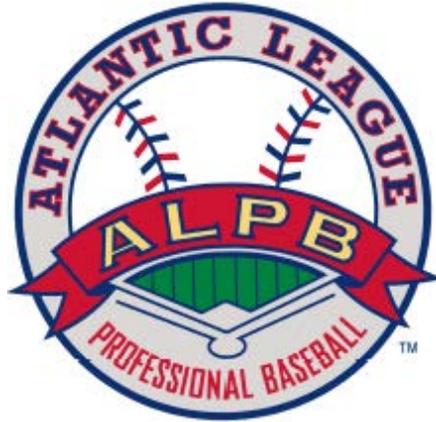


THE ATLANTIC LEAGUE OF PROFESSIONAL BASEBALL CLUBS, INC.



RULES AND REGULATIONS 2018 EDITION

Ratified by the Atlantic League Board of Directors, March, 2017 and Updated by Desk Book Addenda

TABLE OF CONTENTS

PREAMBLE	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	6
SECTION 5: League Champion	6
SECTION 6: Regular Season & Playoff Format	6
SECTION 7: Home Club Responsibility During Playoffs	6
SECTION 8: Player Limits in Postseason / Eligibility	6
RULE 2: SUSPENDED, CALLED & POSTPONED GAMES	7
SECTION 1: Completion of Games	7
SECTION 2: Pre-Game Postponement	8
SECTION 3: Postponement by Rain or Inclement Weather	8
SECTION 4: Light Failure	8
SECTION 5: Notice of Makeup of Postponed Games	9
SECTION 6: Dispute in Dates	9
SECTION 7: Effect in Club Standings	9
SECTION 8: Rain Checks	9
SECTION 9: Use of Lights in Scheduled Games	9
SECTION 10: Suspended Game Rule	9
RULE 3: DOUBLEHEADERS	9
SECTION 1: General Rules	9
SECTION 2: Twilight Doubleheaders	10
SECTION 3: Day-Night Doubleheaders	10
SECTION 4: Optional Split Doubleheaders	10
RULE 4: LEAGUE CURFEW	10
RULE 5: FORFEITED GAMES	10
SECTION 1: Club Standing	10
SECTION 2: Loss of Admission	10
SECTION 3: Fines	10
SECTION 4: Ineligible Players & Clubs	10
RULE 6: PROTESTED GAMES	11
SECTION 1: President's Jurisdiction	11
SECTION 2: Procedure	11
SECTION 3: Failure to Follow Procedure	11
SECTION 4: President's Decision	11
SECTION 5: Expense	11
RULE 7: EXHIBITION GAMES	11
RULE 8: UNAUTHORIZED POST SEASON GAMES	11

RULE 9: GENERAL REGULATIONS FOR ALL GAMES	11
SECTION 1: Club Rights & Responsibilities	11
SECTION 2: Clubhouse & Umpire Dressing Room Guidelines	12
SECTION 3: Field of Play	12
SECTION 4: Duty of Visiting Club to Present Lineup	12
SECTION 5: Night Games	13
SECTION 6: Order of Practice	13
SECTION 7: Starting Times	13
SECTION 8: Ground Rules, Regulations & Overflow Crowds	13
SECTION 9: Official Baseballs	13
SECTION 10: Alcoholic Beverages in Clubhouses	13
SECTION 11: Miscellaneous Baseball Rules	14
SECTION 12: Drones & Other Flying Devices	14
RULE 10: PACE OF PLAY	14
SECTION 1: Purpose	14
SECTION 2: Pace of Play Rules	15
RULE 11: MANAGERS	16
SECTION 1: Duty	16
SECTION 2: Playing Manager	16
SECTION 3: Managerial Misconduct	16
RULE 12: UMPIRES	16
SECTION 1: Providing Umpires	16
SECTION 2: Rules Meeting	16
SECTION 3: Umpire Reporting – Substitutes	16
SECTION 4: Restrictions, Scouts	16
SECTION 5: Authority for Ejections	16
SECTION 6: Profane & Obscene Language	17
SECTION 7: Conduct on the Bench	17
SECTION 8: Return by Ejected Player or Manager	17
SECTION 9: Reporting Violations	17
SECTION 10: Assault on Umpires	17
RULE 13: UNIFORM PLAYERS CONTRACT	17
SECTION 1: Uniform Player Contract	17
SECTION 2: No Other Contracts	17
SECTION 3: Contract Signing & Approval	17
SECTION 4: Compensation	18
SECTION 5: Salary Guidelines	18
RULE 14: PROTECTED PLAYERS – TAMPERING	18
SECTION 1: Protected Players	18
SECTION 2: Tampering	18
RULE 15: PLAYER LIMITS & RESERVED LISTS	18
SECTION 1: Overall Player Limits	18
SECTION 2: Definition of Player Lists	18
RULE 16: MISCONDUCT	20
RULE 17: COLLISION RULES	20
RULE 18: SUSPENSIONS	21

RULE 19: OFFICIAL SCORER & LEAGUE STATISTICS	21
SECTION 1: Appointment & Salary of Scorer	21
SECTION 2: Duty & Record of Scorer	21
SECTION 3: Conduct Toward Official Scorer	21
SECTION 4: Dismissal & Replacement	22
SECTION 5: League Statistics	22
RULE 20: ADMISSION POLICY	22
SECTION 1: Prices	22
SECTION 2: Attendance Calculation	22
SECTION 3: Passes	22
SECTION 4: Atlantic League Passes	22
SECTION 5: Rain Checks	22
RULE 21: MISCELLANEOUS RULES	23
SECTION 1: Reporting Scores	23
SECTION 2: Players' Meal Allowance	23
SECTION 3: Batting Championship Eligibility	23
SECTION 4: ERA Championship Eligibility	23
SECTION 5: Public Address	23
SECTION 6: Pepper Games	23
SECTION 7: Uniform Information	23
SECTION 8: Fraternalizing by Players	23
SECTION 9: Public Conduct & Drug Testing	23
SECTION 10: Containers in the Ballpark	23
SECTION 11: Proper Uniforms	23
SECTION 12: Appeal of Fines	24
SECTION 13: Device Prohibition	24
SECTION 14: Bat Boy / Bat Girl Helmet Rule	24
DESK BOOK ITEMS	24
#0317: In-Game Communication to Dugout	24
APPENDIX A: PLAYOFF TIEBREAKER PROCEDURE	25
APPENDIX B: PROTECTED PLAYER LISTS – SEVEN DAY RULE	27
APPENDIX C: LEAGUE HOTEL POLICIES	28
APPENDIX D: ROLLING SLIDE RULE	28
APPENDIX E: STRIKE ZONE	29

ATLANTIC LEAGUE RULES AND REGULATIONS

2018 EDITION

PREAMBLE

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

RULE 1 CHAMPIONSHIP SEASON AND CHAMPIONSHIP GAMES

SECTION I: OFFICIAL RULES

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

SECTION 2: PRESIDENT / BOARD OF DIRECTORS

- a) **Responsibility for Rules:** Responsibility for promulgation, interpretation, and enforcement of these Rules and Regulations shall be with the President of the League. In the absence of an President, the Board Executive Committee’s designee shall serve in place of the President. Ultimate authority for approving or modifying Atlantic League Rules and Regulations shall be the responsibility of the Board of Directors.
- b) **Fines:** Unless otherwise defined in specific Sections of the Rules, the President shall have the authority to issue disciplinary fines of not more than one-thousand dollars (\$1,000) 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 directors to adopt a playing schedule, which shall be designated the “**Official Schedule**”. The Official Schedule shall specify the date of each game and of each series of games. Every game played between Clubs from the commencement of the season to the conclusion of the Championship Season shall be a Championship Game. All of the games played from the first day until the final day of the regular season and prior to any playoffs shall be known as “**Regular Season Games.**” Games played following the Regular Season and prior to the League Championship Series, including any playoff or division series games, shall be “**Playoff Games.**”
- b) **Primary Tenant.** Clubs shall be the primary tenants of their home ballparks and may not schedule the use of their ballpark for any third party function that would interfere with the preparation, approval, or fulfillment of the Championship Season Schedule.
- c) The series to determine division champions shall be known as the “**Divisional Playoff Series**” and subsequent games played to determine the League champions shall be known as the Atlantic League “**Championship Series.**” Upon adoption of the Official Schedule, the Clubs shall notify the President of the starting time for each home game.
- d) **After the Official Schedule is adopted and prior to the start of the Championship Season,** no date therein shall be changed except by agreement of the two Clubs involved when approved by the President, who shall notify all remaining Clubs of such change. Any game that is played on a date that is changed from the Official Schedule shall count against the originally scheduled date (e.g., a game on the Official Schedule originally slated for June 1, but moved to August 6, shall still count in league and division standings, tie-breakers, playing statistics, etc., as if the game were played on June 1).
- e) **After the Championship Season has commenced,** by agreement of the two Clubs involved, and the approval of the President, the Official Schedule may be changed as follows:
 - i) A date may be changed to an open date on the same playing grounds. However, if air travel is a factor for either team the provisions of Section 4, below, shall apply;
 - ii) A game may be re-arranged as part of a doubleheader;
 - iii) And as hereinafter provided in respect to suspended, postponed or called games.

SECTION 4: OPEN DATES

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. There shall be an understanding that the game shall be made up at the next available date. If because of air travel, a game cannot be made up on the off day following the series, the game shall be made up if possible in the next series on the same grounds. If no more games are scheduled on the same grounds, the two Clubs in question along with the President shall decide on the makeup location and date of the game. Any game that is postponed, re-played, continued, made up or concluded on a date that is changed from the Official Schedule date, shall count against the originally scheduled date (e.g., a game on the Official Schedule originally slated for June 1, but postponed, replayed, continued, made up, or concluded on August 6, shall count in league and division standings, playing statistics, tie-breakers, etc., as if the game were played on June 1).

SECTION 5: LEAGUE CHAMPION

The Atlantic League Champion shall be the Club that wins the Championship Series. The Club shall gain possession of the League championship trophy for one year and shall receive a championship pennant.

SECTION 6: REGULAR SEASON & PLAYOFF FORMAT

Unless otherwise approved by the Board of Directors, each Championship Season shall be divided into two equal halves (in 140-game seasons, each half shall consist of 70 games; a 126-game season shall feature 63-game halves, etc.). Member Clubs shall be divided into two (2) Divisions to be known as the Liberty Division and Freedom Division.

The winners of the first and second halves in each Division shall play a best-of-five **Divisional Playoff Series**. The first team to three (3) wins in each Divisional Playoff Series shall advance to the best-of-five Atlantic League Championship Series, with the first team to win three (3) games being declared Atlantic League Champion.

The playoff format for all series shall be two (2) games at one Club's park, followed by three (3) games at the opposing Club's park. First half winners of each Division shall be given the right to choose whether they shall host games 1 & 2 of the Divisional Playoff Series, or games 3, 4 & 5. Games 1 & 2 of the Championship Series shall start in the home of the Liberty Division Champion in odd numbered years and start in the home of the Freedom Division Champion in even numbered years.

The maximum number of days the Playoffs can last is fifteen (15) following the conclusion of the date of the first Division Playoff game. The team leading the series at that time shall be the winner. Should conditions require or justify deviation from the provisions set forth above (requirements for air travel, for example), such matters must be agreed upon by the Clubs concerned and approved by the League President.

Playoff tiebreaker procedures are set forth in **APPENDIX A**.

SECTION 7: HOME CLUB RESPONSIBILITY DURING PLAYOFFS

- a) The Home Club shall be responsible for all costs of the playoffs to the Atlantic League, including, but not limited to housing for the umpires (if umpire lodging is required), official scorer's expense, excluding travel and related costs of the Atlantic League President. There shall be no surcharge on playoff tickets. The Home Club shall retain all ticket revenue. The Home Club shall bear all expenses of the grounds, ticket sale and other expenses incidental to the game.
- b) A tie game or a game postponed because of rain or other legal cause, or called before it becomes a regulation game, in either the semi-final or final playoff series, shall, unless the schedule provides to the contrary, be played off upon the same grounds for which it was scheduled before the succeeding subsequent games shall be played, and the dates assigned for the subsequent games shall be moved forward accordingly.
- c) The decision as to whether the games shall be postponed due to weather conditions shall be decided by the President of the League and the umpires in cooperation with the Home Club.
- d) The Home Club is responsible for the lodging cost (18 rooms per night) of the Visiting Club. The Home Club shall not be responsible for Visiting Club bus travel costs.
- e) The playing statistics of the players participating in the Divisional Playoff Series shall not be included in the Official Playing Statistics for the Regular Season, but shall be kept in regular form as Playoff Statistics.

SECTION 8: PLAYER LIMITS IN POSTSEASON / ELIGIBILITY

- a) **General.** The following rules have been adopted in order to promote fairness, transparency, and keen competition during the final weeks of each Regular Season and during postseason play. **NOTE:** Players who have been on the Active Roster of a Club during the Regular Season are eligible to return for the postseason, subject to certain limitations as listed below, and a playoff Club may add not more than two (2) new players (who were not on the Club's Active Roster) after noon (Eastern) on September 1.

- b) **Postseason Roster.** A player, to be eligible for the playoffs, must be on the Club's "**Postseason Roster**", which must be submitted to the League Office by fax or email **no later than noon (Eastern) of Monday of the final week of the Regular Season.** The following rules determine which players are eligible to be included on a Club's Postseason Roster:
- i) Subject to the limitations described below, Clubs may include on their Postseason Roster all Players who are currently on the Club's Active List, Disabled List, and Inactive List;
 - ii) Clubs may also include on their Postseason Roster any player whose contract was sold to a Major League, foreign, or other independent league club during the current Regular Season, provided that the player is otherwise eligible to play in/return to the Atlantic League (see Rule 18 (c), (d) and (e) for eligibility of players leaving the Atlantic League for Foreign Leagues to return to the Atlantic League);
 - iii) Players who are on the Ineligible List, Restricted List, Retired List, or Suspended List are **not** eligible for the Postseason Roster;
 - iv) Each Club may add a maximum of two (2) new players from Major League, foreign league, or other independent league clubs **after noon (Eastern) of September 1;**
 - v) No player trades among Atlantic League Clubs shall be permitted **after noon (Eastern) of September 1;**
 - vi) In the event that a Club loses a player after two (2) weeks prior to the start of the playoffs to a Major League Organization, a foreign league, or injury, the Club may request permission to replace such player with a player of like position and equal ability from the Atlantic League or other available talent. Such a request shall be made to the President in writing setting forth the circumstances involved, and providing a copy of the request to all other Clubs that may be eligible for postseason play. The President shall promptly decide whether to approve or disapprove the request after taking into account the circumstances and any objections or comments of other Clubs.
- c) **Active Playoff List.** Not later than noon (Eastern) of the day prior to the start of the Divisional Playoff Series, each Club competing shall notify the League Office and the opposing Club by fax or email of its "**Active Playoff List**" of players eligible to participate in the Divisional Playoff Series. The Active Playoff List shall consist of not more than 25 Players selected by the Club from its Postseason Roster;
- d) Players injured during the Divisional Playoff Series may be replaced during said series with the permission of the President by another player of like position and equal ability from the Club's Postseason Roster. The player replaced shall not be eligible to return for the remainder of the Divisional Playoff Series but may be included in the Club's Active Playoff List for the Championship Series. Such permission by the President shall not be unreasonably withheld, but may be denied if the President believes that the requesting Club is not acting in a fair and sportsmanlike manner.
- e) Not later than noon (Eastern) of the day prior to the start of the **Championship Series**, each Club competing shall notify the League Office and the opposing Club by fax or email of its revised "**Active Playoff List**" of players eligible to participate in the Championship Series. The Active Player List shall consist of not more than twenty-five (25) players selected by the Club from its Postseason Roster.

RULE 2 SUSPENDED, CALLED AND POSTPONED GAMES

SECTION I: COMPLETION OF GAMES

- a) Every effort should be made to complete games in their entirety; in their decision making, Clubs and umpires shall err on the side of safety at all times.
- b) If a game is called, it is a regulation game:
 - i) If five innings have been completed;
 - ii) If the home team has scored more runs in four or four and a fraction half-innings than the visiting team has scored in five completed half-innings;
 - iii) If the home team scores one or more runs in its half of the fifth inning to tie the score.
- c) If a regulation game is called with the score tied, it shall become a suspended game.
- d) If a game is postponed or otherwise called before it has become a regulation game, the Umpire-in-Chief shall declare it "No Game."
 - i) A game declared "No Game" shall be played from its beginning as if it were any other regulation game
 - ii) Only players on the active roster may participate in a game re-started due to a game being declared "No Game."
 - iii) Playing records and averages generated in events declared "No Game" shall not apply to official Championship Season statistics.
- e) A suspended game, or a game postponed for legal cause or called before it becomes a regulation game, in accordance with the Official Playing Rules, shall be replayed as soon as possible. If there is no open date, any unplayed game shall be played as the Home and Visiting Clubs may determine, but shall be played as soon after its postponement as possible. Any such game remaining un-played after all the series between the two Clubs on the Home Club's grounds have ended, the game shall be played if possible, at the Visiting Club's ground on the first possible date within the closing series between the two Clubs concerned. A regulation game within the meaning of this paragraph must comply with the Official Playing Rules, and rain checks must be honored if the game is not a regulation game. If a game cannot be made up at either Home or Visiting site, the game is canceled.

- f) A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation 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) Rule 7.02(c) Comment (Rule 4.12(c) Comment): If immediately prior to the call of a suspended game, a substitute pitcher has been announced but has not retired the side or pitched until the batter becomes a base runner, such pitcher, when the suspended game is later resumed may, but is not required to start the resumed portion of the game. However, if he does not start he shall be considered as having been substituted for and may not be used in that game.

SECTION 2: PRE-GAME POSTPONEMENT

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

SECTION 3: POSTPONEMENT BY RAIN OR INCLEMENT WEATHER

- b) The Home Club is the sole judge of whether or not to start an Atlantic League 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 his/her 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.
- c) 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.
- d) There shall be a wait of at least thirty (30) minutes, regardless of field conditions before the umpires consider postponing or calling the game; in the judgement of the Umpire-in-Chief, a longer wait may be required. If, at the end of the thirty (30) minutes and at least every thirty (30) minutes thereafter, the inclement weather is continuing, it is advisable and, as part of good showmanship, that the umpires appear on the field in uniform, take a survey of the playing conditions and then announce their decision or continue the delay. In any event, every effort should be made to complete the game in its entirety.
- e) 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.
- f) The Atlantic League shall use the optional "suspended game" Rule 4 of the Official Baseball Rules for all regular season games. Thus Rule 4.10 (c), (d) and (e) are not applicable.

SECTION 4: LIGHT FAILURE

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

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

SECTION 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 officiating the series, of the date fixed for the makeup date, in accordance with the following:

- i) 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;
- ii) 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;
- iii) 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;
- iv) 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;
- v) 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 6: DISPUTE IN DATES

Any dispute between Clubs concerning dates for a playoff, or postponed, tied, or called games shall be decided by the President of the League in his sole judgment, and shall be final and non-appealable. The President is empowered to order any postponed games played at any date that he sees fit and necessary, within reason. Any Club refusing to comply with his instructions shall forfeit said game (or games) to the opposing Club by the score of 9-0.

SECTION 7: EFFECT IN CLUB STANDING OF TIED GAME

A tied game shall not count in determining a Club's championship standing; but if, before the completion of the fifth inning the side at bat last shall equal the score made by the opposing Club in five complete innings (or in any innings after the fifth inning), the individual team averages shall be incorporated into the official playing records of the League.

SECTION 8: RAIN CHECKS

Each admission ticket to Championship Games of the League shall have attached thereto a rain check or its equivalent. Rain checks shall be provided according to the Home Club's policies.

SECTION 9: USE OF LIGHTS IN SCHEDULED GAMES

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

SECTION 10: SUSPENDED GAME RULE

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

RULE 3 DOUBLEHEADERS

SECTION 1: GENERAL RULES

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

SECTION 2: TWILIGHT DOUBLEHEADERS

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

SECTION 3: DAY – NIGHT DOUBLEHEADERS

Separate admission, day-night doubleheaders may be scheduled by the Home Club, provided they receive written permission of the League President, and give at least 24 hours notice to the Visiting Club. The Home Club shall be responsible for providing a between games meal for both the Home and Visiting Clubs. Each game of a day-night doubleheader is nine (9) innings, other than as provided in Section 4, below.

SECTION 4: OPTIONAL SPLIT DOUBLEHEADERS

Notwithstanding the provisions of Section 3, above, each Atlantic League team shall have the option to play up to two (2) scheduled Split Doubleheaders where the first game is seven, not nine innings. In order to exercise such an option, the Club must obtain the permission of the President and notify the opposing Club not later than 24 hours prior to the start of the first game. The President shall not withhold permission unreasonably.

RULE 4 LEAGUE CURFEW

No inning of a League 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 2: LOSS OF ADMISSION

- a) If a game is forfeited to the Home Club, and if such game forfeiture shall cause any loss or refund of admission receipts, the Visiting Club shall reimburse the Home Club the amount of such loss or refund, if ascertainable, and if not ascertainable then the sum of two thousand dollars (\$2,000) for games Monday through Thursday, and the sum of four thousand dollars (\$4,000) for Opening Day, Friday, Saturday, Sunday and holiday games shall be paid to the Home Club as liquidated damages. If for reasons outside the control of the Visiting Club (i.e. air travel issues, natural disaster etc.) a scheduled game must be postponed, the President shall at his discretion determine fault or further action if necessary.
- b) Before the payment of the sum specified in part (a) of this Section, an appeal may be made to the Board of Directors.

SECTION 3: FINES

The manager of the forfeiting Club shall also be fined five hundred dollars (\$500) if the forfeit is declared under Rule 4.15, 4.16, 4.17, or 4.18 of the Official Playing Rules, or if the umpire, preceding the forfeiture, shall have notified the manager that the game shall be forfeited under said Rules and the manager shall fail within one (1) minute, to stop the dilatory tactics, or the rules violation, or remove the player, or if the forfeiture is caused by withdrawal of the players during the progress of the game.

A player whose act or omission is the cause of a game forfeiture under Official Playing Rule 4.15, (b), (c), (d) and (e) may be fined not less than two hundred dollars (\$200) and suspended as the President may determine.

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 this 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

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

SECTION 2: PROCEDURE

The President shall make his decision on protested games as soon as possible. The President may not entertain a protested game unless the protesting manager announces his intention to protest that game to the Umpire-in-Chief at the time of the action on the field. Within 24 hours from the time of the protest on the field, the Club protesting must email the League office with a copy to the opposing Club, a description of the details of said protest. A non-refundable check in the amount of twenty-five dollars (\$25.00) must arrive in the League office within 72 hours from the time of the protest on the field or the protest shall be deemed withdrawn.

SECTION 3: FAILURE TO FOLLOW PROCEDURE

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

SECTION 4: PRESIDENT'S DECISION

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

SECTION 5: EXPENSE

Expenses incurred in resolving any dispute, shall be paid by the Club adjudged to be at fault by the President.

**RULE 7
EXHIBITION GAMES**

Every game played between members of the League from the commencement to the completion of the Championship Season shall be considered Championship Games. Exhibition Games may be played with teams not members of the League, provided that no interference shall result therefrom with any scheduled Championship Game of the League or playoff of any tied, postponed, or called Game, unless otherwise agreed upon by the President.

**RULE 8
UNAUTHORIZED POST SEASON GAMES**

No member of the League shall be permitted to play any post-season series with any other Club or league, except with the authority of the President of the Atlantic League, or otherwise approved by the Board of Directors. If any post-season series are played under the auspices of the League, the President shall be empowered to make all arrangements for the series and the distribution of receipts, except that ten percent (10%) of the gross receipts shall be paid into the League treasury, except as hereinafter provided for. Out of this amount shall be met all expenses of the conduct of the series such as umpires salaries and expenses, President's expenses, the League's pro rata share of the expenses and all such expenses are not usually borne by the local Club.

**RULE 9
GENERAL REGULATIONS FOR ALL GAMES**

SECTION 1: CLUB RIGHTS AND RESPONSIBILITIES

- a) Each member Club shall have general supervision and control of the conduct of all business affairs in connection with games played on its grounds. The Visiting Club shall be allowed such representations and facilities as may reasonably be required to protect the interests and rights of the Club and its players, but in all details which do not involve such interests and rights, and that relate solely to such games as attractive exhibitions to the portions of the Home Club, the Visiting Club shall defer to the wishes of the Home Club.
- b) The Home Club shall be responsible for the following costs associated with the play of Championship Season games:
 - i) 18 hotel rooms for the Visiting Club. Lodging should be available from the start of the series through the conclusion of the series. The League hotel policies are set forth in APPENDIX D.
 - ii) In the event that the Home Club starts the first game of a series before noon (local time), the Home Club shall be responsible for notifying the Visiting Club General Manager and shall be responsible for additional costs, including hotel rooms, if any.

- iii) Hotel accommodations for the umpire crew working the series from the start of the series through the conclusion of the series (if umpire lodging is required).
- iv) Home Club is responsible for furnishing three (3) cases of champagne and three (3) case of beer to the visiting team should said team clinch a playoff berth, or playoff series at the Home Club's grounds.
- v) The Home Club is not responsible for Visiting Club bus travel costs.

SECTION 2: CLUBHOUSE AND UMPIRE DRESSING ROOM GUIDELINES

Clubs shall provide, equip, and maintain, in a 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. 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 upon need;
- 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 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; 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.
- g) Visiting clubhouse dues are seven dollars (\$7.00) per day; tips are not included in dues; players are 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 umpire dressing room
- l) Visiting clubhouse attendant shall meet the visiting team bus upon arrival at beginning of each homestand series
- m) Visiting team field manager/designee shall report any special needs or requests to clubhouse attendant
- n) 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 seeds, gum and fruit
- p) Provide a pre-game snack or light meal (sandwiches or equivalent) and a nutritious post-game meal and non-alcoholic beverages in sufficient quantity for team members, staff and umpire crew; food selections should be varied throughout each homestand series
- q) With the exception of Rule 9, Section 1 b) iv), alcohol is not allowed and shall not be provided in any clubhouse or dressing room at any time by clubhouse attendants or team employees. Further, team employees are not permitted to purchase alcohol for the purchase of consumption on ballpark property; it is the responsibility of the Home Club to enforce this policy.

SECTION 3: FIELD OF PLAY

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

SECTION 4: DUTY OF VISITING CLUB TO PRESENT LINEUP

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

SECTION 5: NIGHT GAMES

The decision as to whether a regularly scheduled game of the Championship Season shall be played in the afternoon or at night rests entirely with the Home Club. However, should a Club elect to change from day to night, or vice versa, such Club is required to obtain the permission of the President of the League, and notify the Visiting Club at least five (5) days in advance of the change.

SECTION 6: ORDER OF PRACTICE

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

SECTION 7: STARTING TIMES

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

SECTION 8: GROUND RULES, REGULATIONS, AND OVERFLOW CROWDS

- a) Each Club, prior to the start of the season, shall print its own ground rules and deliver copies of the same to all the other Clubs in the League and the League President. Any changes whatsoever in the ground rules from those printed shall be brought up and discussed for a thorough understanding by the managers and umpires prior to the start of each game.
- b) Only in cases where spectators are compelled to overflow onto the playing field may the managers of the opposing teams, by agreement, make special ground rules, and then only covering balls batted or thrown into the crowd. All other ground rules, except as herein provided, or in the Official Playing Rules, must be made by the Home Club.

SECTION 9: OFFICIAL BASEBALLS

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

SECTION 10: ALCOHOLIC BEVERAGES IN CLUBHOUSES

With the exception of Rule 9, Section 1.b) iv), alcohol is not allowed and shall not be provided in any clubhouse or dressing room at any time by clubhouse attendants or team employees. Further, team employees are not permitted to purchase alcohol for the purpose of consumption on ballpark property; it is the responsibility of the Home Club to enforce this policy.

SECTION 11: MISCELLANEOUS BASEBALL RULES

- a) No player shall be permitted to dry the ball in any manner except by removing his glove and using his bare hands, except that in wet weather the ball may be dried by a tow sack or towel on the Home Club's bench under the supervision of the umpire.
- b) No player shall be permitted to use resin in drying the ball nor shall he have in his possession a bag or resin or foreign substance for such purpose. Prior to the game, however, the Home Club shall place a bag of resin just back of the pitcher's box and the pitcher may dry his hands by use of the same.
- c) No pitcher shall deliver to the batter a disfigured ball.
- d) The Designated Hitter rule shall be in effect for all Championship Games; provided, however, that a Home Club may suspend the Designated Hitter rule for a game or series for promotional purposes with the prior approval of the Visiting Club and the President.
- e) Any player of manager who is found by the President of stalling or turning any into a farce shall be subject to a fine of not less than one hundred dollars (\$100.00).

SECTION 12: DRONES AND OTHER FLYING DEVICES

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

RULE 10 PACE OF PLAY

SECTION 1: PURPOSE

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

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

SECTION 2: PACE OF PLAY RULES

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

- a) **Time between innings.** The time between innings shall be limited to no more than two minutes, five seconds (2:05). Timing shall commence when the last out is recorded in a half inning and ends when the pitcher starts his windup or delivery of the first pitch to the plate in the subsequent half inning.
 - i) All defensive players, including the pitcher, must take the field immediately after the final out in the prior half inning
 - ii) The 3rd base umpire shall keep time and shall remind the plate umpire with 20 seconds remaining in the period between innings so the plate umpire can ensure teams move at an appropriate pace to begin play;
 - iii) In the umpire crew's sole discretion, the period between innings may be lengthened to contend with issues such as injury, weather, pitching change, etc.;
 - iv) Clubs agree that between-innings promotions shall last less than 90 seconds;
 - v) Squads are free to begin innings in less than 2:05 if both teams are prepared to start play
- b) **Warm up pitches.** Pitchers shall be allowed the number of warm up pitches they need as long as they are prepared to start the inning within two minutes, five seconds (2:05); eight (8) warm up pitches are suggested (as provided for in Rule 8.03)
- c) **Count down clocks.** Clubs may test countdown clocks to time a) the twelve (12) seconds between pitches with no one on base rule and the b) 2 minute, 5 second (2:05) limit between innings.
 - i) The clock operator shall be the official timekeeper;
 - ii) Clocks must be large enough to be easily read and located within convenient view of on-field personnel. Two clocks are suggested (one outfield, one behind home plate);
 - iii) Other countdown options may be added in the future to reflect other POP trials or rules;
 - iv) In the umpire crew's sole discretion, the clock may be turned off for either a short period or the remainder of the game to contend with issues such as injury, weather, clock malfunction, etc.;
 - v) The 12 second period starts once the pitcher receives the ball and ends when he begins his windup or delivery.
- d) **Cessation of walk up music.** Clubs shall cease "walk up music" when hitters reach the home plate circle.
- e) **Pitching change signal.** The manager or coach shall signal the plate umpire for a pitching change immediately upon leaving the dugout when making the second trip to confer with the same pitcher in the same inning.
 - i) Notes: a) the manager or coach shall physically signal either righty or lefty by raising his right or left hand. If there is any question regarding which player the manager or coach is requesting, he shall verbally inform the plate umpire of the name of the pitcher entering the game. The plate umpire shall then communicate the change to the appropriate base umpire who shall convey the change to the bullpen.
- f) **Time out limit of thirty (30) seconds.** On-field time-outs or conferences shall be limited to no more than 30 seconds, except in the case of injury.
 - i) A conference begins when a manager, coach or player reaches the dirt portion of the mound OR initiates a conversation which creates delay and shall conclude when all conferees other than the pitcher step off the pitching mound dirt OR cease conversation and begin to return to their normal in-game position.
- g) **General guidelines:**
 - i) Umpires shall exercise good judgment and common sense when arbitrating Atlantic League games, especially with regard to any pace of play initiatives;
 - ii) Clubs and managers shall be reminded, warned, then disciplined by the League office if they repeatedly violate pace of play initiatives
 - iii) The Atlantic League shall adopt MLB and MiLB pace of play rules if/when they are announced/implemented.
- h) **Three (3) time-out limit.** The defensive team, including any manager, coach or player, shall be limited during a game to a total of three (3) "time-outs" in which mound visits or on-the-field conferences are conducted with a pitcher or position player.
 - i) A mound visit which results in a pitching change at the time of the visit shall not count as one of the three (3) permitted "time-outs;"
 - ii) In the case of an extra-inning game, one additional "time-out" shall be permitted at the start of the 10th inning and every three (3) innings thereafter (the 13th, 16th etc.);
 - iii) Each "time-out" shall be limited to thirty (30) seconds as described above;
 - iv) The Umpire-in-Chief is responsible for enforcing the thirty (30) second limit on "time-outs." If the defensive team disregards the umpire's reasonable warning and continues to delay the game, the umpire shall declare a "Ball" for the batter at the plate.
- i) **Umpire enforcement of Rules 6.02 and 8.04.** The Atlantic League Office shall direct umpires to be diligent applying and enforcing Rule 6.02 (restricting batters "stepping out" of the box) and Rule 8.04 (requiring the pitcher to deliver the ball within 12 seconds when the bases are unoccupied).
 - i) Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball."
- j) **Umpire enforcement of strike zone.** The Atlantic League Office shall direct umpires to adhere to the strike zone as defined in Rule 2.00 and to observe that definition when calling pitches "Balls" or "Strikes."
- k) **Intentional base on balls.** When a manager or catcher of the defensive team indicates to the home plate umpire they wish to issue an intentional base on balls, the batter shall be awarded first base without the need for the pitcher to deliver four balls.

RULE 11 MANAGERS

SECTION 1: DUTY

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

SECTION 2: PLAYING MANAGER

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

SECTION 3: MANAGERIAL MISCONDUCT

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

RULE 12 UMPIRES

SECTION 1: PROVIDING UMPIRES

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

SECTION 2: RULES MEETING

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

SECTION 3: UMPIRE REPORTING – SUBSTITUTES

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

SECTION 4: RESTRICTIONS, SCOUTS

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.

SECTION 5: AUTHORITY FOR EJECTIONS

- a) Any player in uniform, other than the manager, leaving his position to dispute a call with the umpire may be fined for the first offense, provided that the offender shall have been first warned. Before an umpire can expel a player from a game for such offense he must notify the manager that such action shall be taken, unless the offense, in the judgment of the umpire, warrants immediate removal of such offender.
- b) No player shall assault or verbally abuse an umpire from the field or from the bench. For so doing, the player may be fined not less than twenty-five (\$25) dollars for each offense provided the umpire first warned the player.
- c) The manager may question the decision of an umpire only when such question is related to the playing rules and not to the judgment of the umpire on plays. Enforcement of this rule is mandatory.
- d) Before an umpire can eject a manager from the game, he must first warn him. Upon disregard of the warning the manager may be ejected from the game. If, in the judgment of the umpire, the action of the manager warrants immediate removal from the game the required warning may be waived.

SECTION 6: PROFANE AND OBSCENE LANGUAGE

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.

Any club employee or sub-contractor, including but not limited to players, managers, coaches, umpires, or front office personnel making a negative reference to a player, umpire or any another person's race, color, creed (religion or spirituality), ethnic origin, national origin, ancestry, sexual orientation, gender identity, gender expression or gender identification before, during, or after a Championship Game shall be fined and subject to immediate suspension as determined by the President.

SECTION 7: CONDUCT ON THE BENCH

- a) During a Championship Game, all players must remain on their own bench, except when properly at bat, in the field, or at practice under the instructions of the manager. Failure to observe this rule, after warning by the umpire, shall result in a fine of the offending player. On continual disregard of the umpire's warning, the umpire shall, if necessary, remove the offending player from the playing field.
- b) Any trainer or person employed in a similar capacity, who sits on the bench during a game, is required to wear neat attire (collared shirt, pants), or a uniform in the team's colors. No person not in uniform may sit on the bench.

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

In cases where a player or manager is removed by an umpire from the first game of a doubleheader, the player or manager shall be eligible to return for the second game of a doubleheader, and in the case of a player or manager removed by an umpire in a morning game, the player or manager shall be eligible to compete in an afternoon game played on the same day. The same rule applies where removal is from an afternoon game; such player or manager may compete in the night game, if both games are played on the same date.

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 Executive Director 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 (\$500) dollars for each offense and authority is hereby vested in him to impose such fine. This penalty shall apply for each offense and shall be strictly enforced.

SECTION 10: ASSAULT ON UMPIRES

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

RULE 13 UNIFORM PLAYER CONTRACT

SECTION 1: UNIFORM PLAYER CONTRACT

To preserve morale among players and to produce the similarity of conditions necessary for keen competition, all contracts between Member Clubs and players on Member Club Reserve Lists shall be in the form of the Uniform Player Contract that is approved prior to the start of each Season by the Board of Directors.

SECTION 2: NO OTHER CONTRACTS

No Member Club shall enter into a contract with a player that differs from the Uniform Player Contract. All contracts shall be in duplicate and the player shall receive a duplicate original. All contracts must be filed with and approved by the President in writing before becoming effective.

SECTION 3: CONTRACT SIGNING AND APPROVAL

No player shall participate in any Championship Game until the player has signed a contract in the form prescribed by this Rule for services during the current Championship Season, and such contract has been delivered to the League Office (which shall be within 24 hours of signing), unless the Club is notified by the President that the contract is disapproved.

SECTION 4: COMPENSATION

No Member Club shall provide any compensation or payment to any player unless such compensation is set forth in the player's Uniform Player Contract. No Member Club shall provide any indirect compensation, including, but not limited to housing, automobiles, etc. NOTE: With the approval of the President, a Club may provide a reasonable housing allowance and/or use of an automobile to **not more than two (2) players**, provided that such compensation is set forth in writing as an addendum to the Uniform Player Contract. No Member Club shall directly or indirectly pay to any player, any bonus or remuneration whatsoever for his services in a post-season series, other than his regular salary. Any Club violating this provision shall be fined one thousand dollars (\$1,000).

SECTION 5: SALARY GUIDELINES

To assure parity of competition among League Clubs no player may receive less than six hundred dollars (\$600) or more than three thousand dollars (\$3,000) per month in total compensation, nor shall a Club pay more than fifty-five thousand dollars (\$55,000) per month (pro-rated for a partial month) for the total of all Active List players during each month during the Championship Season. Clubs are required to submit to the President a schedule of compensation paid to each player under contract subdivided into Active List, Disabled List, Inactive List, etc. Each such monthly schedule shall be submitted not later than the 5th day of the following month throughout the Championship Season (and for any other month that a Club's player receives compensation from the Club). The President retains the right to request and review Club player salaries at any time to ensure cooperation with salary guidelines.

RULE 14 PROTECTED PLAYERS – TAMPERING

SECTION 1: PROTECTED PLAYERS

To foster fairness among Clubs, meet fan expectations in each City, and in recognition of the considerable investment made by each Club in affording players the opportunity to play in the Atlantic League each season, it is the policy of the League to encourage players who desire to return to the League in the immediately following Championship Season to first negotiate with their former Club for a reasonable period before exploring employment with other Clubs. The Rules to implement the foregoing are set forth in APPENDIX B.

SECTION 2: TAMPERING

To preserve competition and prevent the unfair enticement of players, coaches and managers, there shall be no conversations, negotiations, dealings, or offer/acceptance of terms regarding employment, either present or prospective, between any player, player representative, coach or manager and any Atlantic League Club other than the Club with which the player, coach or manager is under contract, or Reserved/Retirement, Suspended or Protected List status (the "Previous Club"), unless the Previous Club or League Office with which the person is connected shall have authorized, in writing, such negotiations or dealings prior to their commencement. Any violation of this policy shall subject the involved Club and/or person to disciplinary action by the President. Such discipline may include fines of Club and/or fines, dismissal and expulsion of the offending person and the potential release, suspension or return of the player, coach or manager to his Previous Club.

RULE 15 PLAYER LIMITS AND RESERVE LISTS

SECTION 1: OVERALL PLAYER LIMITS

Except as hereinafter provided, no Member Club of the League shall have more than forty (40) players under option, contract or reservation at any time, including active players, suspended players, inactive players, disabled players and restricted players. Players on the Reserve/Retired List shall not count toward the 40 player limit.

SECTION 2: DEFINITION OF PLAYER LISTS

- a) All players under contract or control of Atlantic League Clubs must appear on one of the following Player Lists, which shall be filed with the League Office and kept current at all times. The President shall continuously maintain and update the Player Lists filed by Clubs. As part of this process, the President shall promptly record any transactions or player transfers permitted by these Rules and shall make them available to all Clubs through computer terminals and/or other means of electronic communication. Clubs shall immediately notify the League Office, and not later than twenty-four (24) hours of any changes to their Player Lists. In order for the player to be eligible to play, any changes to the Active List shall be submitted to the League Office at least ninety (90) minutes prior the start of the Club's next game, with a copy to the opposing Club.

b) **Active List.**

- i) **Filing and Maintenance.** Each Club must file and maintain with the President an Active List, which must include all players who are currently eligible to play in a Championship Season Game for the Club for which the Active List was filed. All Active Lists must be filed not later than noon (Eastern) the day prior to the opening date of the Championship Season. All changes to a Club's Active List must be reported to the President within twenty-four (24) hours. In order for the player to be eligible to play, any changes to the Active List shall be submitted to the League Office at least ninety (90) minutes prior the start of the Club's next game, with a copy to the opposing Club.
 - ii) **Numerical Limits.** The maximum number of players who may be placed on the Active List of any Club shall be twenty-five (25); provided however, that a Club may place up to 27 players on its Active List from Opening Day until midnight (Eastern), May 31 each season. Players on Club's Disabled List shall not count toward this limit.
 - iii) **Trades and Assignments.** Member Clubs may assign to another Member Club an existing player contract, provided however, that such all such assignments shall be first approved by the President. No player may appear on the Active Roster of another Club until twenty-four (24) hours following notification of the League Office of the transfer or trade. In order for the player to be eligible to play, any changes to the Active List shall be submitted to the League Office at least ninety (90) minutes prior the start of the Club's next game, with a copy to the opposing Club.
- c) **Disabled List.** Upon written application to the President, a Club may request that a player on its Active List who is unable to render services because of a specific injury or ailment, be placed on the Club's Disabled List. The application shall be accompanied by a description of the player's injury or ailment. Upon approval of the President, the player shall be removed from the Club's Active List and transferred to the Club's Disabled List. Upon recertification by the Club's physician that the player is approved to resume service, the Club shall notify the President that the player is being transferred from the Club's Disabled List to its Active List; provided, however, that a player placed on the Disabled List cannot be returned to the Active List for a minimum of seven (7) days.
- d) **Disqualified List.** A player who violates the Uniform Player Contract or Protected Player Rule may be reported to the President for placement on the Suspended List. A player on the Suspended List shall not be eligible to play for any other Club.
- e) **Inactive List.** Players that are not active or disabled may be placed on the Club's Inactive List. Each Club shall be allowed a maximum of five (5) Inactive List players. Players on the Inactive List do not count against the Club's Active Roster. There is no minimum of time a player must remain on the Inactive List before becoming eligible to return to the Active List. Players on the Inactive List may be paid at the discretion of the Club.
- f) **Ineligible List.** A player or other person found guilty of misconduct or other acts mentioned in Rule 16 (Misconduct), or convicted of a crime involving moral turpitude, may be placed on the "Ineligible List" by the President. A player on the Ineligible List shall not be eligible to play for any Member Club.
- g) **Restricted List.** If, without permission of a Member Club, a player under contract fails to report to such Club, the Club shall report such player to the President for placement on the "Restricted List." A player on the Restricted List shall not be eligible to play for any other Member Club.
- h) **Reserve/Retired List.** A player under contract desiring to retire from professional baseball shall notify the player's Club. The Club shall place the player on the "Reserve/Retired List" for the purpose of protecting the Club's rights to the player's services in the event the player may desire to return to the League in the future. Should the player desire to again play professional baseball for a Member Club other than the Club from which he previously retired (the "Previous Club"), the player shall first obtain the written consent of the Previous Club.
- i) **Suspended List.** Any Club may suspend a player under contract for insubordination, other misconduct or for violation by the player of any regulation or provision of the Uniform Player Contract. At its discretion, the Club may also impose a reasonable fine and deduct the amount of the fine from the player's salary, or may suspend the player without salary for a period not exceeding thirty (30) days, or both. Written notice of suspension and of the reason for the fine and/or suspension shall be delivered to the player with a copy to the President. During the period of suspension, the player shall be ineligible to play with any other professional baseball Club.
- j) **MLB/MiLB/Professional League Suspended Players.** A Club may not sign any player under suspension by Major League Baseball, Minor League Baseball, or any other professional baseball club. A Club may sign a player who has formally retired or has been released from Major League Baseball or minor league baseball, or who has not played in professional baseball for at least one full calendar year, however the player may not be placed on a Club's active roster until the full period of his suspension has been fulfilled. Any exception to this rule must be approved by the President.
- i) **Comment:** Suspension time is measured by the number of games completed by the team the player last played for prior to his suspension ("Suspending Team"). If the player, without serving his entire suspension, participated in another professional league, he must serve the full amount of suspension time before he is activated. Games completed by the Suspending Team shall offset the player's suspension time if the player was not on a professional league active roster while those games were completed.

RULE 16
MISCONDUCT

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

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

RULE 17
COLLISION RULES

The Atlantic League hereby adopts the provisions of Major League Baseball Rule 7.13 regarding collisions at home plate:

- a) A runner attempting to score may not deviate from his direct pathway to the plate in order to initiate contact with the catcher (or other player covering home plate). If, in the judgment of the umpire, a runner attempting to score initiates contact with the catcher (or other player covering home plate) in such a manner, the umpire shall declare the runner out (even if the player covering home plate loses possession of the ball). In such circumstances, the umpire shall call the ball dead, and all other base runners shall return to the last base touched at the time of the collision.
 - i) **Comment:** The failure by the runner to make an effort to touch the plate, the runner's lowering of the shoulder, or the runner's pushing through with his hands, elbows or arms, would support a determination that the runner deviated from the pathway in order to initiate contact with the catcher in violation of this Rule. If the runner slides into the plate in an appropriate manner, he shall not be adjudged to have violated this Rule. A slide shall be deemed appropriate, in the case of a feet first slide, if the runner's buttocks and legs should hit the ground before contact with the catcher. In the case of a head first slide, a runner shall be deemed to have slid appropriately if his body should hit the ground before contact with the catcher.

- b) Unless the catcher is in possession of the ball, the catcher cannot block the pathway of the runner as he is attempting to score. If, in the judgment of the umpire, the catcher without possession of the ball blocks the pathway of the runner, the umpire shall call or signal the runner safe.
- c) Notwithstanding the above, it shall not be considered a violation of this rule if the catcher blocks the pathway of the runner in order to field a throw, and the umpire determines that the catcher could not have fielded the ball without blocking the pathway of the runner and that contact with the runner was unavoidable.

**RULE 18
SUSPENSIONS**

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

**RULE 19
OFFICIAL SCORER AND LEAGUE STATISTICS**

SECTION 1: APPOINTMENT AND SALARY OF SCORER

The President shall appoint official scorers in each of the cities in the League to act as such at all games on the home grounds. The compensation of the official scorers shall be set annually at the Annual or Winter Meeting. Failure to act on this in a given year shall result in the compensation in effect the previous year being the compensation for the next season. Each Club shall nominate a candidate to be its official scorer prior to the season. All candidates must be approved by the President.

SECTION 2: DUTY AND RECORD OF SCORER

It shall be the duty of the official scorer, under direction of the home Club, to prepare and forward to the League statistician and League President a copy of the official report of each Championship Game, immediately following each game. The report submission format shall be determined by the system in place to officially record such information (e.g., Point Streak).

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 plays between innings.
- c) Scorers are not required to accept in-game or post-game telephone inquiries from the bench or Clubhouse. Club personnel shall not facilitate scorer/field personnel discussions without the consent of the scorer involved.
- d) Official scorers who wish to discuss plays or calls with on-field personnel must work through the Home Club Public Relations Director to arrange the conversation in the clubhouse or by telephone.
- e) The following procedure shall be followed for the submission of comments or plays for review by a Scorer: Any Club front office or on-field employee who wishes to voice disagreement, displeasure, or pleasure with a scoring decision, an individual scorer, or the scoring in a particular game or ballpark may do so via email to the President, with a carbon copy (cc) to the Public Relations Director at the Home Club where the play occurred. The President shall promptly review the circumstances of the correspondence and shall respond to the correspondent and Public Relations Director. All such complaints, or compliments, shall be noted in the scorer's file and shall help the League monitor the caliber of scoring in League cities.
- f) Official scorers shall be treated with the respect and support due them as they perform a difficult and valuable service to the League.

SECTION 4: DISMISSAL AND REPLACEMENT

The official scorer shall at all times be subject to the instructions and orders of the President, and if he shall fail to discharge his duties or act in a manner disrespectful to the League, the President shall have power to discharge the scorer, with the agreement of the Home Club. In case of dismissal, the President shall appoint another official scorer to fill the vacancy.

SECTION 5: LEAGUE STATISTICS

The statistician or statistical service appointed by the League President shall keep a set of books of averages in which all playing records of the League shall be posted and subject to the direction of the President. The statistician shall provide supervision of all official scorers. He shall furnish to the press and to each Club a statement of the playing records and averages of all players in the League as soon as practical after the close of the season. Such statements shall contain in addition to such data the statistician shall collect, the following information:

- a) The current standings of each Club;
- b) Individual batting (for each player), number of games, number of times at bat, runs, hits, two base hits, three base hits, home runs, total bases, sacrifices, sacrifice flies, stolen bases, times caught stealing, times struck out, number of bases on balls, times hit by a pitch, number of runs batted in, number of game winning hits and percentage;
- c) Individual Fielding (for each player), number of games at each position, putouts, assists, errors, percentage. Where the player is a catcher, also passed balls, stolen bases allowed and players caught stealing;
- d) Pitching (for each pitcher), number of games, innings pitched, times of opponents at bat, runs and earned runs allowed, hits allowed, strikeouts, wild pitches, bases on balls, hit batsmen, balls, earned run average, games won, lost and tied, saves, finished games, complete games, shutouts and percentage;
- e) Club Averages: The same as for individual players.
- f) Playoff Averages: Where a playoff is begun prior to the close of the season herein provided, the official averages of the players competing in the playoff shall be included by the statistician in the regular averages for the season, but where the playoff requires termination of the schedule of the competing Clubs, the players averages shall not be included but shall be kept in regular form as playoff statistics.

RULE 20 ADMISSION POLICY

SECTION 1: PRICES

The Home Club shall determine the admission criteria, including ticket prices, to all scheduled Championship Season Games. These prices shall be set and recorded in the League Office prior to the start of the season.

SECTION 2: ATTENDANCE CALCULATION

Attendance for all Championship Season Games shall be computed on the basis of total attendance, which shall be the sum of:

- a) Total paid attendance in the ballpark
- b) Paid no shows
- c) Non-paid attendees

This figure must be reported to the League Office at the conclusion of each game. During the Championship Season, each Club shall submit to the League statistician a report of their home attendance for that date's games.

SECTION 3: PASSES

Members of the immediate family of visiting players are to be admitted free of charge if their names are submitted to the Home Club management at least one (1) hour before game time or upon arrival of the visiting team should it arrive late. The Home Club is obligated to provide a total of up to sixty (60) tickets per game. If more than sixty (60) tickets are requested, it is the Home Club's discretion to provide additional tickets, which may include standing room only. Any further use of passes is at the sole discretion of the Home Club except in the case of Atlantic League passes; Atlantic League passes must be honored.

SECTION 4: ATLANTIC LEAGUE PASSES

The President of the League is empowered to issue, at his discretion, annual passes granting recipients the courtesy of admission to all Atlantic League parks during the Championship Season. These passes shall be subject to the rules and regulations of the Club where such passes are presented. No passes shall be issued in any city of the League without the consent and approval of the Home Club.

SECTION 5: RAIN CHECKS

Each admission ticket to Championship Season games of the League shall have attached thereto a rain check for its equivalent. Such rain checks shall be exchangeable for admission to any succeeding game during the season. Such rain checks shall be exchangeable for admission only in the event that four and one half innings of the game shall not be played, and rain checks shall so indicate. Each Club shall have the right to determine rules regarding use of rain checks at its home field.

**RULE 21
MISCELLANEOUS RULES**

SECTION 1: REPORTING SCORES

Immediately following the conclusion of each home game, the Home Club shall submit the final score of the game and the total attendance for the game to the League Office. Rain outs must be reported to the League Office.

SECTION 2: PLAYERS MEAL ALLOWANCE

In paying players meal money, each Club shall strictly adhere to the requirements established by the Board of Directors.

SECTION 3: BATTING CHAMPIONSHIP ELIGIBILITY

In order to qualify for the batting championship of the Atlantic League, a player must make at least 378 plate appearances during the Regular Season.

SECTION 4: ERA CHAMPIONSHIP ELIGIBILITY

In order to qualify for the ERA championship of the Atlantic League, a pitcher must pitch a minimum of 112 innings during the Regular Season.

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: UNIFORM INFORMATION

All Clubs are required to number players' uniforms with not-less-than-five-inch (5") numerals on the back of each uniform. Each Club shall email an up-to-date listing of its players and their uniform numbers the day prior to appearing in a League city for use in the home scorecards. Each Club shall notify the League immediately of every roster change. Failure to comply with these requirements shall subject the Club to a fine to be determined by the President.

SECTION 8: 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 9: 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 10: CONTAINERS IN THE BALLPARK

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

SECTION 11: PROPER UNIFORMS - Post in Clubhouse

All players on the field must be in full and proper uniform (as provided in the Official Playing Rules) commencing one (1) hour before the start of the game. Teams with special warm-up tops must receive permission from the President before they may be used during a Championship Game. Failure to be in proper uniform shall result in a fine to any and all offending team personnel.

SECTION 12: APPEAL OF FINES

Fines levied by the Atlantic League may be appealed to the League President in the following manner: A written notice of appeal, stating the reasons for the appeal, must accompany a check or money order for the full amount of the fine. The appeal notice and the fine payment must be received in the League Office prior to the date set forth in the notice of fine. Upon receipt, the appeal shall be considered. If the appeal is denied, written notice stating the reasons for the denial shall be sent to the parties appealing the fine. If the appeal is upheld, written notice of the decision and any applicable refund shall be sent out. Failure to comply with these procedures shall automatically result in the appeal being denied.

SECTION 13: 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 14: BAT BOY / BAT GIRL HELMET RULE

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

DESK BOOK MEMORANDUM #0317 IN-GAME COMMUNICATION TO DUGOUT

TO: Atlantic League Clubs, June 7, 2017

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

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

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

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

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

**APPENDIX A
PLAYOFF TIEBREAKER PROCEDURES**

SECTION 1: PURPOSE

The objective of tiebreaker procedures is to determine a Division winner through on-field competition. However, unforeseen, extraordinary circumstances such as, but not limited to weather, travel or expense, may render playoff tiebreaker procedures impractical. Accordingly, any question concerning a determination of a Division winner (first half, second half or overall) which deviates from the procedures in Sections 2 – 5 below, whether through a playoff, postponed, tied, or called games shall be solely decided by the President, following consultation with the Clubs directly involved in the outcome of his decision. The President's decision shall be final and non-appealable. The President is empowered to order any postponed games played at any date that he sees fit and necessary, within reason.

SECTION 2: IN CASE OF A FIRST HALF TIE IN A DIVISION

It is preferred that all games in the season be played to conclusion, especially in the first half. If two or more teams finish the first half tied for the best record in their Division, the following tiebreaker process shall take place:

- a) The head-to-head (or head-to-head-to-head) record determines the winner if one team has an advantage over the other team (or other two teams); if a tie still exists, then;
- b) Of the tied teams, the team with the best overall Division record (winning percentage) shall be declared Division winner; if a tie still exists, then;
- c) The last place team in the Division shall be eliminated and the team with the best record (winning percentage) against the remaining teams shall be declared the winner; if a tie still exists, then;
- d) Of the tied teams, the team with the best overall winning percentage against all Clubs outside the Division shall be declared Division winner; if a tie still exists, then;
- e) The teams shall compare game-by-game results within the Division, tracking backwards from the final game of the first half of the season toward the start of the season, provided that such additional game was not between the two or more tied Clubs. Of the tied Clubs, the first team that has won a game while the other(s) has lost, shall be declared Division winner. The comparison shall continue to go backwards one intra-division game at a time until the tie has been broken.

SECTION 3: IN CASE A CLUB WINS BOTH SEASON HALVES IN ITS DIVISION

- a) In the event a Club wins both halves of their Division, their opponent for the Divisional Playoffs (the "Wild Card Team") shall be the Club, regardless of Division, among all Clubs that have not otherwise qualified for the Divisional Playoffs, that has achieved the best overall record for the entire Regular Season.
- b) In the event of a tie between two (2) or more Clubs for the Wild Card Team, the order of tie breakers is:
 - i) Regular Season head-to-head records; then;
 - ii) Head-to-head records in the second half, then;
 - iii) Season winning percentages within the Clubs' respective Division(s); then;
 - iv) Second half winning percentage against all teams regardless of Division, then;
 - v) Season overall winning percentage against all Clubs, regardless of Division, then;
 - vi) The teams shall compare their game-by-game results, regardless of Division, tracking backwards from the final game of the Regular Season toward the start of the season, including games between the two or more tied Clubs. Of the tied Clubs, the team that has first won a game while the other(s) has lost, shall be declared the Wild Card Team. The comparison shall continue to go backwards one game at a time until the tie has been broken.

SECTION 4: IN CASE OF A SECOND HALF TIE IN A DIVISION

- a) In the event that the first half winner ties with another Division Club for the second half championship, the two teams shall be declared second half co-champions and shall meet in the Division Playoffs;
- b) In the event that the first half winner ties with more than one Division Club for the second half championship, all tied teams shall be declared second half co-champions. The first half winner shall play in the Division Series against the other tied team that is determined by the following tie breaker process:
 - i) Head-to-head records in the second half, then;
 - ii) Season head-to-head records, then;
 - iii) Season winning percentages within the Clubs' respective Division(s), then;
 - iv) Season overall winning percentage against all Clubs, regardless of Division, then;
 - v) The teams shall compare their game-by-game results, regardless of Division, tracking backwards from the final game of the Regular Season toward the start of the season, including games between the two or more tied Clubs. Of the tied Clubs, the team that has first won a game while the other(s) has lost, shall be declared the Division Champion. The comparison shall continue to go backwards one game at a time until the tie has been broken.

- c) In the event that the first half winner is not one of the teams tied for second half winner, the following tie breaker process shall determine the second half champion:
 - i) Head-to-head records in the second half, then;
 - ii) Season head-to-head records, then;
 - iii) Season winning percentage within the Clubs' respective Division(s), then;
- d) In the event of a tie between two (2) or more Clubs for the Wild Card Team, the order of tie breakers is:
 - i) Regular Season head-to-head records; then;
 - ii) Head-to-head records in the second half, then;
 - iii) Season winning percentages within the Clubs' respective Division(s); then;
 - iv) Second half winning percentage against all teams regardless of Division, then;
 - v) Season overall winning percentage against all Clubs, regardless of Division, then;
 - vi) The teams shall compare their game-by-game results, regardless of Division, tracking backwards from the final game of the Regular Season toward the start of the season, including games between the two or more tied Clubs. Of the tied Clubs, the team that has first won a game while the other(s) has lost, shall be declared the Wild Card Team. The comparison shall continue to go backwards one game at a time until the tie has been broken.

SECTION 5: DOUBLE WILD CARD TEAMS

In the event the same Clubs win both halves of their respective Divisions:

- a) If the two Designated Wild Card entrants (teams with next best overall record) are in separate Divisions, they shall play the Division Champion in their respective Division (regardless of record) in order to ensue each Division having a representative in the Championship Series.

If the two Designated Wild Cards are from the same Division, a seeding system shall determine playoff opponents, based on each of the four team's season win/loss records. The team with the best season record ("Team One") shall play the team with the fourth best season record ("Team Four") and the team with the second best season record ("Team Two") playing the team with the team with the third best season record ("Team Three"). All ties of season records shall be determined by the tiebreaker systems described above.

**APPENDIX B
PROTECTED PLAYER LISTS – SEVEN DAY RULE**

All players under 2017 Atlantic League Uniform Player Contracts became Free Agents following the conclusion of the 2017 Championship Season. The negotiating rights to a player desiring to return to the League for the immediately following Championship Season (“Atlantic League Rights”) may be retained by the last Atlantic League Club in the prior year’s Championship Season to have the player under contract. The following is intended to clarify the rules regarding negotiating and signing of returning players for the next Championship Season. **The days listed below may be adjusted by the Board of Directors in future Championship Seasons to match the schedule and calendar as appropriate.**

SECTION 1: PLAYERS ON ROSTERS AT THE END OF A CHAMPIONSHIP SEASON

- a) No earlier than the second Monday in January and no later than noon (Eastern) on the third Monday in January, all Clubs shall provide the League Office with their lists of players who ended the immediately preceding Championship Season on their rosters, and have indicated (1) those players (not to exceed 40) with whom they would like to negotiate a Championship Season contract (the “Protected List”), and (2) those players that the Club has no plans to employ for the coming Championship Season (the “Released List”). Copies of the Protected List and Released List shall be available to all Clubs.
- b) Players on the Released List are Atlantic League Free Agents and may be contacted and signed by any Club. Players on the Protected List may only be contacted by the protecting Club.
- c) It is expected that negotiations with players on the Protected List shall begin by the first Sunday in March prior to the start of the Championship Season. Clubs shall advise the League Office promptly when a Protected List player is signed, or if the Club no longer wishes to negotiate with a player. In fairness to players and other Clubs, a team shall not continue to protect a player that it does not intend to bring back for the Championship Season.
- d) All unsigned protected players shall become ALPB Free Agents at noon (Eastern) on the first Monday in April following Major League Baseball’s Opening Day and are therefore eligible to sign with any ALPB Club, subject to the following provision.
 - a) Each Club shall be entitled to continue to protect up to three (3) players from its Protected List after noon (Eastern) on the Friday of the first full week in April, through noon (Eastern) on the first Friday in May, by extending a bona fide offer to each such player at a salary not less than the player’s prior year salary, and sending a copy of the offer to the League Office not later than noon (Eastern) on the Friday of the first full week in April. Championship Season Atlantic League Rights to each such player shall remain with the protecting Club and no other team may contact or sign such player before noon (Eastern) on the first Friday in May without the permission of the protecting Club. Protecting Clubs may trade their Atlantic League Rights to players during this period. After noon (Eastern) on the first Friday in May, all such players are ALPB Free Agents.
 - b) Clubs shall provide a copy of these rules to each player on their Protected List.

SECTION 2: PRIOR YEAR CHAMPIONSHIP SEASON PLAYERS UNDER CONTRACT TO OTHERS – SEVEN DAY RULE

- a) Championship Season Atlantic League Rights to all prior year players who are currently under contract to a team in another professional league shall remain with their last prior year Atlantic League team as described in this section.
- b) Should such a player be released by their non-ALPB club at any time after the first Monday in April following Major League Baseball’s Opening Day the last Atlantic League Club having the player on its prior year roster shall have a “Seven (7) Day Exclusive Period” from the date of the player’s release to sign the player. No other Atlantic League team may contact that player during the Seven (7) Day Exclusive Period. At the conclusion of the Seven (7) Day Exclusive Period the player shall be an Atlantic League Free Agent for the impending Championship Season if not signed by the Club holding his Atlantic League rights. It is the responsibility of each ALPB team to monitor release lists to determine the start date of the seven (7) day exclusive period. The foregoing is referred to as the Seven Day Rule.

SECTION 3: PLAYERS SIGNED TO 2017 CONTRACTS

The Seven Day Rule also applies to any current Championship Season ALPB player whose contract is purchased by a club in another professional league during the period following Major League Baseball’s Opening Day and through the conclusion of the ALPB Championship Season and who is then released by the other league. During the seven (7) day period following his release, only the Club from which the player contract was sold may contact him. After the seven (7) day period following his release, the player becomes an Atlantic League Free Agent.

SECTION 4: PLAYERS FROM SEASONS PRIOR TO THE IMMEDIATELY PRECEDING SEASON

Players employed by an Atlantic League Club in any seasons other than the one immediately prior to a Championship Season that start the Championship Season in another professional league and who did not play in the Atlantic League in immediately prior season for any reason and are released by a team from another professional league, are Atlantic League Free Agents (e.g., a player who played in the Atlantic League in 2016, but played in another league in 2017 (or, in any event did not play in ALPB in 2017), who is released by a club in another league, is an Atlantic League Free Agent for the 2107 Atlantic League Championship Season).

**APPENDIX C
ATLANTIC LEAGUE HOTEL POLICY**

- a) The home team pays for eighteen (18) rooms for visiting teams. Rooms above and beyond that amount are the responsibility of the visiting Club at the home team rate. Each Atlantic League team shall recommend a hotel (or hotels) in its city for the upcoming season.
- b) The Atlantic League President shall certify that the hotel recommended meets League standards for physical condition and location
- c) The Atlantic League President shall also review any recommendation of a hotel for which the nightly rate of the room exceeds \$100
- d) The Atlantic League President may reject any hotel recommendation that fails to meet League standards or that is unreasonably priced.
- e) Atlantic League teams agree to stay in the hotel recommended by home teams and approved by the League President.
- f) Any problems arising between any Atlantic League Club and any of the recommended hotels shall be brought promptly to the attention to the League President, who shall review the matter and take such action as he deems in the best interest of the League.
- g) The dates for identifying hotels and payment requirements are as follows:
 - i) Hotel Designation: January 1
 - ii) Payment of Bills: Prior to next visit or within sixty (60) days of visiting team's stay, whichever occurs first.

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

SLIDING TO BASES ON DOUBLE PLAY ATTEMPTS

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

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

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

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

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

APPENDIX E
The Strike Zone

