the managers will need to be present for the vote to be official. If there is insufficient attendance or the Commissioner deems a full vote is needed, a vote will be conducted via email or text.

(F) When a vote is deemed required by the Commissioner and a meeting is not practicable, a vote will be conducted via email or text.

(G) When any vote results in a tie, the Commissioner will resolve the tie.

(H) Only the designated managers on record with the League have the authority to submit recommendations, changes, etc. for consideration.

ARTICLE 14 - All-Star Teams

(A) If the League participates in an All-Star game involving another league, the winning manager/coach of the Carter Cup from the previous season will manage the game. If unavailable, the manager/coach will be the opposing team from the Carter Cup. All will be approved by the Commissioner. In the event both teams' manager/coach are unavailable, the Commissioner will make the selection.

(B) Each manager will present/recommend rational in writing a list of players from their team who in their opinion deserve All-Star status to the League and manager of the All-Star team, and must be approved by the league Commissioner.

1. Minimum requirements include four (4) games for positional players and one (1) game for pitchers.

(C) Players accepting an All-Star berth are expected to attend the game or incur a one-game suspension.

ARTICLE 15 – Umpires

(A) All member teams will utilize by direction and authority of the Commissioner the sole umpire services of the **UASNJ** (Unified Umpires Association of Southern New Jersey) and **TSE** (Tri State Elite) for the 2024 season.

1. Umpire organization selections which are administrative decisions in nature to support the league will be awarded on an annual year basis.

(B) Payment to umpires will be divided equally between both teams for each game, which are \$90 per umpire for the 2024 season.

1. If for some reason only one umpire is available for the specified game, the payment will be 1.5 times the normal fee (\$135). The Commissioner should also be notified immediately.

(C) Any travel fees, if applicable, must be paid entirely by the “home team” if below **“NOTE”** applies, otherwise both teams are responsible for travel fees. Travel fees are defined as those expenses owed to an umpire, which otherwise would not have been incurred, to arrive at a game despite a cancellation.


1. Travel fees for 2024 are set at \$45 per umpire, per team.

NOTE: “Home team” is responsible regardless if it is their home field or not for all notifications to umpire assignor **UUASNJ Bob Clark at 856.630.0820** or **TSE John Gallante at 856.994.4400**, the visiting team and league. Also verification that field is in safe playable condition, available for play, and field schedule availability has not changed, prior to umpires and visiting teams arriving at home field, in the event these requirements were not complied with, home team by league definition is responsible for all travel costs.






Angelo Marchiano, TriCounty Baseball Commissioner

APPENDIX A – 2024 Playoff Schedule and Notes

JULY 2024

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16 **END REGULAR SEASON**	17 QUALIFYING GAMES	18 QUALIFYING GAMES	19 QUALIFYING GAMES	20 RAIN DATE 
21 RAIN DATE 	22 QTR FINAL GAMES	23 QTR FINAL GAMES	24 QTR FINAL GAMES	25 QTR FINAL GAMES	26 QTR FINAL GAMES	27 RAIN DATE 
28 RAIN DATE 	29 SEMI FINAL GAME (at Alcyon – top seed)	30 SEMI FINAL GAME (at Alcyon – second seed)	31 SEMI FINAL GAMES (at Alcyon and CAC)			

AUGUST 2024

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
				1 SEMI FINAL GAMES (at Alcyon and CAC)	2 SEMI FINAL GAMES (at Alcyon and CAC)	3 RAIN DATE 
4 RAIN DATE 	5 FINALS (at Alcyon) 	6 FINALS (at Alcyon) 	7 FINALS (at Alcyon) 	10	11	12

Notes for playoffs:

- For Semi Finals, highest remaining seed plays at Alcyon Park on Monday, off Tuesday.
- For Semi Finals, next highest remaining seed is off Monday, plays at Alcyon Park on Tuesday.
- Highest remaining seed plays at Alcyon on Wednesday, next highest at Camden. Each Semi Final series then rotates between each site for next game.
- If both sites are open for a Game Three, the Commissioner will render a decision as to which site will be utilized if available. If not available, an alternate site will be selected by the Commissioner.
- Teams are required to play on weekends in the event of prolonged inclement weather to complete a series.