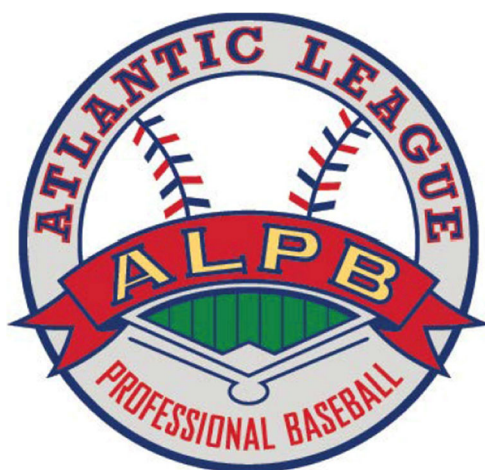


THE ATLANTIC LEAGUE OF PROFESSIONAL BASEBALL CLUBS, INC.



OFFICIAL RULES AND REGULATIONS 2024 EDITION

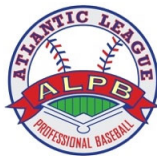
Ratified by the Atlantic League Board of Directors, March 27, 2024 & Updated by Desk Book Addenda

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ATLANTIC LEAGUE RULES AND REGULATIONS 2024 UMPIRE EDITION

FOREWARD

These **Atlantic League of Professional Baseball Rules and Regulations** (“**Rules**”) have been adopted by the Board of Directors (“**Board**”) in order to create and maintain fair 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. For the purposes of these Rules, the Atlantic League of Professional Baseball may also be referred to as the “Atlantic League,” “ALPB,” or “League.” Teams in the League may also be referred to as “Member Teams,” “Member Clubs,” “Members,” “Teams,” or “Clubs.”

RULE 1 CHAMPIONSHIP SEASON AND CHAMPIONSHIP GAMES

SECTION 1: OFFICIAL RULES, MAJOR LEAGUE BASEBALL OFFICIAL BASEBALL RULES

The Member Clubs of the League shall contend annually for the Championship of the Atlantic League. Championship games of the League shall be played and scored under the most current **Major League Baseball Official Baseball Rules** (“Official Baseball Rules” or “OBR”) as may be modified by these Rules and Regulations (or “Rules”), or by League Deskbook Rules amendments. The League may adopt playing rules, umpire rules, and regulations, which may be permanent, temporary, or experimental, as the Board shall direct. **In cases of any conflict or question between Atlantic League Rules and the Official Baseball Rules, the ALPB Rules shall prevail.** Official Baseball Rules are available at the Major League Baseball website - <https://www.mlb.com>.

SECTION 2: PRESIDENT, BOARD OF DIRECTORS

- a) **Responsibility for Rules.** The League President (or “President”) shall be responsible for promulgation, interpretation, and enforcement of these Rules. In the absence of a President, the Board’s designee shall serve in place of the President. For the purposes of interpretation of the Rules, references to the Commissioner of Baseball shall extend to the League President in cases referring to the Official Baseball Rules.
- b) **Approval of Rules.** Ultimate authority for approving or modifying Atlantic League Rules and Regulations shall be the responsibility of the League Board of Directors.
- c) NA

SECTION 3: ADOPTION OF SCHEDULE, CLUB PRIMARY TENANCY

SECTION 4: OPEN DATES, RE-SCHEDULED GAMES, IMPACT UPON STANDINGS

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 in the same half of the season. 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, with the approval of the President, shall decide on the makeup location and date of the game in the same half of the season, if possible. 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, tiebreakers, 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 League Champion shall gain possession of the League Championship trophy for one year and shall receive a championship pennant.

SECTION 6: REGULAR SEASON & PLAYOFF FORMAT

- a) Unless otherwise approved by the Board of Directors, each Championship Season shall be divided into two equal halves (in 126-game seasons, each half shall consist of 63 games; a 140-game season shall feature 70-game halves, etc.). Member Clubs shall be divided into two (2) groups (“**Divisions**”) to be known as the North Division and South Division.
- b) 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 Division Playoff Series shall advance to a best-of-five Atlantic League Championship Series, with the first team to win three (3) games being declared Atlantic League Champion.

- c) 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 have the right to choose whether they shall host games 1 & 2 of the Division Series, or games 3, 4 & 5. Games 1 & 2 of the Championship Series shall start in the home of the North Division Champion in odd numbered years and start in the home of the South Division Champion in even numbered years.
- d) 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 (e.g., requirements for air travel), such matters must be agreed upon by the Clubs concerned and approved by the League President.
- e) Playoff tiebreaker procedures are set forth in **RULE 18**.

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, umpire housing, official scorer's expense, excluding travel, hotel and related costs of the League President. There shall be no surcharge for playoff tickets. The Home Club shall retain all ticket revenue. The Home Club shall bear all expenses of the grounds, ticket sales and other costs incidental to the game.
- b) As necessary, the Home Team may be responsible for up to four single occupancy hotel rooms for umpires during playoffs, which may include occupancy the night before a game due to travel requirements.

SECTION 8: PLAYER LIMITS IN POSTSEASON / ELIGIBILITY - NA

**RULE 2
REGULATION, COMPLETED AND SUSPENDED GAMES**

SECTION I: REGULATION GAMES; SUSPENDED GAMES

- a) Every effort must be made to complete games in their entirety; however, in their decision making, Clubs and umpires shall err on the side of safety at all times.
- b) Due to the need for timely resolution of game results, statistical postings and potential Playoff participation, a Suspended Game shall be replayed as soon as possible in the same half of the season as follows:
 - i) Any open date immediately following any scheduled series shall be considered as part of that series and shall be used for playing any remaining unplayed game between the Clubs scheduled to play on the preceding day; or,
 - ii) Preceding the next scheduled single game between the two Clubs on the same grounds;
 - iii) Immediately preceding the next scheduled double-header between the two Clubs on the same grounds, if no single game remains on the schedule; or,
 - iv) If suspended on the last scheduled date between the two Clubs in that city in the same half of the season, transferred and played on the grounds of the opposing Club, if possible;
 - v) Immediately preceding the next scheduled single game, or,
 - vi) Immediately preceding the next scheduled double header, if no single game remains on the schedule; or,
 - vii) In the case of extenuating circumstances preventing the options above, and in an effort to play all games if possible, at a time and location determined in the sole discretion of the President, whose decision shall be non-appealable.

SECTION 2: PRE-GAME POSTPONEMENT

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

SECTION 3: POSTPONEMENT BY RAIN OR INCLEMENT WEATHER

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

- a) There is no minimum period of time required for stoppages of play. Umpires and teams are encouraged to begin play as soon as possible once field and weather conditions are deemed safe for continuation by the Umpire-in-Chief.
- b) There shall be a wait of at least thirty (30) minutes, regardless of field conditions, before the umpires consider postponing or Calling the game; in the judgment of the Umpire-in-Chief, a longer wait may be required. If, at the end of the thirty (30) minutes and at least every thirty (30) minutes thereafter, inclement weather is continuing, umpires shall appear on the field in uniform, take a survey of the playing conditions and then announce their decision to continue the delay or Call the game. In any event, every effort should be made to complete the game in its entirety.
- c) During the last home series between two Clubs in either half of the season, no game shall be canceled or postponed by the Home Club without express approval of the Umpire-in-Chief following inspection of the playing field. Every effort shall be made by the

Home Club to play a scheduled game during this period even though a delay in the starting time may be necessary. Nothing in this rule shall be construed as giving the Umpire-in Chief the right to cancel or postpone a scheduled game prior to the actual start of play of such game.

- d) The League shall use the Suspended, Postponed, and Tie Games Rules of the Official Baseball Rules for all Championship Season games.

SECTION 4: LIGHT FAILURE

If the lights go out during a game for any cause or defect, whether under control or not, and the lights cannot be put back into operation after a delay of thirty (30) minutes from the time play was suspended, the umpire may suspend play for an additional reasonable period, but not over sixty (60) minutes more. Every effort should be made to complete the game. If the game cannot be completed, it 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 in the same half of the season, 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.

- a) 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 batter 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.
- b) The Home Club shall make every effort to restore the lights; responsibility for ascertaining the facts rests wholly upon the umpires. The umpires shall ensure an 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, the umpires working the series, and the League President of the date fixed for the makeup date, in accordance with the following:

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

SECTION 6: DISPUTE IN DATES

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

SECTION 7: EFFECT IN CLUB STANDING AND STATISTICS 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 notice. 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: CANCELED GAMES

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

SECTION 11: LEAGUE CURFEW

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

RULE 3 DOUBLEHEADERS

SECTION 1: DOUBLEHEADER GENERAL RULES

- b) Each game of a scheduled doubleheader shall be seven (7) innings; in such games, any Regulation, Completed and Suspended Game rules applying to the ninth inning shall apply to the seventh inning.
- c) There shall be a minimum twenty (20) minute and maximum thirty-five (35) minute intermission between games of a doubleheader.
- d) 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.
- e) 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 the first game of such doubleheaders, providing it is not later than 6:00 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 meal between games for both the Home and Visiting Clubs. Each game of a day-night doubleheader shall be 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 less than 24 hours prior to the start of the first game. The President shall not withhold permission unreasonably.

RULE 4 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 - NA

SECTION 3: FINES

The manager of the forfeiting Club shall also be fined five hundred dollars (\$500.00) if the forfeit is declared under Major League 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 any delay or 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 Major League Official Playing Rules may be fined not less than two hundred dollars (\$200.00) 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 terminated from membership in the League. No game of baseball shall be played between a League Club and any other Club employing or presenting in its lineup a player under suspension from the League. A Club violating 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 5
EXHIBITION GAMES - NA**

**RULE 6
UNAUTHORIZED POST SEASON GAMES - NA**

**RULE 7
GENERAL REGULATIONS FOR ALL GAMES**

SECTION 1: CLUB RIGHTS AND RESPONSIBILITIES - NA

SECTION 2: HOME CLUB MEDICAL SERVICES

- a) Availability of Physician or Emergency Medical Technician. The Home Club is required to have a physician or Emergency Medical Technician ("EMT") either on-site or on-call during games to perform triage and/or provide treatment for on-field personnel, including both Home and Visiting Teams.
- b) Visiting Team Player Physicals. Home Teams are not required to provide physicals to Visiting Team players who join the roster on road trips, but may do so at their, or their medical partner's, discretion. Those clubs or their medical partners who provide visiting player physicals may require the player and Visiting Team to sign a waiver releasing the Home Team or its medical provider from liability until the team returns to its home city and the player receives a physical from the club's medical partner.
- c) Athletic Trainer. Clubs must have an Athletic Trainer present for all ALPB Championship Season games.
 - i) Clubs shall annually provide the contact information for their Athletic Trainers to the league office.
 - ii) Team Athletic Trainers may assist one another if two or more injuries occur at the same time or within a short time frame.
 - iii) In the case of a Visiting Team's inability to provide an Athletic Trainer due to unforeseen circumstances, Home Teams are required to use their best efforts to provide a substitute Athletic Trainer to the Visiting Team, the expense of which shall be reimbursable to the Visiting Team at cost, plus a ten percent (10%) service charge. Visiting Teams may not use this courtesy service more than one road trip per season without the permission of the league office.
- d) Ambulance. Home Teams are encouraged, but are not required, to have an ambulance on site.
- e) Automated External Defibrillator. Clubs must have at least one Automated External Defibrillator accessible from the field or clubhouse area at each game with at least one person on site trained to use AED equipment.
- f) Visitor Training Room Equipment. Visiting training rooms shall be equipped with the following equipment and supplies for each game:
 - i) Medical training/examination table
 - ii) Ice in quantities sufficient for pre, during and post games
 - iii) Electrical power
 - iv) Minimum 15 clean towels specifically for physical therapy use
 - v) Sufficient number of hot/cold packs per game event as recommended by home club Athletic Trainer but in no case less than 10 of each
- g) Medical Information Posting. The following information shall be posted in each visiting clubhouse training area:
 - i) Emergency medical contact information
 - ii) Pharmacy contact information
 - iii) Home trainer and medical provider contact information
 - iv) Emergency evacuation procedures
 - v) Location of AED(s) on site
 - vi) Home Team General Manager and/or Senior Operator contact information
 - vii) Local Hospital(s) location
 - viii) Local Urgent Care facilities.

SECTION 3: CLUBHOUSE AND UMPIRE DRESSING ROOM GUIDELINES

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

- a) Uniformed security professionals and/or protection available for umpires and Visiting Team if needed;
- b) Provide no fewer than thirty (30) clean, full-sized bath towels in each clubhouse (no fewer than four (4) in umpire dressing room) each day. Failure to return the towels to the Home Club shall result in the Visiting Club or umpires being billed for the towels;
- c) Provide shower facilities, including working showerheads and hot water, toilets and lockers;
- d) Scrub and sanitize showers and toilet areas prior to the daily arrival of each Visiting Club and umpires; Check and stock toilet paper and shower soap each day;

- e) Launder Visiting Club's uniforms (arrangements may be made with the Visiting Club's hotel), except where the Club has made alternate arrangements and on the last day of the homestand; the Home Club is responsible for any damage to uniforms and laundry incurred at the Home Club facility;
- f) Provide a clubhouse attendant for Home and Visiting Clubs and umpires; attendant must appear in clubhouse and umpire dressing room before and after each game;
- g) Payment of minimum Visiting clubhouse dues, which are eight dollars (\$8.00) per person per day; tips are not included in dues; players shall be encouraged to reward clubhouse personnel with gratuities; other arrangements shall be subject to the approval of the President;
- h) Clean soiled areas addressed daily, kept free of loose trash and debris, with trash emptied, clubhouse carpets vacuumed, and hard surfaces cleaned and sanitized;
- i) Lockers completely empty and clean prior to the arrival of each Visiting Team;
- j) Clean player, manager, coach and umpire footwear daily;
- k) Post clubhouse attendants and backup/emergency names and phone numbers (including cell phone) in managers' offices and umpire dressing room;
- l) Visiting clubhouse attendant shall meet the Visiting Club bus upon arrival at beginning of each homestand series;
- m) Visiting Team field manager/designee and Crew Chief shall report any special needs or requests to the clubhouse attendant;
- n) The clubhouse attendant shall contact the visiting field manager/designee prior to Visiting Team batting practice to check on any needs or special requests;
- o) Provide a supply of fruit and healthy snacks;
- p) Provide a pre-game snack or light meal (sandwiches or equivalent) and a nutritious post-game meal and nonalcoholic beverages in sufficient quantity for team members, staff and umpire crew; food selections should be varied throughout each homestand series;
- q) Children, friends, agents or representatives and pets are not allowed in any clubhouse or dressing room at any time without the express approval of the Home Club General Manager (or designee);
- r) With only the exception of playoff clinching victories, division series victory and championship winning games:
 - i) Alcohol is not allowed and shall not be provided in any clubhouse or dressing room at any time by clubhouse attendants or team employees;
 - ii) Club employees, including clubhouse attendants and contractors, are not permitted to procure alcohol at any time for any Uniformed Personnel or umpires;
 - iii) It is the responsibility of the Home Club to enforce this policy. Club personnel who violate of these covenants, or Clubs which allow such behavior, shall be subject to fines, suspensions and sanctions as may be determined by the President.

SECTION 4: HOTEL POLICY - NA

SECTION 5: FIELD OF PLAY

- a) All foul lines shall be marked from the home plate to the foul line on the fence where a flag or other distinct marker must be attached. Any Club failing to have its grounds so arranged shall forfeit all games to the opposing Clubs until such an arrangement is made.
- b) Each ballpark in the League shall comply with Atlantic League Facilities Standards adopted by the Board of Directors.

SECTION 6: TEAM LINEUP PRESENTATION, LINEUP CARD EXCHANGE

- a) It shall be the duty of the Home and Visiting Clubs 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.
- b) Lineup card exchanges shall be consistent with those in the Official Baseball Rules.

SECTION 7: GAME START TIMES, NIGHT GAMES, IN-GAME PRESENTATIONS

- a) Game Start Times. 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. Other than the appearance of an honor guard, presentation of colors (including flyover) or performance of the national anthem, all speech-making or ceremonies of any kind shall be completed before the time of the start of the regularly scheduled game prior to the appearance of the umpires on the field and may be scheduled between games of a doubleheader provided such speech-making or ceremony does not interfere with the starting time of the second game of the doubleheader.
- b) 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 League President, and notify the Visiting Club at least five (5) days in advance of the change.
- c) In-Game Presentations. 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: 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 prepare the field for play. The Home Club is allowed to vary these regulations, but the duration must be the same for both teams.

SECTION 9: GROUND RULES, REGULATIONS, AND OVERFLOW CROWDS

- a) Each Club, prior to the start of the season, shall print its own ground rules and distribute copies of the same to all the other Clubs and the League President.
- b) Any changes whatsoever in the ground rules from those printed shall be discussed for a thorough understanding by the managers and umpires prior to the start of each game.
- c) Each Club must post its ballpark ground rules in the Home and Visitor clubhouses and umpire dressing room.
- d) 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 Baseball Rules, must be made by the Home Club.

SECTION 10: OFFICIAL BASEBALLS

- a) **Official Baseball.** No Championship Game shall be played with any ball other than the official baseball as adopted by the League, except that with approval of the President, a non-League approved ball may be used in a temporary emergency situation.
- b) **Baseballs to Begin Games.** The Home Club shall deliver to the Crew Chief seventy-two (72) balls prior to the start of each game, and such additional baseballs as may be required to insure continuous and uninterrupted operation of the game. The Crew Chief shall have sole charge of the baseballs used in the game.
- c) **Baseball Container.** The balls shall be placed in a permanent box, set flush to the ground near the plate in foul ground or suitable bag adjacent to the home dugout, and no balls shall be thrown out to the umpire from the players' bench. Any balls in the possession of the Umpires at the close of the game must be returned to the Home Club.
- d) **Bullpen Baseballs.** The Home Club shall provide to the Visiting Club two (2) new baseballs per game for use in the bullpen.
- e) **Drying Ball, No Resin or Foreign Substance.** No player shall be permitted to dry the baseball in any manner other than by removing their glove and using their bare hands, except that in wet weather the ball may be dried by a towel on the Home Club's bench under the supervision of the Umpire. No player shall be permitted to use or possess a foreign substance to dry the ball.
- f) **Rosin Bag.** Prior to the game, the Home Club shall place a bag of rosin or other substance specifically approved by the League just behind the pitcher's box and the pitcher may dry his hands by use of the same.
- g) **No Disfigured Ball.** No pitcher shall deliver a disfigured ball to the batter.

SECTION 11: NO ALCOHOL IN CLUBHOUSES; NO PROCUREMENT

Except as otherwise noted in these Rules,

- a) Alcohol is not allowed and shall not be provided in any clubhouse or dressing room at any time by clubhouse attendants or team employees;
- b) Club employees, including clubhouse attendants, are not permitted to procure alcohol at any time for any Uniformed Personnel or umpires;
- c) It is the responsibility of the Home Club to enforce this policy. Club personnel who violate of these covenants, or Clubs which allow such behavior, shall be subject to fines, suspensions and sanctions as may be determined by the President.

SECTION 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 and the Atlantic League shall hold no responsibility for flying device use, regardless of whether the Visiting Club has agreed to allow drone use during a game. Clubs are strongly encouraged to acquire liability insurance policies or riders covering the use of flying devices
- d) Flying devices may not be used during the Visiting Club pregame batting practice, warmups, fielding or pitching drills. Drones may be used during Home Club pregame batting practice, warmups, fielding or pitching drills, but only during those periods that do not overlap with Visiting Club drills, including pitching drills.
- e) Prior to the game, the Home Club must communicate its intention to use a flying device to umpires and to the Visiting Club; if not before, this communication must take place during the exchange of lineup cards
- f) Drones may only be used during games with the agreement of the Visiting Club manager or official designee; if the Visiting Club does not agree, the flying device may not be used during the game
- g) During games, flying devices may not be used during game action; drones may only be used between innings; drones may not be used during time outs, including, but not limited to pitching changes or injury time outs
- h) Drones may not be used near any on-field or off-field personnel, including players, managers, coaches, trainers, umpires, spectators or guests

- i) Flying devices may only be operated by Home Club employees
- j) Only one flying device may be used at any time
- k) The use of drones may not interrupt any Pace of Play activities, including between-inning timing.

SECTION 13: NO ELECTRONIC OR DIGITAL DEVICES

All uniformed personnel, on-field staff, clubhouse staff and equipment staff are prohibited from using or possessing telephones or similar electronic devices, including any type of walkie-talkies (except as permitted in Section 14), mobile phones, "smart watches," laptop computers, tablets or other communication devices, in or near the dugout, in the bullpens, on the playing field or in the playing facilities once batting practice has begun. Also prohibited is the use of such devices in the clubhouse or in the playing facilities (i.e., ballpark) within 30 minutes of the start of a game. The prohibition includes the use of any electronic equipment that has the capability to receive electronic messages by any person occupying the bench or in the bullpen. Clubs and/or club personnel, violating this provision shall be subject to a fine of no less than \$250.00 per incident; repeated incidents may result in suspensions and sanctions, including forfeiture of games, as may be imposed by the President.

SECTION 14: NO IN-GAME COMMUNICATION TO DUGOUT

- a) Club personnel (or any other persons commissioned by a Club) in stands, press box, scoreboard, clubhouse, or any other location in, or proximate to, the ballpark during games, with the sole exception of the bullpen, may not communicate with the dugout in any manner which would be reasonably viewed as providing information material to game performance or competitive advantage. This includes transmission of offensive or defensive signals, pitching information, such as velocity, pitch location/selection, or other data which might provide competitive advantage against the opposing Club via use of electronic devices and/or messaging, hand signals, walkie-talkies, written texts or placards, non-verbal communication of any sort, or any other form of communication.
- b) For only those bullpens located beyond the outfield fence, communication to and from the dugout shall be allowed via walkie-talkie only and limited to only information germane to the preparation of a player to enter the game and shall not be used for any other purpose whatsoever.
- c) If a violation of this guideline, or the intent of this guideline, occurs, umpires shall remove the offending manager, coach(s), and/or any club personnel not in the dugout, from the game. Club personnel violating this provision shall be subject to a fine of no less than \$250.00 per incident.

SECTION 15: PACE OF PLAY

- a) **Countdown Pitch Clocks.** Countdown clocks are mandatory in each ballpark; Clubs shall utilize countdown clocks to monitor Time Between Pitches (15 or 18 seconds), Time Between Innings (2 minutes) and Time Out Limit (30 seconds)
 - i) Clocks must be large enough to be easily read and located within view of all on-field personnel. Three clocks are required:
 - a. One outfield wall location with 30" tall characters;
 - b. Two locations on/near dugouts (one Home, one Visitor side) with 24" tall characters;
 - ii) The third base umpire shall be the clock operator;
 - iii) In the Crew Chief's sole discretion, the clock may be turned off for either a short period or the remainder of a game to contend with issues such as injury, weather, clock malfunction, etc.;
- b) **Time Between Innings.** The time between innings shall be limited to no more than two (2) minutes. Timing shall commence when the last out is recorded in a half inning and ends when the pitcher starts their windup or delivery of the first pitch to the plate in the subsequent half inning.
- c) All defensive players, including the pitcher, must take the field immediately after the final out in the prior half inning
- d) Teams may begin innings in less than two (2) minutes if both Clubs are prepared to start play
- e) Pitchers shall be allowed the number of warm up pitches they need as long as they are prepared to start the inning within two (2) minutes; Pitchers are not guaranteed eight (8) warm up pitches.
- f) **Time Between Pitches.** A pitcher shall be allowed 15 seconds between pitches if no runner is on base and 18 seconds between pitches with one or more runners on base. The pitcher does not necessarily have to release the ball within the 15 or 18 second allotment(s); however, the pitcher must begin the windup motion or, if in the set position, begin the motion to deliver the ball to home plate in order to comply with the time between pitches rule. Each time the pitcher delays the game by violating this rule, the umpire shall call "Ball."
- g) Countdown timing shall begin when the pitcher receives the baseball following the prior out, whether the pitcher is on the mound, or not.
- h) **Cessation of Walk-Up Music.** Clubs shall cease walk-up music when hitters reach the home plate circle.
- i) **Batter In Box.** Batters must be in the box and alert to the pitcher by the with no less than 8-seconds remaining prior to the pitch. Each time the batter delays the game by violating this rule, the umpire shall call "Strike."
- j) **Hitter Timeout.** A hitter may receive not more than one timeout per plate appearance. If a hitter violates this rule, the umpire shall call "Strike."
- k) **Pitching Change Signal.** The manager or coach shall signal the plate umpire for a pitching change immediately upon leaving the dugout when making the second trip to confer with the same pitcher in the same inning.
 - i) The manager or coach shall physically signal either righthander or lefthander by raising their right or left hand. If there is any question regarding which player the manager or coach is requesting, the shall manager or coach 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.

- l) **Three Time Out Conference Limit.** The defensive team, including any manager, coach or player, shall be limited to a total of three (3) "time outs" per game in which mound visits or on-field conferences are conducted with a pitcher or position player.
- m) 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;"
- n) In the case of an extra-inning game, one additional "time out" shall be permitted with the start of the first extra inning (i.e., 10th inning in a scheduled 9-inning game) and every three (3) innings thereafter (the 10th, 13th, etc.);
- o) The Crew Chief is responsible for enforcing the thirty (30) second limit on "time outs." If the defensive team disregards the umpire's reasonable warning and continues to delay the game, the umpire shall declare a "Ball" for the batter at the plate.
- p) **Time Out Limit of 30 Seconds.** On-field time outs or conferences shall be limited to no more than 30 seconds, except in the case of injury.
- q) **Club Promotions.** Club between-innings promotions shall last less than 90 seconds.
- r) **Enforcement of Strike Zone.** Umpires shall adhere to the strike zone as defined in the Official Baseball Rules and to observe that definition when calling pitches "Balls" or "Strikes."
- s) **No Stalling.** Any club or Uniformed Personnel who delays, stalls or turns any game into a farce shall be subject to a fine of not less than one hundred dollars (\$100.00).

SECTION 16: NO REPLAY

- a) **No Replay.** The Atlantic League does not utilize instant replay to determine on-field rulings and shall not use any moving image recording(s), regardless of source including, but not limited to, roving or fixed-use cameras, mobile devices, electronic or digital devices, game telecasts, streaming or broadcast equipment, fan or Club videos, etc., or reproductions of same, to aid, refute, or otherwise sway umpires in making on-field rulings.

RULE 8 MANAGERS

SECTION 1: DUTY, PLAYING MANAGER, MISCONDUCT

- a) A non-playing manager shall be permitted in the coaching boxes without being counted in the player limit.
- b) A player-manager or player-coach may be removed from a game as a player and return to coaching boxes as a coach at any time during such game.
- c) The President shall have the authority to fine and/or discipline all managers and coaches who violate the Code of Conduct or whose behavior, in the President's judgment, is unprofessional or not in the best interest of the Atlantic League.

RULE 9 UMPIRES

SECTION 1: PROVIDING UMPIRES

The League 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 their discretion, 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 by/for the President to host a meeting or conference call at a mid-season break to review and refresh the rules with all umpires, managers and appropriate Club personnel.

SECTION 3: UMPIRE REPORTING – SUBSTITUTES

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

SECTION 4: FRATERNIZATION, RESTRICTIONS, SCOUTS

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

SECTION 5: UMPIRE AUTHORITY, EJECTIONS & APPEALS

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

- a) Any player in uniform, other than the manager, leaving their 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 physically assault or verbally abuse an umpire from the field or from the bench. For so doing, the player may be fined not less than fifty dollars (\$50.00) for each offense.
- c) The manager may question the decision of an umpire only when such question is related to the playing rules and not to the judgment of the umpire on plays. Enforcement of this rule is mandatory.
- d) Before an umpire ejects a manager from the game, he must first warn him. Upon disregard of the warning the manager may be ejected from the game. If, in the judgment of the umpire, the action of the manager warrants immediate removal from the game the required warning may be waived.
- e) Personnel ejected from a game may not return to the field or stands or other public location during the same game for any reason.
- f) Uniformed personnel ejections and suspensions shall be listed on Club and League transaction reports.

SECTION 6: PROFANE AND OBSCENE LANGUAGE

- a) Any Uniformed Personnel, umpire or employee using profane or obscene language in the ballpark shall be immediately removed from the game and ballpark premises and shall be fined, suspended or both at the sole discretion of the President.
- b) Any Club employee including, but not limited to players, managers, coaches, umpires, trainers, front office personnel, or sub-contractor making a negative reference to a player, umpire or any other person's race, color, religion, spirituality, ethnic origin, national origin, ancestry, sexual orientation, gender expression or gender identification shall be fined, suspended, or both at the sole discretion of the President.

SECTION 7: UNIFORMED PERSONNEL, DUGOUT DECORUM

- a) During a Championship Season Game, players, bat boys/girls, manager, coach(s), instructors and trainers ("Uniformed Personnel") must remain inside their own dugout, except when properly at bat, on deck, in the field, occupying a base coaching position, in the bullpen, or at practice under the instructions of the manager. Failure to observe this rule, after a warning by the umpire, shall result in a fine to the offending person (and/or manager for failure to control personnel). Upon continued disregard of the umpire's warning, the umpire shall, if necessary, remove the offending player/person(s) from the game.
- b) During a game, only Uniformed Personnel (players, bat boys/girls, manager, coach(s), instructors, trainers) are allowed in the dugout or areas described above. The manager, coaches, players and bat boy/girls who sit on the bench during a game are required to wear standard uniforms in team colors, or, if a trainer, club-identified, neat attire (collared shirt, pants/shorts). No persons (including players, bat boys/girls, manager or coaches) not in uniform may occupy the dugout or areas described above during a Championship Season Game, with the exception of grounds crew personnel (or helpers) during active weather circumstances, such as preparing for a rain interruption. Allowable areas may also include camera wells.

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

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

SECTION 9: REPORTING VIOLATIONS

All violations of the Rules and expulsions shall be reported immediately following the game to the President by the umpire. Upon receipt of such notice, the President shall assess a fine or take other action as the facts warrant. Any Club found to be paying fines imposed upon its players or manager shall be fined five hundred dollars (\$500.00) for each offense. This penalty shall apply for each offense and shall be strictly enforced.

SECTION 10: ASSAULT ON UMPIRES

Any Club player, manager, coach, employee, owner, or sub-contractor who assaults, or attempts to assault, an umpire at any time shall be disciplined at the sole discretion of the League President.

SECTION 11: UMPIRE DRESSING ROOM ACCESS

No Uniformed Personnel except Athletic Trainers shall be allowed in umpire dressing rooms at any time. Trainers and umpire dressing room attendants shall be allowed in umpire dressing rooms to attend to umpire medical needs; other essential Club personnel shall be allowed in the umpire dressing; all visitors to umpire dressing rooms are expected to act professionally and respect umpires at all times; Any Uniformed Personnel who enter an umpire dressing room for any reason shall be subject to fines, suspensions and sanctions as may be imposed by the President.

RULE 10 PLAYER CONTRACTS & COMPENSATION

SECTION 1: UNIFORM PLAYER CONTRACT – NA

SECTION 2: NO OTHER CONTRACTS - NA

SECTION 3: CONTRACT SIGNING AND APPROVAL- NA

SECTION 4: COMPENSATION – NA

SECTION 5: SALARY GUIDELINES - NA

RULE 11 PLAYER LIMITS, TRADES, RESERVE LISTS

SECTION 1: OVERALL PLAYER LIMITS- NA

SECTION 2: PLAYER TRADES - NA

SECTION 3: DEFINITION OF PLAYER LISTS- NA

RULE 12 PROTECTED PLAYER LISTS, SEVEN DAY RULE, TAMPERING

SECTION 1: CLUB-PLAYER FIRST NEGOTIATION RIGHTS - NA

SECTION 2: PRIOR YEAR RETURNING PLAYER PROTECTED LIST, RELEASED LIST – NA

SECTION 3: PLAYERS PREVIOUSLY UNDER CONTRACT TO OTHERS – SEVEN DAY RULE - NA

SECTION 4: PLAYERS FROM SEASONS PRIOR TO IMMEDIATELY PRECEDING SEASON - NA

SECTION 5: TAMPERING - NA

RULE 13 UNIFORMED PERSONNEL CODE OF CONDUCT, OTHER CONDUCT

SECTION 1: CODE OF CONDUCT, UNIFORMED PERSONNEL

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

- a) Look, act, and dress professionally at all times.
- b) Be in full uniform at all times ballpark gates are open.
- c) Treat umpires, players, coaches, fans and media with respect at all times. Sign autographs for fans at all appropriate times.
- d) Not make obscene gestures, or use profane or obscene language in the ballpark, whether or not audible to spectators.
- e) Not make any negative reference to a player, umpire or any other person’s race, color, religion, spiritual belief, ethnic or national origin, ancestry, sexual orientation, gender expression or gender identification before, during, or after a game.
- f) Not throw equipment, or abuse the property of Home or Visiting Club, or related third parties (such as, but not limited to suppliers, sponsors, etc.). Damage to home, visiting Club and third-party property shall be the financial responsibility of the person(s) involved and may result in fines and/or suspension.
- g) Treat Home and Visiting Clubhouse attendants, staff and environs with respect.
- h) Not consume alcoholic beverages during a game, in the Clubhouse, ballpark grounds, or on the team bus.
- i) Not enter the seating areas or other public spaces when the ballpark gates are open for any reason other than promotions authorized by the Home Club.
- j) Not engage in any physical contact, whether accidental or intentional, or verbal abuse of an Umpire
- k) Not throw at hitters, or authorize same, charge the mound or incite fights with opposing Club personnel.
- l) Not bet on a League game; to do so shall subject Uniformed Personnel to immediate termination.
- m) Not misbehave, damage, or create a public disturbance in visiting hotels or host family residences; such behavior shall not be tolerated, and any damage caused shall be the financial responsibility of the person(s) involved.

- n) Respect host family residents and guest, other hotel guests and hotel employees, and abide by the rules of the hotel. Foul language and physical or verbal abuse shall not be directed at other guests or employees, nor in such a manner as such may be heard by others. Excessive noise, smoking in non-smoking rooms, or violation of hotel rules shall not be tolerated.
- o) Fully comply with instructions to vacate hotel rooms and/or move belongings to assigned areas at requested times.

SECTION 2: OTHER CONDUCT

The provisions of Official Baseball Rules, except as modified below shall apply to the Atlantic League:

- a) **Thrown or Fixed Games.** Any player or person connected with a Club who shall promise or agree to lose, or attempt to lose, or to fail to give their best efforts towards the winning of any baseball game with which the player is, or may be, in any way concerned, or who shall intentionally lose or attempt to lose, or intentionally fail to give their 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 their 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 employee 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, 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 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 bets any sum whatsoever upon any Atlantic League baseball game 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 Uniformed Personnel.
- 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) **Rules to Be Kept Posted.** A printed copy of these Rule shall be kept posted in each clubhouse, and by this reference all personnel agree to comply with these Rule.

RULE 14 SUSPENSIONS

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

**RULE 15
OFFICIAL SCORER AND LEAGUE STATISTICS**

SECTION 1: APPOINTMENT AND SALARY OF SCORER

Each Club shall nominate candidates to be its official scorer and back up scorer(s) prior to the Championship Season. All candidates must be approved by the President, who 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 by the Board. 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.

SECTION 2: DUTY AND RECORD OF SCORER

It shall be the duty of the official scorer 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 statistical service in place to officially record such information.

SECTION 3: CONDUCT TOWARD OFFICIAL SCORER

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

- a) No Club front office or on-field employee, or members of the media, shall attempt to persuade, compel or intimidate scorers into changing calls. Under no circumstances shall official scorers be influenced or pressured regarding their calls.
- b) Scorers shall not be interrupted while play is in progress. Scorers may be asked by the Home Club Public Relations Director for an explanation of play scoring between innings.
- c) Scorers are not required to accept in-game or post-game telephone inquiries from the bench or clubhouse. Club personnel shall not facilitate scorer/field personnel discussions without the consent of the scorer involved.
- d) Official scorers who wish to discuss plays or calls with on-field personnel must work through the Home Club Public Relations Director to arrange the conversation in the clubhouse or by telephone.
- e) A Club employee who wishes to appeal a scoring decision may do so via email sent to the President within twenty four (24) hours of the game's conclusion, with a copy to the opposing Club senior operator, field manager and public relations director. The appealing Club shall indicate the name and contact information (email address, mobile phone number) of the official scorer for the game. The President shall review the circumstances of the decision with the scorer and shall respond to the correspondent and those copied. Club requests for scoring decision reviews shall be limited to no more than three (3) per Championship Season. If the requesting Club fails to follow this process, the request shall not be considered by the President but shall count as a review request. Scoring complaints or compliments shall be noted in the scorer's file and shall help the League monitor the caliber of scoring in League cities.
- f) Official scorers shall be treated with the respect and support as they perform a difficult and valuable service for the League.

SECTION 4: DISMISSAL AND REPLACEMENT - NA

SECTION 5: LEAGUE STATISTICS - NA

**RULE 16
ADMISSION POLICY**

SECTION 1: PRICES – NA

SECTION 2: ATTENDANCE CALCULATION – NA

SECTION 3: PASSES – NA

SECTION 4: ATLANTIC LEAGUE PASSES – NA

SECTION 5: RAIN CHECKS - NA

**RULE 17
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. Rainouts must be reported to the League Office.

SECTION 2: PLAYERS MEAL ALLOWANCE – NA

SECTION 3: BATTING CHAMPIONSHIP ELIGIBILITY – NA

SECTION 4: ERA CHAMPIONSHIP ELIGIBILITY – NA

SECTION 5: PUBLIC ADDRESS, SCOREBOARD GRAPHICS

- a) No public address or scoreboard video system shall be used to make or imply 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" or other derogatory songs are prohibited and shall not be played.
- b) Player performance statistics may be posted on scoreboards as long as the same statistics are posted with the same frequency for both Home and Visiting Clubs.

SECTION 6: NO PEPPER, OTHER GAMES

No pepper games, flying disc, football, or games other than official field warm up, practice, pre-game activities or baseball games shall be permitted before stands that are not protected by screens.

SECTION 7: PLAYER FRATERNIZATION

No Home Team player, after having entered the playing field for participation in a Championship Season game, shall visit or mingle with a player or players of the Visiting Club, at their bench or dugout.

SECTION 8: PUBLIC CONDUCT & DRUG TESTING – NA

SECTION 9: CONTAINERS IN THE BALLPARK - NA

SECTION 10: PROPER UNIFORMS & PLAYER PHOTOGRAPHS

- a) Clubs are required to take photographs of all Uniformed Personnel in uniform prior to the commencement of the Championship Season and as players and others are added to the active roster throughout the season.
- b) Clubs are required to number players' uniforms with not-less-than-nine-inch (9") numerals on the back of each uniform.
- c) Each Club shall forward up-to-date photographs and full roster listings of its players, including their uniform numbers, no later than the day prior to appearing in a League city for use in Home Club game production and communications. Each Club shall notify the League immediately of every roster and player number change.
- d) All uniformed personnel must be in full and proper uniforms commencing one (1) hour before the start of the game. Any deviation from the uniform (e.g., replacing uniform jerseys with warm-up tops) must be approved by the President. Teams with special warm-up tops must receive permission from the President before they may be used during a Championship Game. In order to be considered for approval, all outerwear must feature Club logo colors, plus team or city name, or logo.
- e) Home Clubs are encouraged to wear home white uniforms and Visiting Clubs shall wear road gray uniforms. In any game it is the Visiting Club's responsibility to not wear the same color uniform as the Home Club. Prior to each series, the Visiting Club manager (or designee) shall consult with the Home Club (preferably manager) to learn which uniform colors the Home Club shall wear during each game of the series. Only then may the Visiting Club decide on a non-gray uniform color(s) for games during the series. Visiting Club uniform colors (especially jerseys) shall not be the same (or confusingly similar) color as the Home Club's uniform. In case of failure to contact the Home Club prior to a series, the Visiting Club shall change its uniforms if/when they see same/similarly colored Home Club jerseys on the field. Umpires or the Home Club may advise the Visiting Club to change their uniforms. Umpires shall not allow a game to start until/unless Home and Visiting Clubs are wearing contrasting jersey colors. Only in case of emergency (lost/destroyed uniforms, inoperable laundry equipment, etc.) shall an exception to this rule be made. It shall be the responsibility of the Visiting Club to resolve such an issue, however in such a case, both Clubs shall exercise common sense to reach resolution.
- f) Uniformed Personnel shall wear matching uniforms, including but not limited to pants, jerseys, outerwear and other apparel, headwear, helmets, socks and undersleeves, of the same color and design. "Lucky" player items are not allowed if they contrast with the team's standard uniform. Jerseys must be tucked into pants. Vest style jerseys must be worn over undersleeves that extend at least ¾'s the distance from the wearer's shoulder to elbow. Wearable items from other leagues must match a team's colors and decoration, including striping and trims. Non-approved logos (manufacturer, league, etc.) shall be removed or covered.
- g) Violation of any proper uniform rule shall subject the offending Player, Manager, Coach or Club to disciplinary action, including fines and/or suspension, at the discretion of the President.
- h) It is permissible for bat boy/girls to wear the Home Team uniforms while working for the Visiting Club.

SECTION 11: FINES, LOST COMPENSATION & APPEALS - NA

SECTION 12: DEVICE PROHIBITION

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

SECTION 13: DELAY OF GAME; STAND-OFF

Uniformed Personnel are expected to stand in a respectful manner for pre-game ceremonies, including the performance of the National Anthem. At the conclusion of pre-game ceremonies, Uniformed Personnel are expected to promptly move to their dugout, bullpen, or position for the start of the game. Personnel who take an inordinate amount of time (by moving slowly) to return to their dugout, bullpen or position to delay the start the game will be in violation of this rule. If onfield personnel from opposing teams refuse to exit pre-game ceremonies to challenge opposing team personnel to vacate first (a "stand-off"), both shall be fined, as shall the respective manager(s) of the personnel involved. If possible to discern which team "won" the stand-off (by remaining in place longer than the other team

personnel), the onfield personnel and manager of the “winning” stand-off team shall receive an additional fine. Repeat offenders subject themselves and/or their manager(s) to additional fines. In addition to the penalties outlined above, onfield personnel that fail to comply with orders from umpires will face possible ejection and additional fines.

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

All Batboys and Batgirls must be at least the minimum age allowable by state law and prior to the age of 21 must be named in an injury waiver signed by their parents or guardians; batboys/girls must wear uniforms that match the Home Team or Visiting Team uniforms and must wear double earflap helmets while they are on the field or in the dugout. It is permissible for bat boy/girls to wear Home Team uniforms while working for the Visiting Club.

RULE 18

PLAYOFF TIEBREAKER PROCEDURES

SECTION 1: PURPOSE

Unforeseen, extraordinary circumstances such as, but not limited to weather, travel or expense, may render Division onfield 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 game(s) shall be solely determined 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 Division Series (the “Wild Card Team”) shall be the Club, regardless of Division, among all Clubs that have not otherwise qualified for the Division Series, 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 Series;
- 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.
- b) 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;
- c) 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 ensure each Division having a representative in the Championship Series.
- b) If the two Designated Wild Card teams 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.

