

TALLAHASSEE ADULT RECREATIONAL BASEBALL LEAGUE
(TARBL)
OFFICIAL RULES AND REGULATIONS

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| ARTICLE I Qualifications for Players |
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§ 1.1. **AGE.** A player must be eighteen (18) years of age to play. The league may require proof of age at any time by any means deemed appropriate. If participation by an underage player is found by the league, the applicable team will forfeit all games in which the underage player participated, and if it is found that the team manager knew or should have known the age of the player, the entire team will be subject to forfeiture of all remaining games and all league fees paid.

§ 1.2. **ROSTERS AND SCOREBOOKS.** To determine player qualification and to ensure the integrity of post-season playoffs, all teams shall keep an official scorebook during each season. In addition, Managers must submit their teams' official roster to the league President immediately upon request. Rosters shall include, at a minimum, first name, last name, age, address, and usual positions played. Managers should report the official game score to the league as soon as possible after the game is played. Timely reporting of scores helps ensure the integrity of official standings and playoff eligibility. The league may prohibit teams from participating in the post-season playoffs for failing to follow these rules. Likewise, if cheating is detected, post-season prohibitions plus expulsion from the league may be enforced.

§ 1.3. **TEAM AFFILIATION.** A player may not play with multiple teams during the same season. If a player desires to switch teams during a season, the player shall make a written request to the league President. If it is determined that the request will jeopardize the integrity or competitive balance of the applicable division, or that the purpose is for the player's new team to "load-up" for the playoffs, the request shall be denied. The request may be granted or denied, in the league President's sole discretion. The decision is final (not subject to an appeal process). This section does not apply to instances where a team is attempting to avoid a forfeit of a regular season game, and has notified the opposing manager that extra players are needed, and the opposing manager has granted express consent.

§ 1.4. **FREE AGENTS.** A free agent is a player with no team affiliation. Free agents may be added by teams at any time, subject to all post-season playoff eligibility rules set forth by the league.

§ 1.5. **LEAGUE DUES.** In order to qualify for play, a player must pay all league dues and other fees to the satisfaction of the team's manager. The league will not, and does not, involve itself with individual disputes over money or playing time. The league is not responsible for refunds of any kind to individual players. The respective team's manager is responsible for all issues regarding dues and player participation.

§ 1.6. POST-SEASON QUALIFICATION AND ELIGIBILITY. In order to ensure the integrity of the league’s post-season playoff tournament and to prevent “loading up” at the end of the season for the purposes of bolstering the team’s chances of winning the post-season playoff tournament, the league shall set and enforce player qualification and eligibility rules. The main goal of the league in this regard is two-fold: 1) Balance the need for teams to freely add and adjust their official rosters during the season to compensate for roster needs; and 2) Control and restrict the use and addition of “ringers” a/k/a “Competitive Roster” players for post-season participation. Refer to the applicable rule section(s) for definitions and descriptions of what may constitute a “Competitive Roster” player. Accordingly, the league currently has set and will enforce the following rules for players to be eligible to play in the post-season playoffs:

(a) **Position Players:** a position player (includes any of the nine positions) must play in five (5) of the team’s regular season games. To qualify as an appearance for a game played, a player must play in the field at any fielding position for at least one (1) inning, as well as get one (1) official plate appearance at bat (a walk (BB) counts as a plate appearance).

(b) **Pitchers:** A player may qualify to pitch in the post-season by meeting the requirements of section (a) above, **OR** by pitching at least FIFTEEN (15) INNINGS for the team during the regular season. **For example,** if a player does not play in at least five (5) games, but does pitch 3 or 4 games for the team and meets or exceeds the inning requirement, then that player would qualify to only pitch in the playoffs, but does not qualify to play as a position player in the field or at bat. This is just one example (the inning requirement can be met in any combination of games, pitching starts, or relief appearances). The inning requirement is the same for teams that end the season with more, or less, than 20 games completed.

Important note: *If a roster player meets section (a), then that player does not have to meet the inning requirements of (b) in order to pitch in the playoffs. For example, a team’s short stop that never pitched in the regular season is eligible to pitch in the playoffs so long as he played five (5) or more games with the team in the regular season. Conversely, however, a pitcher that meets the innings pitched requirement without playing five (5) games (see the example above regarding 3 complete games pitched) would be able to pitch but not play any other position, or bat, during the playoffs - Note: in such a scenario, the manager would have to insert a “true DH” into the batting order, as further explained in these rules.*

(c) **Supplementary Requirements for “Competitive Roster” Players:** There shall be supplementary requirements for any player who was on a “competitive roster” as of January 1 (or after) in the applicable year in which the respective TARBL season is being played. A “competitive roster” includes, **but is not limited to,** any type of college team (any and all Division levels, including JUCO or similar equivalents), any type of professional programs (any major or minor league teams and/or affiliates), and any programs like “Cape-Cod” leagues or “Independent” ball teams. The only baseball play, other than TARBL, that would not constitute a “competitive roster”, is the local Miccosukee league. The league, in the President’s sole discretion, shall make the final determination of whether any other type of leagues that involve adult players would constitute a “competitive roster.” The primary, but not the sole, purpose of these supplementary requirements, is to prohibit in the future the past transgression of teams picking up players from FSU, FAMU, TCC, etc., for the purpose of “loading up” for the post-

season playoffs when those players were truly not a part of the respective team for the regular season.

Accordingly therefore, any player subject to this section (c) must meet the following supplementary requirements to participate in the post-season playoffs:

(1) **“Competitive Roster” Position Players:** Such a player must play in ten (10) of the team’s regular season games.

(2) **“Competitive Roster” Pitchers:** Such a player may qualify to pitch in the post-season by meeting the requirements of section (1) above, OR by pitching at least TWENTY EIGHT (28) INNINGS for the team during the regular season. The inning requirement is the same for teams that end the season with more, or less, than 20 games completed.

Important note: *The examples given in sections (a) and (b) above also apply to “Competitive Roster” players and pitchers; just insert the elevated games played and innings pitched requirements.*

The league will continuously review player qualification rules to ensure that the league objectives are being met, and to consider input and suggestions from team managers.

Savings Clause: The league has historically allowed managers to make roster adjustments to avoid forfeits of regularly scheduled season games, and also to avoid team dissolution as a result of severe cases of roster attrition during the season. Once again, the player qualification rules stated herein are made for the purpose of preventing deliberate and abusive “loading up” for the post-season. The league reserves the right to consider specific requests by team managers to adjust their respective rosters, and to grant special variances, if it is determined that the purpose is not to circumvent or cheat the league’s qualification rules. In considering such a specific request, the President may seek and consider input from the other managers of the teams in the respective division. In addition, in difficult cases, the President may call a meeting of the managers to discuss specific roster adjustments. Ultimately, the President’s decision is final (non-appealable), and any and all necessary interpretations of the rules may be construed in favor of restriction rather than allowance in order to ensure the integrity of the playoffs.

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| ARTICLE II Authorized Equipment |
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§ 2.1. BASEBALLS. Prior to the start of each year, the league President shall determine the official game baseballs to be utilized for the upcoming season. Currently, the league’s official game ball is as follows:

Diamond, DOL-A, NFHS certified baseballs.

Each team must purchase sufficient amounts of game baseballs through the league as a part of league dues, unless the team's manager has made adequate assurances that his team has available to it satisfactory means of otherwise obtaining game baseballs. Each team must provide three (3) new baseballs to the home-plate umpire at the start of each game, and must have extras readily available in the dugout if needed.

§ 2.2. BATS. Aluminum bats, in -3 or -5 designations, are allowed. Senior league bats (example: -7, -9, -11 or any designation greater than a -5) are not allowed, unless the supplementary rules of the Veterans Division specifically allow for those types of bats in that division in the respective season being played. "Senior League" bats are not allowed in the Unlimited Division.

Wood bats are currently allowed in all divisions of the league.

Modified bats of any type are not allowed. Examples of modified bats are corked wood bats or aluminum bats that have had the cap removed for any purpose. An allowed bat must be a bat that was legitimate at the level for which it was originally intended (i.e. high school, college, etc.) and still in that same condition which it was in at the time it was made by the bat manufacturer.

§ 2.3. CLEATS. Both metal and molded cleats are allowed. Cleats may not be modified in any manner. Similar to bats, cleats must be worn in the same legitimate manner for which they were made by the manufacturer.

§ 2.4. UNIFORMS. All teams must have uniforms, consisting of, at a minimum, a harmonized jersey style with player numbers on the back side, preferably eight (8) inches or larger. On a temporary basis, especially at the start of the season for new teams, play may be allowed without jerseys. Commonly participating in games without jerseys is not acceptable, and routine abuse of the rule by individual players or teams may be addressed by the league.

§ 2.5. BASEBALL PANTS. The league encourages the use of standard/typical baseball pants to avoid or minimize sliding injuries. A player will not be prevented from participating in shorts in one particular game, but said player should be advised by the team's manager to use common sense (no sliding) while wearing shorts. Commonly participating in games while wearing shorts is not acceptable, and routine abuse of the rule by individual players or teams may be addressed by the league.

§ 2.6. OTHER EQUIPMENT. For league play, other equipment which is not specifically addressed in these rules shall be of a type and nature similar or equivalent to the equipment used or mandated by local high school baseball teams, leagues, or associations.

ARTICLE III

Game Length, Time Limits, Completion of Games, Rain-Outs, and Suspended Games

§ 3.1. **GAME LENGTH.** Each league game is seven (7) innings.

§ 3.2. **TIME LIMITS.** The league and the umpires have an agreement for a three (3) hour time limit. This time limit shall be applied as follows:

(a) **First Seven (7) Innings:** The first seven (7) innings of play of regular season games are not strictly limited by the three (3) hour limit. For example, if the start time of a game is 7:00 p.m., and the 6th inning concludes at 10:01 p.m., the umpires should allow the 7th inning to be started and played unless both managers agree that the game should end with the result as it stands after 6 completed innings. However, if for any reason, the game has severely surpassed the three (3) hour limit, without being able to conclude all seven (7), the umpires have the discretion to call the game, and the result will be based upon the score in the last completed inning. For example, if the start time of a game is 7:00 p.m., and the 6th inning concludes at 10:20 p.m., it would be unreasonable to start the 7th inning, because this could possibly result in the game being more than 3 ½ hours long.

(b) **Extra Innings:** In the regular season, extra innings will be strictly limited by the three (3) hour limit. This means that no new “extra” innings shall be started after the three (3) hours of play have completely elapsed. For example, if the game starts at 7:00 p.m., and the 7th inning ends at 10:01 p.m., then the umpires may call the game a tie without playing extra innings. The umpires will officiate as many extra innings as necessary that can start within the three (3) hour time limit.

(c) **Variances to the Time Limit by Unanimous Consent of On-Field Participants:** The time limit rule is always subject to variances based upon unanimous consent by the on-field participants. In other words, if both managers plus the umpires (or at a minimum, the home plate umpire) all agree to surpass the time limit in order to complete a regular season game beyond the time limit, this is acceptable to the league.

(d) **Playoffs:** There is no time limit whatsoever for playoff games, since obviously, a win or loss must be determined in post-season play.

(e) **Mercy Rule:** There is no mandatory “mercy rule” or 10-run rule in the league.

§ 3.3. **RAIN OUTS.** The league will make reasonable attempts to make-up rained out games. Rain-out slots, however, may be limited by field availability or other factors. It is the responsibility of the affected team managers to take advantage of the available rain-out slots provided by the league.

§ 3.4. SUSPENDED GAMES. Games may be suspended by the umpires due to lightning, rain, field conditions, or other factors. If a game is suspended (not-completed fully based upon innings or time limit rules) for any reason, the remainder of that game will be played immediately prior to the next regularly scheduled contest between the two teams. If this would result in adverse consequences, other arrangements may be made at the league's discretion. An example of an adverse consequence would be adding too many innings prior to the start of a 7:00 p.m. weeknight game slot, so that the conclusion of both contests would be too late at night.

§ 3.5. INABILITY TO RESCHEDULE GAMES AND ISSUANCE OF REFUNDS. Due to many factors, rescheduling of games is not guaranteed by the league. Team managers must take full advantage of the available make-up slots provided by the league. Refunds will not be issued if it is determined, in the league's sole discretion, that there was ample and reasonable opportunity to reschedule canceled or suspended games. Passing over available slots because of the desire to not play double-headers, back-to-back days, or multiple games in a row may result in lost games with no refunds issued by the league. Conversely, if the league cannot provide ample opportunity to play make-ups, the league will issue a refund to each affected team. The amount of the refund issued to each team will be equal to one-half of the umpire association's fee per game, which currently would equate to a \$51.00 refund to each team. Refunds are made to the respective team managers. The league is not responsible for overseeing distribution or utilization of the refund by the team managers. If the league determines that partially played (suspended) games will have no affect on the standings at the end of the season, the completion of the suspended game may be canceled entirely, since the extra cost to the league for umpires to complete the suspended game would not be justified. A suspended game that is not fully completed is analogous to a game that was never started, and is treated the same in the standings. Refunds are never issued for suspended games because the umpires are still paid by the league. Further, refunds are not issued for forfeits, neither to the forfeiting nor the non-forfeiting team.

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| Article IV Forfeits |
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§ 4.1. GENERAL. A forfeit occurs if one (1) of the scheduled teams is not able to field at least eight (8) players. The umpires must observe at least a fifteen (15) minute grace period after the scheduled start time. Additional grace period time is completely at the discretion of the umpires at the field for the scheduled game. Grace period time counts and is included in the calculation of the time limit.

§ 4.2. BORROWED PLAYERS. If the opposing manager expressly consents, a team may borrow players or use non-roster players to avoid a forfeit. If agreement is reached to play the game with borrowed players, the umpires will officiate the game and it will count in the standings.

Article V

Various Playing Rules

§ 5.1. **BATTING LINEUPS.** A manager may bat as many players as the manager desires. Every player in the field, including the pitcher, must bat, unless the manager has informed the opposing manager that he is utilizing the true official designated hitter (DH) rule, analogous to the American League setup in MLB. If a manager chooses to start the game using the DH rule, the manager cannot change during the game (i.e. later in the game, allow the pitcher to bat instead of a designated hitter, which would be the equivalent of an MLB game converting from the AL batting rules to NL batting rules). In general, the manager must remain consistent with his batting strategy during the game. For example, if all players bat at the start of the game, the manager cannot later in the game convert the lineup to the best 9 hitters. If extenuating circumstances arise, the affected manager should notify the opposing manager and the plate umpire, and request a variance. Examples of such circumstances would be on-field injuries or a player leaving the game to go to work, school, etc. Likewise, players who show up late may be added at the very bottom of the existing batting order. If the opposing manager determines that the variance is not intended to cheat or bolster the quality of the batting lineup during the game, the variance should be allowed. If there is any disagreement, the plate umpire should be notified that the game is being played under protest, and the league will make the final decision based on the particular facts, and decide the outcome of the game accordingly.

§ 5.2. **COURTESY RUNNERS.** A “courtesy runner” is a runner who replaces another runner on the bases, but not in an official “pinch runner” scenario. In other words, in courtesy runner situations, the replaced runner does not leave the game and will continue to bat and play in the game. There are 2 scenarios for allowable courtesy runners:

(a) **For Pitchers and Catchers.** To speed up the game, courtesy runners shall be allowed for the pitcher and catcher each time either one reaches base. If the courtesy runner is the last out in the lineup, then the courtesy runner may steal and advance on passed balls just like the original runner could have done. If the courtesy runner is not the last out in the lineup, then the courtesy runner may NOT steal and may NOT advance on passed balls. This scenario is called a “stationary runner” situation, and the plate umpire and opposing manager should be immediately advised of such when the last out in the lineup is not used.

Important note: For all courtesy runner scenarios, the last out in the lineup means the player who recorded the most recent out immediately prior to the current batter AND who was not the pitcher or catcher in that team’s defensive lineup that immediately preceded the current offensive half-inning. For example, if the last out in the batting lineup is the short stop, but the short stop is going in to pitch in the next (future) inning, that does not matter, and the short stop must run as the courtesy runner in order for the team to avoid a “stationary runner” situation.

(b) **For Injured Players, or Otherwise.** All other courtesy runner situations other than section (a) above shall result in a “stationary runner.” A “stationary runner” cannot steal or

advance on passed balls, and can only advance when the ball is “batted” into play (running on a sacrifice fly is acceptable). An automatic stationary runner scenario is, if a batter reaches base, but then does not want to run because his knee hurts (or whatever the reason), the courtesy runner must remain stationary regardless of whether the courtesy runner is actually the last out in the batting order. The goal of this rule is two-fold: 1) To eliminate any advantage that the offensive team could gain by using a courtesy runner, because the replaced runner is not being pulled from the game as in a true “pinch runner” scenario; 2) To discourage and eliminate teams from routinely and continuously replacing existing base runners with their fastest players to get speed on the bases and gain an advantage, or even worse, having a “track guy” on the roster who only goes in the game to run the bases as a courtesy runner.

Of course, the league still follows the actual true “pinch runner” rules of baseball. A true “pinch runner” is an available bench player (who has not already entered the game in any capacity whatsoever) who is then entered into the game by the manager as a replacement for the player/batter who has just reached base safely. The player who is then removed from the bases by the pinch runner must exit the game permanently and may not re-enter the game in any capacity.

Important Note: Managers who choose to bat everybody on the team at the start of a game, automatically eliminate any possibility of using a true “pinch runner,” because then there will be no available bench players not already entered into the game (unless, of course, an additional player shows up later in the game who was not present at the start and who has not yet entered the game in any other capacity).

§ 5.3. DEFENSIVE CHANGES. There are no restrictions on defensive (non-pitcher) position changes during a game. Managers may freely substitute all eight (8) defensive (non-pitcher) positions during the game. Defensive changes do not affect the batting lineup order.

§ 5.4. PITCHING CHANGES AND LIMITATIONS. Managers may change pitchers as often as needed. However, once a player enters the game as a pitcher and then is removed from the pitching position, that player may not re-enter as a pitcher at a later time during the same game. Pitching changes do not affect the batting lineup, except in rare cases where the manager chose at the start of the game to utilize the true official “DH rule” as further described elsewhere in these rules.

§ 5.5. NO CONTACT POLICY. The league observes a strict “no contact” policy for all plays on the bases and for plays at home plate. A base runner may not run into the catcher at home plate or try to break-up a double play. The base runner must slide or stop to accept the out. Accordingly, the catcher may not unreasonably block the path to home plate without actual possession of the ball. If the catcher does so, the umpire shall call interference and automatically deem the runner safe at home.

§ 5.6. NO FAKE TAGS. To avoid unnecessary sliding, and possible injuries, fake tags are not allowed by defensive players.

§ 5.7. NO INTENTIONAL “CHIN MUSIC”. Pitchers shall not intentionally throw at batters or hit batters with pitches for any reason.

§ 5.8. NO STEALING SIGNS. Stealing signs is not allowed. The reason for this rule is that the common retaliation for stealing signs in baseball is for the pitcher to throw up and in (“give him one in the ear hole”) or hit a batter as a warning not to continue stealing their signs. Because the league does not tolerate pitchers throwing at batters for any reason (for obvious safety concerns), then likewise, it is unfair to allow the stealing of signs. If the umpires see or are notified of sign stealing, warnings shall immediately be issued to both teams, and further violations shall result in ejections and league discipline.

§ 5.9. BASE STEALING. Runners should not steal bases if their team is winning by ten (10) or more runs after the 5th inning. Again, like stealing signs, the league will not tolerate retaliation by pitchers for excessive base stealing, and therefore, base runner should likewise give respect to the opposing team to avoid possible retaliation attempts. In most baseball leagues, not stealing bases after the score is lopsided is considered an “unwritten rule” or “gentlemen’s rule” anyway.

Runners may, however, continue to advance on passed balls and sacrifice fly’s during the entire game because many participants consider it more of an insult for a runner to stay stationary on a passed ball that rolls to the backstop or into the outfield, etc.

§ 5.10. VETERANS DIVISION VARIATIONS. The Veterans Division (35 and older) may adopt and utilize supplementary playing rules that vary from those stated herein. The teams in the Veterans Division shall mutually agree upon any variations, and shall ensure that the umpires are adequately advised of any and all variations.

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| Article VI Miscellaneous |
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§ 6.1 . PROHIBITION ON FIELD MAINTENANCE. Field maintenance by players or participants of any kind is strictly prohibited. TARBL could lose the privilege to utilize the fields if this rule is not followed, and therefore, strict compliance is expected and will be sternly enforced. If there is standing water on the field, this is an absolute sign that the field is not playable, no exceptions. Further, if there are soft areas in the grass or muddy areas (especially home plate or the pitchers mound) anywhere on the field, the team managers should immediately notify the league President so that a determination of playability can be made. The league will strictly enforce this rule, and violators may be suspended, prohibited, and/or expelled from league participation.

§ 6.2. TRASH REMOVAL. Each manager is solely responsible for ensuring that all trash is removed from the dugout after the game, whether or not the manager thinks or believes it was or was not left by the team. The assumption by the high school coaches will be that the

adult league players trashed the dugouts. Do not rely on your players to pick up after themselves, as many of them do not and will not. Water and Gatorade bottles, plus gum and candy wrappers, have routinely been left in the dugouts, and such is completely unacceptable. The high school coaches expect our league to leave their fields in the same, or better, conditions than that which existed prior to TARBL's use. Violators may be suspended, prohibited, and/or expelled, from league participation.

§ 6.3 BEER AND TOBACCO. Beer and tobacco is prohibited, and under no circumstances should containers be left at the fields, even in the trash cans at the fields. The league has had continuous problems with empty dip cans being left in dugouts or in the dugout trash cans. This is unacceptable, and TARBL is subject to the loss of fields if this rule is violated. Further, the league has had problems with players spitting on the dugout floors or artificial turf areas around the dugouts and home plate areas. This infuriates the high school coaches because tobacco spit stains these areas and is difficult to remove. Please remind your players not to take these actions because the league could lose the privilege of playing on these fields. Violators may be suspended, prohibited, and/or expelled, from league participation.

§ 6.4. LIGHTS. Turning Lights ON: Even for 7:00 p.m. start times, the lights should not be turned ON at, or prior to, game time. In general, the lights should be turned on no sooner than 7:45 – 8:00 p.m., unless overcast conditions cause play to be dangerous without lights.

Turning Lights OFF: Both managers are solely responsible for ensuring that the lights are turned OFF after the game, and that the access door to the lights is locked. Do not assume that the manager who turned the lights ON will turn the lights OFF, because that manager may forget. Further, never assume that one of your fellow players will do it – this is a MANAGER responsibility, and managers will remain accountable to the league for violations. At a minimum, remember to ask the opposing manager after the game “are you going to turn the lights off,” which will serve as a simple reminder and help prevent accidentally leaving the field without turning the lights off.

§ 6.5. HIGH SCHOOL RULES. For any rules that are not specifically addressed, the league and its hired umpire association will enforce rules similar or equivalent to those used by local high school teams, leagues, and associations.

§ 6.6. PUNISHMENTS. Suspensions, prohibitions, and/or complete expulsions from league participation may be levied for a violation of league rules. The length and severity of the punishment is at the discretion of the league, and is ultimately the responsibility and discretion of the league President, who must ensure that the league remains viable and healthy. Each rule has a specific purpose, and in most instances, has been written due to past problems encountered by the league. Participation in TARBL is a privilege, not a right, and each participant must accept and agree to be bound by all TARBL rules, regulations, orders, etc.

§ 6.7. APPEAL PROCESS. In general, there is no appeals process for league determinations and disciplinary actions on rule violations and suspensions. For severe cases, the league President may consult with the other affected managers, if any, in the division, or may choose to call a meeting of team managers to discuss the matter. Examples of severe cases

where outside input may be desired would be player suspensions in excess of five (5) games and/or complete expulsion from future participation in the league. The league's determinations, made via the President, are final, and not subject to an appeal process, vote, mediation, arbitration, or legal action of any kind.

§ 6.8. INJURIES AND DAMAGES. Players, managers, and all other participants, fans, etc., play and attend TARBL events at their own risk. The league is not responsible for ensuring that players (or others) maintain adequate health, liability, or other insurance to cover injuries, medical treatment, hospitalization, etc. Neither the league, city, or county, and no other entity, director, officer, or individual shall be responsible for injuries or any type of damages or legal actions whatsoever as a result of TARBL events.

§ 6.9. SPORTSMANSHIP AND SAFETY. Adult baseball is for fun and recreational purposes only. Every participant has work, school, family, and/or other life commitments, which far outweigh the importance of anything done on the baseball field. Therefore, sportsmanship, safety, and respect for fellow participants (including the umpires) are the league's top priorities.

§ 6.10. TREATMENT OF UMPIRES. Excessive abuse of umpires will not be tolerated. Umpires may eject players and/or managers in severe cases. The umpires should not and will not eject players or managers for non-threatening comments about balls/strikes or other on-field calls, but if comments become excessive, or if language is littered with profanity, the umpires may warn the players and managers that ejections may follow if the comments continue. The goal is to maintain a competitive but sportsmanlike environment. The league may issue supplementary discipline and punishments after reviewing reports of the ejections.

§ 6.11. TOURNAMENT. The Unlimited Division post-season playoffs will consist of the top **FOUR (4) TEAMS**, as calculated by computer winning percentage based upon actual games played as scheduled at the beginning of the season, and as capable of being reasonably completed prior to the necessary start date of the playoffs. The format will be head-to-head, best of three (3) games, MLB-style playoffs. The Veterans Division teams will mutually organize their own tournament, if applicable.