

BCCC 18+ Division Bylaws

Article I: Name & Purpose

- **Section A:** This division shall be known as the Baseball Clubs of Cape Cod 18+ and shall be on an amateur standing and a division within the Baseball Clubs of Cape Cod Inc..
- **Section B:** A player is eligible to participate in league-sanctioned games so long as said person reaches his/her 18th birthday prior to said persons first game.
- **Section C:** All franchises and team members agree to abide by the bylaws and rules of the BCCC.

Article II: Membership

- **Section A:** The membership of this league shall consist of self-organized baseball teams, granted a franchise in the league by consent of The Executive Board. All franchisees must be voted on at the beginning of each season. Franchise renewal requires a simple majority vote of the Executive Board.
- **Section B:** A new franchise may be accepted for membership by a majority of the Executive Board. Each application for membership will be acted on individually. New franchise applications will be acted upon by the Executive Board.
- **Section C:** Membership status may be revoked by a majority of the Executive Board. Any franchise whose membership is in jeopardy shall be notified, in writing, by the Executive Board of the charges against them and be given the opportunity to respond to the charges after which disposition will be executed by the Executive Board.

Article III: Officers and Committees

Section A: The Executive Board will consist of the BCCC corporate officers. The function of the Executive Board will be to approve and monitor the conduct and league business, to approve new teams for membership and dismiss teams that fail to adhere to the bylaws, and to select league leaders and delegate operational functions and any other duties described in these by-laws. The Executive Board may increase its membership by a majority vote of the Executive Board. The Executive Board shall arbitrate all game protests, enforce discipline for players, managers (including suspensions) and rule on game outcomes based on BCCC 18+ rules and Bylaws.

Article IV: Voting Privileges and Procedures

- **Section A:** All league matters brought before the Executive Board shall be decided by the Executive Board.

Article V: Dues

Section A: Acceptable dates will be selected each year by the Executive Board for submission of team dues. This sum will be part of the team's annual dues and is non-refundable. If the franchise is in default, the money will become the property of the Baseball Clubs of Cape Cod 18+ Division.

Article VI: Schedule, Game Length, Rainouts, and “Mercy” Rules

- **Section A:** The regular season schedule shall be submitted by the Executive Board. After the schedule is approved no changes may be made without the approval of the Executive Board.
- **Section B:** The starting time of regular season games shall be determined by the published schedule.
- **Section C:** All regular-season games will be played for 7 innings, with no new inning starting after 2 hours 45 minutes from the first pitch. Extra innings may be played to break a tie as long as the game does not exceed the time limit. Doubleheaders will be comprised of two 7-inning games, with no more than a 20-minute break between games.
- **Section D:** Team managers may postpone a game because of inclement weather (including cold) or poor field conditions. The team manager must notify the opposing manager and the Umpire-in-Chief NO LATER THAN 2 HOURS before the scheduled start time. Any game not postponed before the two hour limit will not be rescheduled.
- **Section F:** In the event of rain or darkness, 5 innings (or 4.5 if the home team is ahead) shall constitute a complete game. All league playoff games must be played to completion, and there are no time limits for playoff games.
- **Section G:** No league-sanctioned games may start with less than one league assigned umpire present. Only league-assigned umpires may be used for scheduled games.
- **Section H:** Once the game has started, the umpire may suspend, cancel, or call a game if the safety of the players is compromised due to rain, darkness, or field conditions.
- **Section I:** Any team that forfeits a game must pay a \$150 fine to the league. A \$150 forfeit fund must be replenished if used and will be refunded if unused. No team may participate in the playoffs or the next season without paying outstanding fines. Three forfeits by any team will result in expulsion from the league, with no money refunded to the team.
- **Section J:** Visiting teams must have use of the field, infield/outfield only (No Batting Practice on field) for the last 15 minutes before the scheduled start of a game. All practice on the field shall end five minutes before scheduled start of a game. There shall be no practice time between games of a doubleheader. Teams shall be ready to present lineup cards to the umpires and to review ground rules five minutes before the scheduled start of each game.
- **Section K:** A game is considered complete if one team is ahead by ten or more runs after 5 complete innings.

Article VII: League Standings and Playoffs

- **Section A:** Prior to the opening of each regular season, the Executive Board will design a playoff format and schedule.
- **Section B:** Standings shall be determined by the awarding of two points for a win and one point for a tie.

- **Section C:** Teams that tie for post-season playoff positions shall determine their playoff seeding using these tiebreakers: head-to-head competition first; followed by winning percentage; fewest runs allowed in head to head games.
- **Section D:** The team with the higher league standing shall be the home team for the first and third games of each playoff game/series.
- **Section E:** A player or coach must have taken part in no less than 30% of his team's regular-season games to qualify to participate in any playoff game. If such a player fails to meet the requirements due to injury, a letter should be submitted to the Executive Board explaining non-compliance and appealing for a waiver. The Executive Board will then decide player eligibility by simple majority.

Article VIII: Team Composition and Assignment of Players

- **Section A:** A player is eligible to participate in league-sanctioned games so long as said person reaches his/her 18th birthday within the calendar year of the scheduled season.
- **Section B:** A player must be retired from professional baseball for one complete BCCC season before becoming eligible to participate in the league. Pro-ball refers to major and minor leagues in the U.S. and abroad, or semipro leagues where players are paid.
- **Section C:** No player may switch teams in-season without the consent of both managers. If a player request to move is denied, the player may appeal to the executive board which will determine the players request and status.
- **Section D:** In the event a player wishes to leave his existing team and form a new team, he/she may do so, pending approval by the Executive Board.
- **Section E:** Team rosters must include no less than 15 players. Teams may have no more than 23 rostered players. Any player removed from a roster may not be reinstated to the same roster until 21 days have expired.
- **Section F:** Rosters must be submitted to the Executive Board two weeks prior to opening day, including player waiver forms, Player Contract form and proof of age.
- **Section G:** All players, prior to participating in a game must have signed waiver of-liability, proof of age and registration forms on file with the league. No player may participate in any league games without having a player waiver form, player contract, and proof of age on file with the league. No player is considered rostered unless all proper paperwork is on file with the league. Teams will register a forfeit for any games that include a non-rostered player.

• Article IX: Uniforms and Equipment

- **Section A:** All teams must have full baseball uniforms consisting of caps, numbered baseball jerseys, baseball pants, belt, sanitary socks and stirrups (or solid colored socks). Each player's uniform must be of similar design to his teammates' uniforms.
1. No player out of uniform will be allowed to play without the opposing manager's consent.

2. All teams should have their uniforms by their first game. A grace period of four games should be extended for newly activated players or for new teams to complete their uniforms.

- **Section B:** All batters, runners and base coaches must wear helmets while batting and while on base. Helmets with at least one earflap are required, and double-ear flap helmets are encouraged. Catchers must wear a helmet underneath their mask.

- **Section C:** The official league baseball will be the Diamond D1 ball or equivalent. Each team must provide a minimum of 3 balls for each game. Only official league baseballs will be permitted.

- **Section D:** Players must bat with wooden or composite wood bats. Aluminum bats are not allowed in any league game.

- **Section E:** Metal cleats/spikes are permitted but not required. Sneakers are highly discouraged.

Article X: Offensive and Defensive Lineups

- **Section A:** A team must have 8 rostered players on the field to play an official game. A team with 8 of its own players may borrow a player (or players) from the opposing team. All efforts will be made by both teams and officials to play all games. If a team cannot put 8 rostered players on the field within 15 minutes of the schedule starting time, the game will be ruled a forfeit. In the event the outcome of a game is in dispute the commissioner will decide the outcome.

- **Section B:** Each team has a hitting and a defensive lineup that are independent of each other. Players may play in either lineup or both. All players may be substituted for defensively, at any time, without affecting the players' offensive status in the line-up.

- **Section C:** A manager may add batters to the bottom of the lineup at any time, but if a batter is pinch hit or run for, the player may not re-enter the game as a hitter. He/she may remain in the game as a fielder or pitcher.

- **Section D:** If a player is forced to leave a game due to injury emergency or ejection, a reserve player, not previously entered into the game as a hitter, must hit in the replaced hitter's place. If there are no reserves that can replace the individual, the spot is skipped and all hitters below that position move up. No out is assessed.

- **Section E:** Last names must be used in the scorebook to allow for player identification for follow up inquiries that related to playoff eligibility.

Article XI: Other Game Rules

• **Section A:** The Official Rules of Major League Baseball (American League version) shall govern the play of all league games, with the exception of rules that are specific to the Baseball Clubs of Cape Cod as contained herein.

• **Section B:** No later than 24 hours following a protested game, the manager of the protesting team must submit in writing to the Executive Board the reason for the protest. The executive Board shall respond to the protest within 72 hours of its receipt.

• **Section C: COURTESY RUNNERS**

1. Courtesy runners will be unlimited. Courtesy Runners must be declared at the beginning of the game. The Courtesy Runner must be the last batted out unless the last batted out is the pitcher or the catcher. Catchers and pitchers may have Courtesy runners at two outs.

• **Section D: PITCHERS**

1. No player may wear white or gray sleeves while pitching, nor may a pitcher wear a batting glove or wristband.

2. If a pitcher hits 4 batters in any one game or three in one inning, the pitcher must be removed from pitching.

3. There is no regulation as to how many innings a pitcher may pitch in a game or a week.

4. If the pitcher is removed, he/she may re-enter to pitch once during the course of the game, but not in the same inning.

Section E: Infielders are not allowed to decoy a throw or catch. Decoying is defined as a false catch or throw made in an attempt to get the player to slide unnecessarily and without strategic value. If a decoy throw or catch is detected, all runners shall be allowed to advance one base beyond the base held after all play stops. Any fielder who intentionally decoys shall be expelled from the game.

Article XII: Player Behavior and Team Responsibility

• **Section A:** There will be no alcoholic beverages or tobacco products permitted on the field or surrounding stadium grounds before, during, or after the game.

• **Section B:** Each team is required to clean trash and equipment from the dugouts and playing field following each game and to rake the pitching mound, home plate area, and baselines.

• **Section C:** Players shall not intentionally collide with any other players.

1. In the case of a runner intentionally colliding with a fielder, the runner will be called out and may, at the umpire's discretion, be expelled from the game. All base runners must either slide or give up their right to a base (avoid a collision by stopping or leaving a base path) if the defensive player has possession of the ball, is in the act of receiving the ball, or is about to immediately receive the ball and will be able to make a play on the base runner.

2. If a defensive player is not in possession of the ball, is not in the act of receiving the ball, or is not about to immediately receive the ball so that he/she is able to record an out,

he/she cannot block the base or be in the base path so as to impede (obstruct) the base runner's right to that base. Under such circumstances, the defensive player shall be responsible to avoid collision. If a collision does occur under these circumstances, the runner will always be considered safe and the obstruction rule shall be enforced. The defensive player may be ejected from the game if the action is deemed intentional.

• **Section D:** An umpire has sole discretion to expel any player or manager from a game. The league holds the right to suspend or expel any player, coach, or manager who abuses league rules, who fails to exhibit a sense of sportsmanship, or who plays without regard to the safety of the umpires, spectators, or other players.

• **Section E:** The Umpire-in-Chief shall report to the Executive Board within 24 hours the names of any player or coach who has been ejected from the game and circumstances surrounding the ejection.

1. The First Time a player, coach, or manager is ejected from a game; he/she shall be warned by the Executive Board of the penalties for additional ejections.

2. The Second Time a player, coach, or manager is ejected from a game; he/she will be suspended from the next three league games and must pay a \$100 fine before playing in the next eligible game.

3. The Third Time a player, coach, or manager is ejected from a game; he/she will be suspended for the rest of the season. If he/she desires to play the following season, he/she must apply for re-in-statement to the league and said application must be approved by a majority of the Executive Board.

4. Exception: If a player or coach physically abuses an umpire or has engaged in fighting with another player, manager, or coach, he/she will be suspended indefinitely until a review by the Executive Board. If he/she desires to play the following season he/she must apply for re-in-statement to the league and said application must be approved by a majority of the Executive Board.

5. If a player exhibits harassing or provocative behavior directed toward an umpire or other players after the conclusion of a game, the umpires have the authority to issue a post-game ejection. If a post-game ejection is issued, the ejected player will be suspended for the rest of the season. The ejected player must petition the executive board for reinstatement to participate in the following season.

6. If a team as a whole gets ejected from a game or through their behavior cause the game to end before the outcome is decided, a \$500 team fine will be assessed and the team in question will not be allowed to play a game until the fine is paid. The game will be ruled a forfeit. In addition, all fees for the game in which the ejection occurred including field, umpire and lights must be paid by the ejected team. If these fines are not paid by the next scheduled game the team in question will be removed from the remainder of the schedule and must petition the Executive Board to be allowed back for the following season. All league fees will be forfeited with no refund. If the umpires decide to stop a game due to player behavior of both sides, both teams will each be responsible for a \$500 fine and all game fees including field and umpire fees. In addition to the fines listed above, if a team(s)

is ejected or the behavior of a team(s) causes the game to end prematurely the manager(s) will be suspended for three games.

7. Any player or team that exhibits unsportsmanlike behavior before during or after the game that is recognized as behavior detrimental to but not limited to league liability, the ability to maintain continuous use of current fields and facilities, league reputation and participants safety, the Executive Board may remove the player or team in question from any future participation in the league.

8. The Executive Board has the authority after reviewing all documents to apply any penalty deemed appropriate per individual incident.

Article XIII: Adoption of By-Laws

- Section A: These by-laws may only be amended by the Executive Board.

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