

ST. LOUIS METRO COLLEGIATE  
BASEBALL



OFFICIAL POLICIES & RULES

Revised May 20, 2011

## I - ADMINISTRATION

**1.01 League Structure -** The St. Louis Metro Collegiate Baseball League is a not-for-profit organization chartered to provide an instructive and competitive summer baseball league for college players. The league shall consist of teams determined by the Metro League Board. Each team shall field a full complement of players properly registered with the league and coached by a team manager appointed by the Metro League Board.

**1.02 Officers and Boards -** The Metro League shall be governed by a board consisting of President, Vice President, General Manager, Baseball Commissioner and Secretary/Treasurer. The leadership may determine and impanel such committees, boards and functionaries as it sees fit to carry on the operations and promotion of the league.

Prior to the start of each season, the Metro League President shall appoint a Review Board of not less than three (3), nor more than five (5) members to rule on player issues, ejections, etc.

**1.03 Manager's Agreement -** Each manager in the St. Louis Metro Collegiate Baseball League shall be hired by the board on an independent contractor basis for the duration of one season. Rehire for subsequent seasons shall be at the sole discretion of the Metro board. An independent contractor agreement shall be signed by each coach, detailing his duties and obligations and the fee to be tendered to him by the league. Failure to fulfil these duties and obligations, either in whole or in part, may subject the manager to fines or other sanctions by the league.

All duties and obligations detailed in this manual shall be considered part of the independent contractor agreement. Managers are reminded that, as an independent contractor, any income reporting and/or payment of taxes on monies payed to them by the Metro League are their sole responsibility. The league shall issue a form 1099 to each manager detailing the previous year's income.

**1.04 Assistant Coaches -** Assistant coaches are permitted and encouraged, but shall not be compensated by the league in any fashion. Though not under contract with the league, each assistant coach is under the authority of the team manager and the Metro League leadership. Therefore he, like the manager, must adhere to the policies and procedures in this manual, as well as all official league guidelines and instructions, whether they be issued verbally or in writing. Team managers shall be held accountable for the words and actions of all assistants.

**1.05 Recruitment** - The manager of each Metro League team shall diligently pursue the staffing of his team with the necessary complement of players at each baseball position to satisfy the roster demands of his team and to facilitate play at the highest possible competitive level. The league will conduct a one-day tryout camp for unclaimed players and walk-ons. Selection of players present at the camp will be seeded to the various teams based upon their order in the standings the previous season - the last place team shall make the first selection, the next-to-last finish shall pick second, etc., until all players have been placed or all teams have their full complement of players. NOTE: Coaches are cautioned to complete the recruiting process prior to tryouts to ensure that they will have a full roster and a competitive team.

**1.06 Registration** - All players in the Metro League must register with the league through the on-line registration system. Part of the registration process is payment, in full, of the designated league fee. Players may not participate in any fashion in sanctioned league games, team practices or any athletic activity involving any Metro League team or coach prior to satisfying these registration and payment obligations. The manager of each team shall ensure that this obligation has been met by each player in his charge.

To facilitate the on-line registration process, each team manager shall be given a log-in to distribute *only to those players that he wishes to recruit for his team*. This will limit access to only those individuals that a coach has confirmed to be placed on his roster for the upcoming season.

**1.07 Game Administration** - Each team must take great care in the management of team and player statistics and game results. The first step in accomplishing this goal is the meticulous and accurate scoring of each league game. The manager may designate a team assistant to serve as that team's official scorer. He or she will score each play, tabulate the results at game's end and publish them in the manner determined by the league Commissioner or Board of Directors.

The home team of each game shall be designated as the official scorer of that game. The visiting team is cautioned to likewise maintain a comprehensive scorebook. In the event that a controversy should arise, either during or after the game, both scorekeepers may be consulted by game and/or league officials to determine the proper outcome. Should the controversy remain unresolved after a reasonable period of consultation, the Official Scorer's determination shall be final.

The Metro League employs an on-line system for tabulating and publishing game action and statistics. The Official Scorer shall score the game on a computing device outfitted with the necessary software and shall upload all information in the manner determined by the league. The visiting team shall maintain a comprehensive scoring of the game as backup documentation and a resource for any disputed ruling. Each team manager shall ensure that a complete and accurate scoring of each game, along with the publishing of game results and statistics, is maintained pursuant to these guidelines.

**NOTE:** The Metro League shall not be held responsible for any damage or injury resulting from the use of a personal computing device in scoring league games or the installation of league-sanctioned software.

**1.08 Deportment** - Managers in the Metro Collegiate Baseball League are rightly expected to represent the Metro League in a respectful and ethical manner. Disparagement of the league, its officers or participants as well as foul, profane or injurious remarks or actions, will be construed as a conflict of interest and may subject the offending party to fines and/or other sanctions by the Metro League Review Board.

**1.09 Refunds** All registration fees, once tendered, are non-refundable. An exception is made for players who are selected in the MLB draft and sign a player contract with that MLB team in the month of June. Upon receipt of the player's complete uniform and a copy of his signed contract with MLB, the Metro board shall refund two-thirds of the registration fee.

## II - GAME PRELIMINARIES

**2.01 Attendance** - The Metro League contracts with each of its managers to provide oversight, instruction, game management and complete team-level administration. To fulfil this obligation, managers must be in attendance at all team activities, barring emergency or unavoidable absence. The league will not accept surrogate coaches for any but emergency situations, as mentioned above. Prolonged or repeated absences, other than those for which the manager has received prior league approval, shall constitute breach of contract and will invoke the appropriate fines, sanctions and/or dismissal.

Player attendance is likewise a vital issue to the integrity and competitive level of the league. For this reason, managers are cautioned to maintain a high level of attendance throughout the season, regardless of record, adverse weather conditions or the like. Coaches should so structure their rosters that they may have confidence in the commitment of their players. Inordinate difficulties in this area will be investigated by the Review Board.

**NOTE:** All coaches and players are reminded that the Metro League season runs through the end of July. Therefore, each team must be prepared to play at all times throughout the months of June and July. The time between the close of the regular season and the beginning of playoffs is utilized for the makeup of games that had been rained out or suspended. Whether or not a team is eligible for the playoffs, it must be prepared to play any outstanding games during this period and at the highest level of competition possible.

**2.02 Uniforms & Equipment -** The Metro League shall provide a jersey, cap, socks and belt for each rostered player. Each player is required to provide a pair of baseball pants in the color and style deemed appropriate for his team. Together, these shall constitute an "official uniform". Players are cautioned to exercise proper care and cleaning of these uniforms and to wear same in an appropriate manner for each sanctioned league game. Players are not permitted to alter, in any fashion, the uniform provided. Any substitutions for this official uniform must be both necessary and reasonable and shall be subject to the scrutiny of game and/or league officials. Violations deemed to be egregious in nature may result in the disqualification of the offending player from the contest.

Coaches are likewise provided a full uniform and are directed to wear it for each sanctioned league game. Any substitution (such as a coach's jersey which differs from that of the team's jerseys) must receive prior league approval.

Each Metro team shall be given an adequate number of team batting helmets and bats. These items are returnable to the league at season's end, unless otherwise indicated by league officials.

**2.03 Baseballs -** Each manager shall be provided a supply of baseballs for the entire regular season (less playoffs). Careful allocation by the manager will ensure that his team has enough for each sanctioned league game. No substitutions may be made for those baseballs thus provided. In the event of an unforeseen emergency, substitute balls may be used, but are subject to the approval of game and/or league officials.

**2.04 Game Preparation -** Coaches and players should arrive for each contest in time to stretch, warm up and prepare for the game's activities. Managers should finalize their lineup cards at least fifteen minutes prior to the start of the contest, in order to allow the opposing scorekeepers time to set up their scorebooks, and to avoid any delay in submitting them to the umpire crew chief at ground rules. If a game is being broadcast or covered by the media, scorekeepers should be prepared to share their lineups with these personnel and lend reasonable assistance if required.

An appropriate number of baseballs, properly rubbed-up and made ready, should be presented to the home plate umpire at ground rules by the home team's manager. The home team is likewise responsible for removing any tarps, mats, etc. from the field and preparing the playing surface for the contest.

**2.05 Lineup Cards** The Metro League shall provide a supply of official lineup cards to each team's manager. These are to be completely and accurately filled out prior to each regular season and post season game, with each eligible player's name and uniform number, along with the defensive positions for all starting defensive players, pitcher and designated hitter. All eligible players present at game time should be listed on the card, including substitute players which will occupy the bench when play is begun.

The completed form should be brought to home plate for the pre-game conference; appropriate copies should be given to the home plate umpire and the opposing manager. Any late-arriving players should be announced (player name and uniform number) to the home plate umpire and the opposing team's manager when they enter the team's dugout area and become eligible for entry into the contest.

**2.06 Field Care & Maintenance** - Some of the game fields utilized by the Metro League do not have a batting cage or netting to facilitate batting practice. Coaches are reminded that hitting soft-toss or pursuing other batting drills against fencing, walls or other structures not intended for that purpose is destructive and therefore forbidden. Teams wishing to perform these drills prior to games should bring a pop-up screen or other such device and utilize it for hitting drills.

The league is fortunate to have a number of fine facilities at its disposal. These fortunes could quickly reverse if the buildings and grounds we lease are not properly respected by all. Teams should remove any trash from the dugouts and spectator areas at game's end and restore the facility to its former condition. Occasionally, it is requested that we replace a tarp, hitting mats, etc. Whenever that is the case, it shall be the home team's responsibility to do so.

Any vandalism or other destruction of property is summarily condemned, whether malicious or not. Violations shall be investigated by the Review Board. Any fines, fees or judgments levied against the Metro League for any such aberrant behavior will be payable by the guilty party(s), with possible further action pending.

### III - PARTICIPATION

**3.01 Conduct -**  
Sportsmanship Code  
of the St. Louis Metro Collegiate Baseball League

*The players, coaches, team supporters and league officials of the St. Louis Metro Collegiate Baseball League do hereby pledge themselves to the continual pursuit of the highest standard of sportsmanship, as evidenced in the consistent application of the rules of fair play and respect for all game participants, spectators and league officials.*

*We denounce any violation of this sportsmanship code, whether in word or in deed, and do hereby acknowledge the right and responsibility of game and/or league officials to maintain this high standard, in the spirit of mutual respect.*

(enacted November 10, 2009)

**NOTE:** Managers and coaches are responsible for the behavior of their team personnel and team supporters while at the park, whether or not a game is in progress. For that reason, they are cautioned to maintain a civil and respectful atmosphere at all times. In-game violations may result in ejection(s) and/or forfeiture and subsequent action by the Metro Collegiate Review Board. Other violations will be reviewed for possible action.

**3.02 Eligibility -** To be eligible to participate in the Metro Collegiate Baseball League, a player must:

- 1) ... be twenty-two years of age or younger; **AND**
- 2) ... have been listed on a college roster during the year of proposed participation in the Metro League, or have signed to play college baseball in the upcoming season. In the former case, a college senior who had played out his college eligibility would be permitted to participate, but not beyond the summer of his final year of college eligibility. In the latter case, high school seniors would be eligible, but only with the permission of the Metro League Commissioner.

**3.03 Player Transfer/Dismissal -** Players may only participate on one Metro League team at any given time. Once a player has been accepted to play and placed on a team's roster, he is locked into that team for the remainder of the season unless, for just cause, he is released by the team manager and/or expelled from the league through the action of the Metro League Commissioner or Review Board. A player's release must be ratified by the Metro League Commissioner.

A player may, for just cause, appeal to the Metro League Review Board for sake of transfer to another Metro League team. At its sole discretion, the Review Board will grant or refuse, as the case may be, any such request. Requests for transfer must be made in writing. No player transfer will be granted after a team has played half of its scheduled games.

A returning player is generally assumed to be a member of the team on which he participated the previous season, though not necessarily so. As noted above, that player may appeal to the Metro League board for reassignment to another Metro League team. The board will consult with the player regarding his intent and advise both coaches of the proposed transfer. The ruling of the Metro League Review Board shall be final.

**NOTE:** In the event of a proposed transfer, both coaches retain the right to refuse that player a spot on *their own rosters*; neither coach may unilaterally refuse that player the right to appeal to the Metro League board for sake of transfer to another team.

**3.04 Playing Time** The Metro Collegiate League is a competitive, college-level program. As such, there are no rules of participation which guarantee either a given amount of playing time or defensive position(s) played. These decisions are made strictly at the discretion of the coach or manager of the team. Players who contract to play in the Metro League must do so with this understanding.

## IV - PLAYING RULES

The official playing rules of the St. Louis Metro Collegiate Baseball League shall be those codified by the NCAA. The following rules stand as exceptions or points of emphasis.

**4.01 Official Game** A game shall be considered an official game when nine (9) full innings have been completed, or when eight and one-half innings have been completed with the home team ahead. Exceptions to this rule are:

**A)** A game that is called due to rain or adverse weather conditions after five (5) full innings have been completed and one of the teams is ahead, or after four and one-half innings have been completed with the home team ahead. Such a game shall be considered an official game and the results shall stand;

**B)** In the event of a doubleheader involving the same two opponents for both contests, the first game shall be considered an official game after seven (7) full innings have been completed, or after six and one-half innings have been completed with the home team ahead. The second game of said doubleheader shall be nine (9) full innings in duration, or eight and one-half innings if the home team is ahead.

**NOTE:** If the first game of said doubleheader should remain tied after seven full innings of play, that game shall be played to its conclusion, regardless of the number of innings required to reach that conclusion, and the second game shall consist of seven full innings or six and one-half innings if the home team is ahead.

**4.02 Suspended Game** A suspended game is a game wherein, for legal reason, play is suspended with the intent to continue to a conclusion on a future date. Such a game is not yet official, but shall be considered a suspended game until such time that it may be played to a conclusion. The inning, all scoring, statistics, player eligibility, pitchers of record, number of outs, ball/strike count on the batter, etc., shall carry over when the game is picked up to play

to a conclusion. Pitchers removed from the contest prior to it being suspended shall not be eligible to participate when the game is continued. Legal criteria for suspended games are:

**A)** A game wherein play may not continue due to darkness on an unlighted field;

**B)** A game wherein play may not continue due to power outage, sprinkler malfunction, structural failure or other non weather-related condition which renders continued play impossible or dangerous.

**C)** A game that is called on account of rain after five full innings with the score tied, shall be considered a suspended game under this rule

**NOTE:** The umpire crew chief of the game in question shall have sole authority in determining if a game should be suspended or played to a conclusion.

**4.03 Player Reentry** The Metro Collegiate League shall employ the high school reentry rule to govern the reentry of players into a contest once removed for legal reason. Coaches are cautioned to learn the parameters of that rule as it applies to the batting order. All position players and designated hitters may be reentered. Pitchers may not reenter on the mound once removed, but may be placed at a defensive position.

**4.04 Courtesy Runner** A manager may elect to utilize a courtesy runner for the catcher of record at any time, regardless of the number of outs. Any player may serve as a courtesy runner, provided that he is eligible for participation but had not yet participated in the game in any fashion.

**4.05 Conferences** The team manager or coach of each team shall be permitted ...

**A)** ...one charged conference per pitcher, per inning; a second conference will require the removal of that pitcher from the game. A team shall be permitted a total of three charged defensive conferences per game; however, no conference shall be charged to a team if the pitcher is removed;

**B)** ...a total of three offensive conferences per game.

**NOTE:** Conferring with an offensive player *AFTER* the defensive team has initiated stoppage of play for a trip to the mound does not constitute an official offensive conference.

**4.06 Designated Hitter** The Metro League Shall employ the NCAA designated hitter rule. Under this rule, the starting pitcher may be listed on the official lineup card as the pitcher/designated hitter (DH). In that scenario, removing this player from the mound for a relief pitcher *will not* automatically remove him from the batting order. If the pitcher/DH is put into a defensive position (other than pitcher), the DH is lost for the remainder of the game and any subsequent pitchers must bat for themselves.

**4.07 Base Coaches** Players must wear a batting helmet when coaching the bases; adult coaches shall not have this requirement. All base coaches, whether player or adult, must be in full uniform.

**4.08 Tobacco** The Metro League discourages the use of any tobacco product. Players that use tobacco are admonished to refrain from use while at the field and to keep the product itself out of sight. Violations will result in the issuance of a warning. Though no automatic ejection is mandated, defiance of the order to cease and desist may subject the offending party to ejection and possible action by the Metro League Review Board.

**4.09 Ejections** Any and all ejections, whether the offending party is a player or a coach, must be followed by an umpire's report to the Metro League Review Board within twenty-four hours. No automatic suspension will be applied, though the Review Board has broad discretion in the levying of game suspensions, monetary fines (for coaches) and/or expulsion from the league.

**4.10 Stopwatch Rule** The Metro League will not utilize umpire stopwatches in its game management. However, coaches and players are reminded that unnecessary delays in the flow of the game will be addressed at the umpires' discretion. Failure to comply with the order to play without delay will be considered unsportsmanlike behavior and could subject the offending party to ejection.

**4.11 League Standings** League standings, including eligibility and seeding for playoff participation shall be determined by tabulating the number of wins, not winning percentage. For that reason, each team's schedule of games should be played to completion, including those games that were rained out or suspended. When that is not possible, the league commissioner shall determine the games that must be played in order to ensure that each team has a fair opportunity to qualify for post season play and to offer the optimum number of games to every team in the league.

With these two goals in mind, each team must be prepared to play whenever the commissioner schedules one of their games to be played. As mentioned in rule **# 2.01 (NOTE)**, the days that lie between the close of the regular schedule and the beginning of the first playoff round are reserved for makeup games. It is at this time that any suspended or rainout games will be replayed, with emphasis on those games that have playoff significance. The Metro League commissioner will prioritize makeup games in a way that best satisfies these criteria.

**4.12 Tie Breakers** In the event that two teams finish with identical won/loss records in league play, the Metro League shall employ a system of tie-breakers to determine the team standings. In order of execution, the following shall determine the final standings of those teams:

- 1) Best record in head-to-head competition;
- 2) Least number of total runs allowed in league play (not head-to-head);
- 3) Highest number of total runs scored in league play (not head-to-head);

In the event that three or more teams finish with identical won/loss records in league play, the following shall determine the final standings of those teams:

- 1) Best record head-to-head between the teams in question;
- 2) Least number of total runs allowed in league play (not head-to-head);
- 3) Highest number of total runs scored in league play (not head-to-head);

**NOTE:** If two teams should remain tied after satisfying the above criteria, and the team ranking affects qualification or seeding for post season play, the commissioner shall order a one-game playoff to determine the final standings.