



CITY OF PLANO BASEBALL LEAGUE BYLAWS

A. GOVERNMENT

1. This league shall be governed by the Adult Sports Division of the City of Plano Parks and Recreation Department.
2. Any rule not covered in the league By-Laws will be covered under the official rules of major league baseball.

B. FEES

1. Each team shall pay a fee for participation in each league.
2. All fees shall be paid by the designated due date set by the Parks and Recreation Department. No exceptions!
3. There will be no refunds.

C. QUESTIONS

1. The Adult Sports office telephone number is **972-941-7278**, and the fax number is **972-941-7469**. Office hours are **8 a.m.-5 p.m. Monday-Friday**. The website is www.planoparks.org (Athletics tab, Sports, Adult Sports). The telephone number at Heritage Yards is **972-712-3930 after 5 p.m.** The fax number is **972-712-3931**.

D. ELIGIBILITY

1. Participants must either live or work within the City limits of Plano. Part-time jobs do not fulfill the "work" requirements. Non-resident teams will be permitted on a space-available basis.
2. No professional players are allowed in the league. This league has been developed for recreational benefit only. Any team found to have used a professional player will forfeit those games in which the player participated and additional penalties may be invoked, including forfeiting the team from the league.
3. **Roster Rules (numbers 4-9 below) will be strictly enforced.**
4. **Rosters** will be limited to **20 players**. An **original** Plano Parks and Recreation Department Roster, properly filled out and signed by all players and the Team Manager, **must** be turned in at the Adult Sports office at 1409 Avenue K by the team's **first** game. If the team Roster is not on file and a player's eligibility is challenged, the game in question will be automatically forfeited.
5. Before anyone is added to the team Roster **after** the season begins, a **Player Addition Form** must be filled out and turned in to the Heritage Yards office or the Parks and Recreation Department office. Players may **not** be added to Roster **after** the **completion** of the sixteenth (**16th**) game **played** in the **Open** Division and the twelfth (**12th**) game played in the **35 and Over** Division.
6. Additions or subtractions from the official roster must be submitted to the **Adult Sports office** on the day that the addition or subtraction is to be actuated **prior** to the player's participation in the game.

7. Teams needing players to fill out daily lineups may use players from other Parks and Recreation Men's league teams. The original team must have at least six (6) from their own players. No more than three (3) players may be picked up. Pickups may **NEVER** pitch for their temporary team. If and when original players arrive, pickups must drop off over nine (9) players. Teams may start a game with eight (8) players total with no penalty of an out in the 9th position in the batting order. A pickup player may not be added to a lineup to replace an ejected player.

No pick up players will be allowed in the **playoffs**.

8. No player may participate who has been suspended from any other affiliated Parks and Recreation activity until approved to play upon recommendation by the Parks and Recreation Department.
9. Teams may question eligibility of only two (2) players per game. Whole rosters may not be questioned. Teams playing ineligible players will forfeit all games in which the ineligible persons appeared in the lineup and may forfeit all remaining games in the current season's schedule. The ineligible person will be suspended and no entry fees will be refunded. Managers playing ineligible players may be suspended for two (2) full calendar years from Plano Parks and Recreation Department activities. **See Section I Number 2 for detailed description of the eligibility protest procedure.**
10. All participants must be at least eighteen (18) years of age.
11. At all times, the responsibility regarding the eligibility and conduct of players rest with the Manager of each team.

E. MANAGERS RESPONSIBILITIES

1. Managers will be responsible to see that all their players know and abide by the rules as stated in the City of Plano Adult Baseball League **By-Laws**. Further, managers are responsible for their players knowing and abiding by the City of Plano Adult Sports **Sportsmanship Guidelines** (section F). If a manager cannot or will not control his players and spectators, he faces league sanctions ranging from removal or ejection to forfeiture of games.
2. The manager shall be the official representative of the team unless he designates one of the players as a team captain prior to the start of the game. **Only** the manager or his designated team captain may discuss a call or decision made by the officials. The manager or designated team captain is responsible for maintaining the team's cooperation with the umpires and City Staff.

F. SPORTSMANSHIP GUIDELINES

1. Unsportsmanlike conduct is contrary to the basic principles of athletic sports. The player Sportsmanship Guidelines is established for the protection of the participants, survival of the sport, and continuation of the league. Violation of the Sportsmanship Guidelines will not be condoned.
 - a. **No Person Shall:** At any time lay a hand upon, shove, strike, harass, or threaten an umpire. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
 - b. **No Person Shall:** Be guilty of objectionable demonstrations of dissent at an umpire's decision.
 - c. **No Person Shall:** Refuse to abide by an umpire's decision. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
 - d. **No Person Shall:** Discuss with an umpire in any manner the decision reached by such umpire except the team manager or designated captain.

- e. **No Person Shall:** Be guilty of using unnecessary rough tactics in the play of the game against a person of the opposing team. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
- f. **No Person Shall:** Be guilty of intentionally endangering a player, league umpire, City Staff, or spectator.
- g. **No Person Shall:** Be guilty of physical attack upon any player, umpire, City Staff, or spectator. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
- h. **No Person Shall:** Be guilty of an abusive verbal attack upon any player, umpire, City Staff, or spectator. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
- i. **No Person Shall:** Appear upon the field of play at any time in an intoxicated condition. Umpires are required to immediately remove or eject the player from further play and report the player to City Staff.
- j. **The Manager and Team Shall:** Be responsible for the conduct of their fans and supporters. If fans and supporters become abusive towards opposing team members, umpires, or City Staff, they place the team in jeopardy of forfeiting the game.

G. PENALTIES

1. **Ejections.** Unsportsmanlike conduct will not be tolerated at **any** time for **any** reason. Managers, players, coaches, or spectators may be **suspended** from league play for any violation of the Sportsmanship Guidelines before, during, or after the game on City property. The City of Plano Adult Sports Staff will decide on the length of all suspensions, but there shall be a minimum of:
 - a. **Two games or more**, for using profane language and/or for unsportsmanlike conduct. The suspension shall be effective for the two (**2**) games **played** following the game in which the violation occurred. Bye weeks and rained-out games do not count in the two-game suspension. The player may not return to the park until the suspension(s) has been served.

NOTE: The use profane language and/or unsportsmanlike conduct shall be an automatic suspension.

Any player **ejected** from a game **must immediately leave the park**. If the player refuses to leave the park or threatens an umpire at the time of the ejection, the game will be forfeited even if there are still eight (**8**) players available to play.

There will be an indefinite suspension time for fighting (fights will be defined as intent to do harm). Any or all persons involved in a fight **will** be suspended. Whole teams may be suspended if the infraction is severe enough (i.e. striking an umpire, mass fights, striking a City Staff member, etc.).
 - b. A **one-year** suspension if a second two-game suspension is drawn. **THE MAXIMUM PENALTY APPLIED AFTER THE SECOND EJECTION MAY RESULT IN A ONE-YEAR SUSPENSION FROM PARTICIPATION IN ALL CITY OF PLANO ADULT ATHLETIC LEAGUES.**
 - c. A **one-year or more** suspension for striking an umpire or City Staff member.
2. **Removals.** Umpires have the option of **removing** a player for minor infractions (such as a fake tag or throwing a bat). A removal means that the player may not play for the remainder of **that game only**. The player **does not have to leave the park**, and the game may continue if there are at least eight (**8**) players eligible for play.

3. **Appeals.** The City of Plano Adult Sports Division **will** accept appeals of suspension from teams or players as long as:
 - a. The length of the team or player suspension is four (4) weeks or greater.
 - b. The suspension is not connected to any pending investigation by law enforcement.
4. **Filing.** To file an appeal, the team or player must:
 - a. Contact the City of Plano Adult Sports Supervisor within three (3) days of being notified of the suspension.
 - b. Provide a written account of the incident that led to the suspension, stating why the suspension should be eliminated or reduced. This written account must be received within **48 hours** of contacting the Adult Sports Supervisor and declaring the desire to appeal the suspension.
 - c. Provide contact information of any and all witnesses to the incident.
5. **Review.** The City of Plano Adult Sports Staff will review all written documentation provided by everyone involved including players, umpires, spectators, and City staff.
 - a. If the Adult Sports Staff finds it necessary to meet with the individuals involved, Staff will set the date, time, and location of the meeting. All involved parties will be contacted and informed of the date, time, and location of the meeting. Every effort will be made to give at least one (1) week notice of the meeting. Once a date and time for the meeting have been set, they will not be changed or rescheduled except for unforeseen circumstances.
 - b. If the Adult Sports Staff decides that meeting with all the involved parties is not necessary, Staff will decide if the suspension is warranted. If the suspension is deemed to be warranted, members will decide if it should be shortened, lengthened, or remain as is.
6. **Notification.** Once the Adult Sports Staff has ruled on the suspension, the team or player will be notified by the City of Plano Adult Sports Supervisor who will inform them of the Staff's ruling. All appeal rulings by the City of Plano Adult Sports Staff are **FINAL** and may not be appealed a second time.

H. **RULES OF COMPETITION**

1. **Alcoholic beverages.** These are not allowed on park property, which includes the parking lot.
2. **Uniforms.** At all games (**including** the first), all players on a team are required to wear shirts of similar color, and the shirts must be **numbered**. A legal number of contrasting color must be worn on the back of all uniform shirts. Numbers may not be fractions or triple numbers. These numbers must be of a **permanent** nature. No tape will be allowed. **PENALTY:** Any player violating these rules will not be allowed to play in this game. If two players wear the same number, both players may not participate in a game at the same time. Players may not switch jerseys after the line-up has been submitted.
3. **Schedules.** Teams are required to play game schedules as posted. Game schedules will **not** be changed to accommodate individual teams. The **only** changes to game schedules will be made by **Parks and Recreation staff** due to rainouts or other unforeseen administrative or facility-related circumstances.
4. **Line-up Cards.** These are available on our website at www.planoparks.org (Athletics tab, Adult Sports). Line-ups are due no later than the home plate meeting before each game. Games will not be forfeited due to lack of the line-up unless the team is unable to produce the minimum number of eligible players at game time. **All players must be listed on the line-up card either in the offensive line-up or as a substitute in order to be eligible to participate in the game.**

5. **Home Team.** Team is named on game schedules. Teams may occupy either dugout on a first-come, first-served basis.
6. **Number of Players.** Games may begin if a team has eight (8) players. There will **NOT** be an automatic out when the absent player's time comes to bat. If a ninth (9th) player arrives, the player may be substituted for the absent player. **Teams may play shorthanded for any reason. Teams may not play with fewer than eight (8) players.**
7. **Game Times. Games will begin at the scheduled time, and the clock will be started.**
Exception: If a team does not have eight (8) players to start the game at **6:15 pm**, the umpire will start the game clock. If the team that caused the delay is the home team, that team will lose its home team status and become the visiting team. The game will start as soon as **both** teams have at least eight (8) players. If time reaches **6:45 pm** and a team still does not have eight (8) players, that team will forfeit the game. Game time for the late game shall be **8:30 pm** or **10 minutes after completion** of the **6:15 pm** game.
8. **Forfeit.** The official score of a **forfeited** game shall be recorded as **7-0**.
9. **Double Forfeit.** If neither team can produce the required number of eligible players at the stated game time, a double forfeit shall occur and the official standings shall show a loss for both teams. There shall be no opportunity to replay the game. If the forfeit is the last game of the evening, the bases will be taken up and lights may be turned off. The official score for a double forfeit shall be recorded as **0-0**.
10. **Limits.** All games shall last seven (7) innings with no new inning to start after 1 hour and 50 minutes. Any game stopped after 55 minutes shall be considered an official game. No inning shall start after **10:30 pm**.
11. **Wood or Wood Composite Bat.** This is a Wood or Wood Composite Bat Only League.
12. **Offensive and Defensive Line-Ups:** Teams will have separate offensive and defensive line-ups that will work independently of each other. **To be eligible to participate in a game, a player must be listed on the line-up card that is turned in to the umpire at the pre-game meeting.** Players must be listed in either the offensive line-up (batting order) or as an eligible substitute. Players may be added as a substitute at any time.

Offensive Line-Up

At the pre-game home meeting managers must inform the umpire of the number of batters they will have in the offensive line-up.

Upon completion of the pre-game meeting managers may not change the number of players in the offensive line-up.

Teams may bat a maximum of 16 players.

Teams must bat a minimum of 9 players or 8 if playing short-handed. If teams have only 8 or 9 players, a DH will not be allowed and the pitcher must bat.

Once a player in the offensive line-up is replaced by an eligible substitute, the original player may not re-enter the offensive line-up but may continue to play defense.

When a void in the offensive line-up is created due to a player being ejected or removed from the game and an eligible substitute is not available, **an out WILL** be recorded when the ejected or removed player in that spot in the line-up is due at bat.

When a void in the offensive line-up is created for any reason **other** than a player being ejected or removed from the game and an eligible substitute is not available, **an out will NOT** be recorded when the player in that spot in the line-up is due at bat.

Defensive Line-Up

Any player listed in the offensive line-up may play defense.

Any player listed as an eligible substitute on the line-up card turned into the umpire may play defense.

Teams may make an unlimited number of defensive substitutions.

If a team is playing short-handed they may play only 8 players on defense.

A pitcher may leave the mound and return to the mound in the same game as long as he remains on the field in a defensive position.

13. **Contact.** In an effort to prevent injury and protect a defensive player attempting to make a play on a runner, a runner must be called out when he remains on his feet and crashes into a defensive player who is holding the ball and waiting to apply a tag. To prevent the out ruling, the runner may slide, jump over the defender holding the ball, go around the defender, or return to the previous base touched. If the act is determined to be flagrant, the offender will be ejected. A runner may slide into the fielder.

When the ball, runner, and the defensive player arrive at the same time and place, and contact is made, the umpire should not invoke the crash rule, interference, or obstruction. This is merely incidental contact.
14. **Run Rule.** All games will be played with a **15 Run Rule** after 3-1/2 or 4 innings, and a **10 Run Rule** after 4-1/2 or 5 innings. The home team should keep the official scorebook unless another agreement is made between the two teams before the start of the game.
15. **Substitute Runners.** Before the beginning of each game, each team may elect to choose two (2) players that can be run for at any time. The substitute runner shall be the player who has recorded the last out in the official scorebook. If this condition arises in the beginning of the game, that last batter in the line up shall serve as the substitute runner. Pitchers and catchers may be passed over as the last batted out if the team so chooses. In addition, a **two-out** courtesy runner may be used for a pitcher or catcher who is on base. Again, the last batted out shall become the runner. Substitute runners must be ready to enter the game before time is called and the substitution is made. If the umpire determines that the runner is not ready to enter the game, he will order the teams to play on. Players leaving the field do not need to wait until the runner reaches his base. He should leave for the dugout as soon as time is called.
16. **Injury Re-entry Rule.** If a player is injured while batting or running the bases and said player does not already have a substitute runner assigned to him, that player may have a substitute runner run for him without permanent removal from the game **AT THAT TIME**. If, however, the injured player cannot take his next scheduled at bat, he must then be removed from the game according to the batting order rules that his team is playing under (i.e., continuous batting, close the lineup, starter re-entry, replaced by his substitute). The substitute runner shall be the last batted out in the scorebook, as in rule H-15. If the injury results in a team falling below eight (8) players, a forfeit will be called.
17. **Pitching.** Since this is an adult Men's League, no pitching rules pertaining to innings pitched or mandatory rest rules shall apply. A pitcher may leave the mound and return to the mound in the same game as long as he remains on the field in a defensive position.
18. **Catching. CATCHERS MUST WEAR A CATCHERS HELMET BEHIND THE PLATE.**
19. **Balls.** Both teams must furnish **two** game balls to the home plate umpire before the start of each game. The City of Plano will provide balls to the teams at the beginning of the season.
20. **Uncompleted Games.** Games that are called due to rain or other unforeseen circumstances will be considered final if the game has progressed through the fourth (**4th**) inning, or if the losing team has batted four (**4**) times, or has fulfilled the **15 Run Rule** or progressed through sixty (**60**) minutes (one hour) of play. All uncompleted games will be started from the beginning.

21. **Prior Knowledge of Forfeit.** If a team manager knows prior to game time that his team will be required to forfeit the game due to lack of eligible players, he should verbally forfeit the game **ONLY** by contacting the Adult Sports staff at Plano Parks and Recreation, 1409 Avenue K, **972-941-7278, prior to 5:00 p.m. After 5:00 p.m.** a team manager should call staff at the Heritage Yards softball complex office at **972-712-3930**. Leave a message if necessary so that the opposing team can be contacted. This forfeit will count as a forfeit toward suspension from the league. **Failure to report a forfeit** will result in a **\$100 penalty** payable to the City of Plano prior to the team's next scheduled game. Teams will not be allowed to continue to play until the forfeit penalty has been paid.
22. **Suspension.** Forfeiture of three (3) league games will automatically suspend a team for the remainder of the season. All remaining games to be played will be forfeited, and **NO ENTRY FEE REFUND WILL BE MADE**. The scores for all completed games will be recorded as played.
23. **Rescheduling.** All games will be played as scheduled except in the event of unavoidable conflicts in facilities or inclement weather. Any postponed game will be rescheduled by the Adult Sports office of the Parks and Recreation Department.

Decisions on cancellations of games due to inclement weather will be made by the Parks and Recreation Department on the scheduled game day. Managers can call the rain-out number (**972-941-7278**) at **4:00 p.m. Mondays-Fridays** to get the decision as to field conditions or check our website at **www.planoparks.org** (Sports, Adult Sports, Adult Sports Standings/Schedules and Message Board).

Any **change** in this decision **after 4:00 p.m. Mondays-Fridays** due to later weather conditions will be updated at the time on the rain-out phone number and on the website message board. Decisions regarding cancellations of **weekend** games due to inclement weather will be posted on our website **1-1/2 hours before the first scheduled game**.

Managers should keep checking back on game day if weather is questionable.

24. **Make-up games.** All make-up games will be played as time allows during and after the regular season. Make-up schedules will be **added** to your schedule on our website at **www.planoparks.org** (Athletics tab, Sports, Adult Sports, Adult Sports Standings/ Schedules and Message Board). An effort will be made to schedule all make-up games on each league's respective night of play. **Make-up information will not be given out over the phone. Make-up dates will not be changed to accommodate individual teams.**
25. **Decisions. The officials' decision shall be final on judgment calls and on the conduct of the game.** These decisions do not involve interpretation of the rules, the Bylaws of the league, or the eligibility of the players.
26. **Sportsmanship.** Teams will be expected not to make a mockery of the game (i.e., challenging whole rosters, wearing inappropriate attire, etc.).
27. **Apparel.** Apparel including uniforms worn by spectators, players, managers, and coaches must be appropriate and may not be of an obscene, lewd, vulgar, profane, or disruptive manner in either written or graphic format. Anyone wearing apparel as described will be considered a public nuisance and will be subject to penalties provided in Ordinance 15-3 of the City of Plano.

I. PROTESTS

1. Rule Interpretation Protests

Protests will not be received or considered if they are based solely on a decision involving the accuracy of a judgment on the part of an umpire. Only protests involving the **misinterpretation** of a playing rule will be allowed.

a. Teams wishing to protest the misinterpretation of a playing rule must:

1. Notify the home plate umpire stating the reason for the protest prior to:

a. the next pitch **OR**

- b. all infielders having left fair territory, if on the last play of an inning **OR**
 - c. the umpires having left the playing field, if on the last play of the game.
2. Notify Adult Sports Staff in writing, signed by the team manager, and filed by 5:00 pm the next business day.
 3. Provide a **\$50.00 deposit** (cash or check only) to Adult Sports Staff by **5:00 pm** the **next** business day. If the protest is upheld, the deposit will be refunded.
- b. All protests will be ruled on by Adult Sports Staff and the Umpire-in-Chief.
 - c. If the protest is upheld, all penalties will be determined by Adult Sports Staff and the Umpire-in-Chief whose decision shall be final.
 - d. Only protests that actually affect the outcome of the game will be considered.
 - e. It is recommended that both teams keep a scorebook. The home team's book will serve as the official scorebook from which standings and records will be recorded.

2. **Eligibility Protests**

a. **Teams wishing to protest the eligibility of a player must:**

1. Inform the home plate umpire that the game is being played under protest and identify the person(s) in question prior to the completion of the ball game.
2. Inform Adult Sports Staff in writing of the protest by 5:00 pm of the next business day.
3. Provide a \$50.00 deposit (cash or check only) to Adult Sports Staff within ten (10) minutes of the completion of the ball game. If the protest is upheld, the deposit will be refunded.
4. The eligibility of only two (2) players per game may be challenged.

b. **Protested player(s) must:**

1. Produce picture identification to the umpire issued by the Texas Department of Public Safety within ten (10) minutes of the completion of the ball game.

Failure to produce picture identification will result in automatic forfeiture by the team using the player(s) in question.

2. Rulings on player eligibility will be made **within 72 hours**, and Adult Sports Staff will notify both team managers. **If the team roster is not on file and a player's eligibility is challenged, the game in question will be automatically forfeited.**

J. **DETERMINATION OF REGULAR SEASON LEAGUE WINNER**

If a tie exists for any award position, league winners will be determined by using the following tiebreaker criteria:

- a. win-loss in **head-to-head** games
- b. **fewest** runs **allowed** in head-to-head games
- c. **most** runs **scored** in head-to-head games
- d. **fewest** runs **allowed** in league play
- e. **most** runs **scored** in league play.

K. **PLAYOFF FORMAT**

Teams will be seeded into a double-elimination tournament based on the final regular season league standings.

- a. Winning Percentage
- b. Tiebreaker Criteria
 - 1. win-loss in **head-to-head** games
 - 2. **fewest** runs **allowed** in head-to-head games
 - 3. **most** runs **scored** in head-to-head games
 - 4. **fewest** runs **allowed** in league play
 - 5. **most** runs **scored** in league play

M. **LEAGUE AWARD**

One first-place team award (trophy or plaque)

N. **PLAYOFF AWARDS**

- a. One first-place team award (trophy or plaque)
- b. 18 custom shirts