

# **LEHIGH VALLEY CONNIE MACK BASEBALL LEAGUE**



***OFFICIAL Bi-Laws***

**2009 Edition**

# **LEHIGH VALLEY CONNIE MACK BASEBALL LEAGUE**

## ***OFFICIAL BI-LAWS (as of May 2009)***

The name of this Association shall be the Lehigh Valley Connie Mack league (herein sometimes referred to as L.V.C.M.B.L.).

### **PURPOSE**

1. To organize, develop, and direct an intercommunity baseball program, which will promote, protect and conserve the health and physical welfare of all participants.
2. To formulate and maintain policies that will safeguard the educational values of intercommunity athletics and cultivate high ideals of good sportsmanship.
3. To promote uniformity of standards

### **MEMBERSHIP**

1. All baseball teams, which are accredited by the American Connie Mack Baseball Program of Pennsylvania and are in the Lehigh Valley area are eligible for membership.
2. Application for membership in the LVCMBL shall be made in writing by the executive officer of the sponsoring organization and shall be accompanied by the entry fee of **\$100.00** after a resolution of approval by the league representatives. To become effective, the application must receive the approval of the participating teams. This application should be made by the November meeting of the current year.
3. Membership in this league shall become effective when the teams' application receives the final approval of two-thirds of the voting representatives and the sponsoring organization has been notified of such official action. This action not to be later than the first meeting of April of the current year.

### **DUES**

1. ***Annual Dues*** - The annual dues of member teams of the LVCMBL shall be **\$50.00**.
2. Any team not properly represented at any meeting automatically carries a **\$10.00** fine for the first violation and \$25.00 for the second consecutive violation. Missing a third consecutive meeting, the organization will be removed from

league and a reapplication process and fee is required. Balance of forfeit fee will be refunded at end of season to respective teams. (rev. 2/18/97)

3. Forfeit Fee of game shall be the amount of two umpire fees per game.
4. All dues are payable at the beginning of each current baseball season. Dues must be paid on or before the **March** meeting.
5. A team, which has been delinquent for one or more years, may be reinstated to membership upon payment of entry fee. **The organization must follow the Application for Membership procedures.**
6. If a team is suspended from the league, a one hundred (\$100.00) dollar forfeit fee will be required for reinstatement to the league.

### **OFFICERS**

1. The officers shall serve for a period of one year, effective with the JANUARY meeting.
2. The officers of this league shall be a President, Vice-President, Secretary and Treasurer. A Board of Commissioners \* shall be appointed for settlement of protests or league irregularities.
3. The Board of Directors is made up of the organizational representatives.

**\* A five man board with three effective.**

4. The President shall:
  - a. Conduct the affairs of the Local League and execute the policies established by the board of directors.
  - b. Present a report of the condition of the Local League at all meetings.
  - c. Communicate to the Board of Directors such matters as deemed appropriate, and make suggestions as may tend to promote the welfare of the local League.
  - d. Be responsible for the conduct of the Local League in strict conformity to the policies, principles, Rules and Regulations of L.V.C.M.B.L.
  - e. Designate in writing, other officers, if necessary, to have power to make and execute for / and in the name of the Local League such contracts and leases they may receive and which have and prior approval of the League.
  - f. Investigate complaints, irregularities, and conditions detrimental to the Local League and report thereon.
  - g. Prepare an annual budget and be responsible for the proper execution thereof.

- h. Examine the application and support proof-of-age documents of every player candidate and certify to residence and age eligibility before the player may be accepted.
  - i. Responsible for the organizing of league schedule.
  - j. In conjunction with the treasurer must sign all checks.
5. **The Vice-President shall:** In case of the absence or disability of the President, and provided he is authorized by the President, the Vice-President shall perform the duties of the President, and when so acting shall have all the powers of that office, and shall have such other duties as from time to time may be assigned by the Board of directors or the President. The Vice-President shall be a member of all outstanding committees.
6. **The Secretary shall:**
- a. Be responsible for recording the activities of the Local league and maintain appropriate files, mailing lists and necessary records.
  - b. Perform such duties as are herein specifically set forth; in addition to such other duties as are customarily incident to the office of Secretary.
  - c. Maintain a list of all Regular Members.
  - d. Keep the minutes of the meetings of the members and cause them to be recorded in a book for that purpose.
  - e. Shall conduct all correspondence not otherwise specifically delegated in connection with said meetings and shall be responsible for carrying out all orders, votes and resolutions not otherwise committed.
- f. Notify Members, Officers and committee members of their election or appointment.
7. **The Treasurer shall:**
- a. Perform such duties as are herein set forth and such other duties as are customarily incident to the Office of Treasurer.
  - b. Receive all monies and securities, and deposit same in a depository approved by the League.
  - c. Keep records for the receipt and disbursement of all monies and securities of the local league; approve all policies established in advance of such actions by the league. All disbursements by check must have dual signatures.
  - d. Prepare a financial report for submission to the Membership at the monthly general meeting.

## **AMENDMENTS**

1. Amendments to these By Laws must be approved by two-thirds of the teams voting, with each allowed one vote.
2. Amendments to be considered during the current year must be approved prior to first game of season before voting members.

## **PENALTIES**

1. A team shall be suspended if it refuses to abide by the decisions of the league by a majority vote.
2. **TEAM SUSPENSIONS** - A team may be suspended:
  - a. For using a proven ineligible player.
  - b. For flagrant violation of the By Laws of this league.
  - c. A team may be suspended when the conduct of its coaches, or team is unsportsmanlike and results in actions which are detrimental to individual and public welfare and which are prejudicial to the purposes of this association.
  - d. For not completing its schedule of games for the season and must apply for re-entry to this league.
3. **INDIVIDUAL SUSPENSIONS** -
  - a. Any manager, player or coach ejected from a game will have an automatic suspension of one game. President of the league must be notified if any player, manager, or coach has been ejected. Managers of both teams must notify the league President. Manager of team must inform the umpire and opposing coach of a player who has been suspended for that game. President of league is to be notified that the suspension has been fulfilled (January 2006).
  - b. A second occurrence of the above mention offenses shall result automatic two (2) game suspension.
  - c. A third occurrence of the above mentioned offenses will be subject to Board of Commissioners action which may result in suspension for the remainder of the year.
  - d. **All suspensions will be in effect the next game of attendance.** (11/2004)
  - e. The umpire must generate a letter with an explanation of the ejection within 48 hrs. Ejected players must show up at the game in uniform and be on the bench for the entire game. The suspended game must be the next game the player attends. Ejected coaches are not allowed at the game site for the next game after the suspension. The coach must be off site when the umpires on the field and take control of the game and may not return until after the game. (11/2004).  
**SEE STATE RULES: SECTION IV PART H**
3. **FORFEIT OF GAMES:**
  - a. For using an ineligible player.
  - b. For other violations of By Laws of this league.
  - c. **SEE STATE RULES: SECTION IV PART G**
4. Forfeit of championship rights; a team shall be required to forfeit championship rights for any violation of the By Laws of the LVCMBL.

## OFFICIALS

1. All officials must be approved and certified by the Lehigh Valley Connie Mack League.
  - a. There shall be two assigned officials for each game.
2. **UMPIRE FEES** - Negotiable each year:
  - a. Fee for unofficial games, rain etc. determined in umpire contract.
  - b. Fee official reports to field and field is unfit for play, if not notified before game time is determined in umpire contract.
  - c. Forfeit carries full fees to both umpires.

## CONTRACTS

1. **At roster night all teams must turn in an official PENNSYLVANIA CONNIE MACK YOUTH BASEBALL PROGRAM roster of players to the LVCM Secretary and one copy to each of the team managers. The roster shall not exceed twenty (20) players and must include player's name, address and birth date. Any player that has signed more than 1 team roster will be disqualified for the entire season; all players who live within a team's boundary and attends two tryouts and are released shall be free agents. A team's roster may be modified until June 30<sup>th</sup>. Once the LVCM Secretary or President approves a roster change the team manager must give it to all opposing teams prior to play. No player added to the roster may play until the Secretary or President approves him. Violation of this rule will result in a forfeit of the game and team suspension in accordance with LVCM bylaws. (January 2006)**
2. At least 5 days before the state requires the certification forms, each team shall turn into the Secretary, a completed roster which will consist of the previous contracted players, who were listed 5 days before the season began. This is list not to exceed twenty (20) players.
3. If a player has a major injury before the state deadline, he may be replaced. This must be certified by an M.D. He will be placed on the inactive list and shall remain property of the said team.
4. All contracts and certification forms will be forwarded by the Secretary of this league to the state director.
5. LVCMBL games may be played only with contracted players.

## **PROTESTS**

1. Either team may protest a game by serving notice to both umpires and to the manager of the opposing team at the time of dispute that this game is being played under protest.
2. Umpires will make public announcement of protested games.
3. The team making the protest and the umpires shall file a written report with the league president within 24 hours after the completion of the game involved.
4. Protest fee \$100.00 If protest up-held the fee is refunded.

## **SCHEDULING**

1. The LVCMBL schedule format will be decided at the **January** meeting.
2. The dates of scheduled games can only be changed by the consent of both teams and the league president.
3. All requests for changing dates shall specify the new dates agreed upon and forwarded at least 48 hours prior to the playing dates to the person responsible for assigning the umpires.
4. Games postponed must be rescheduled within 72 hours and shall be played within 7 days of original scheduled date. If either the home team or visiting team cannot supply a suitable field, the LVCMBL President will be notified, and a suitable field will be found. *(All regular season games must be played one day prior to League Championship game.) NEW FOR 2003*  
**SEE STATE RULES - SECTION IV PART F**
5. If game is postponed because of inclement weather or unfit grounds, home team must notify visitors and umpires at least 2 hours prior to game time.
6. If game is stopped, at least 60 minutes must elapse before game can be called. By agreement of both managers and umpire, this time may be less.
7. **Delay - 20-minute** grace for all games.
8. **Tie Games** - In the event a game ends in a tie each team will be awarded one point each for record purposes. (Two points for a win & one point for a tie game)

9. ***Game halted (by darkness/weather) once a game is official*** - Should the game be called because of darkness or weather before the home team completes their at bat in any inning in which the visiting team goes ahead, the score of the game reverts to the last fully completed inning. **Any questions about the rules should be referred to the league President who will make a determination as to the final outcome of the game. (2007)**

## **POLICING**

Each home team is required to police all games.

## **PLAYOFFS**

The playoff format will be decided at the **March** meeting.

## **RULES**

1. The LVCMBL shall be governed by:
  - a. **Games will start at 5:45 PM on weeknights until June 1<sup>st</sup>. Games will begin at 6 PM on weeknights beginning June 1<sup>st</sup>. The visiting team will have the field 40 minutes prior to the game starting for 30 minutes of practice (January 2006).**
2. State Tournament Representatives for the LVCMBL will be determined at the April meeting defining number of representatives and format of play.
3. American League Rules will be followed by LVCMBL, with the following exceptions:
  - a. **PIAA Re-entry Rule is in effect. This rule states that all original starters may be replaced by subs and then the starters may re-enter the game one time. Once replaced, the subs may not re-enter. A starter may reenter without regards to the # of subs that batted in his position since he (the starter) was removed from the game. The starter must re-enter in the same position in the batting order. A starting pitcher may be re-entered as a pitcher as long as he has not been removed for a penalty, for example; being removed from the game after the manager or a coach has a combined total of two conferences on the playing field with their player pitcher during the course of one inning. If a pitcher has been taken out because of the two trips to the mound rule by the coach, that is a penalty and that pitcher may not return to pitch. (The pitcher removed for a penalty may re-enter to play a position other than pitcher). *The penalty for breaking this rule is as follows: the team breaking the rule will lose the game if the error is discovered before the end of the game or before the teams next game (the team that breaks the rule).***

**SEE STATE RULE: SECTION III PART E**

- b. **A runner must slide or surrender himself at any base when the fielder is holding the ball and waiting for the tag. Any player that fails to avoid contact will be called out. If intentional contact is made, the runner will be ejected from the game..  
SEE STATE RULES: SECTION IV PARTS A,B,C,D,E**
- c. **No fake tags will be allowed. All runners will advance one base for a fake tag. This shall be a continuation call. If all runners reach the next base safely then no call is made. (January, 2006)**
- d. **Pitching Rules - Connie Mack pitching rule will be followed. A pitcher must have 2 days rest after pitching seven innings whether or not the total seven innings occur in one, two, three consecutive days. A player must have 2 days rest if he pitches on three consecutive days regardless of innings pitched. Once a pitcher has thrown one pitch in an inning, he is considered as having thrown a minimum of 1/3 of an inning. (State Rule) (January, 2006)**
- e. **A courtesy runner will be allowed for the catcher if the catcher is on base with 2 outs. Any player who is not in the immediate batting order that inning may be used to pinch run without a penalty for game eligibility. If there are only 9 players, the player making the last out may be used to pinch run for the catcher (November, 2006)**
- f. **Player injury rule will allow the opposing coach to pick a player to finish the game if there are no more eligible players left in the game. A team must complete a game with 9 players. If a team cannot field 9 players due to injuries, the game is considered a forfeit. (11/2004)**
- g. **EH can be used. At each team's discretion, a tenth hitter (EH) may be used. The EH must be designated on the official batting order card prior to the start of the game. The EH may bat anywhere in the batting order.**

If all original defensive players are in the game and an injury occurs, EH still can play defense, but EH position is then eliminated for that team and they finish with 9.

EH is just like any other position, and players can be interchanged at positions as long as the lineup order remains the same. NEW FOR 2003.

If a team chooses to play with the EH rule and a player is injured, the vacated spot is an out when the spot comes up in the order when it cannot be filled by another player off the bench. (11/2004)
- h. **A Designated Hitter (DH) is not permitted.**

4. The following rules will apply to pitcher warm-ups:
  - a. Pitcher will receive eight (8) pitches to start the game.
  - b. Pitcher will receive five (5) pitches thereafter.
  - c. A relief pitcher will receive ten (10) pitches if he has had no time to warm-up.
  - d. A relief pitcher who has warmed-up in the bullpen will receive eight (8) pitches.
  
5. **No Tobacco Rule** -- The issue of any form of tobacco by a player, coach, manager or umpire while on the playing field is prohibited. Any violation of this rule will cause the individual to be removed from the game. For the purpose of this rule, dugouts and/ or player benches and bullpens will also be considered part of the playing field. **SEE STATE RULES SECTION II PART E**  
**After one warning during a game: an ejection will occur on the 2<sup>nd</sup> incident.**
  
6. **No Jewelry Rule.** -- **No player may wear jewelry on the playing field. If a player has jewelry on he will be ejected from the game. Medical Alert medallions and Religious Medallions are an exception to this rule however they must be taped and concealed inside the uniform. If it does not remain concealed by the uniform the umpire will check to see if it was taped. If it was not, the player will be ejected. If it was taped and did not remain concealed, the player will receive one warning. If it becomes visible again the umpire will eject the player for the remainder of the game. Rubber bands are considered jewelry and are governed by this rule. (January, 2006)**  
**SEE STATE RULES: SECTION II PART F**  
**After one warning during a game: an ejection will occur on the 2<sup>nd</sup> incident.**
  
7. There shall be a **10 Run Mercy Rule**, where if the home team is ahead by 10 or more runs at any point after 4 ½ innings, game play will be stopped and the home team declared the winner. If the visitors go ahead by 10 or more runs at any point after 5 COMPLETE innings, the home team will be allowed to bat in the bottom of the inning. (i.e. If the visiting team goes ahead by 10 runs in the top of the 6<sup>th</sup> inning, the home team will be allowed to bat in the bottom of the inning) (Added for 2001) Amended to 10 runs for 2003.
  
8. Any game suspended (i.e. Darkness, rain, etc) will be restarted from the point where the game was suspended, provided that at least 1 out has been recorded in the bottom of the first inning. If the suspension occurs before an out is recorded in the bottom of the first inning, the game will be re-played in its entirety. The normal pitching rules for the week will apply at all times. (Added 2003).

9. On Roster night, when signed rosters, signed contracts with Birth Certificates and maps to home fields are presented, all field rules pertaining to the home field, or any other field the home uses, will be supplied to each team. (2003).

## **UMPIRES**

A. An umpire association, chosen and approved by each leagues Board of Directors, will assign the umpires. There will be two umpires assigned to every game.

B. The umpire service must be notified at least one hour before game time to cancel a game without incurring any umpire fee. If the umpires are not called within an hour of game time, they have the right to charge a pre-negotiated fee.

C. It is the responsibility of the home team to notify the umpire service of postponed games.

D. If an umpire(s) fails to show for a game, the home team does not lose by forfeit. If there are two umpires scheduled and one is present, the game is to be played with only one umpire.

**E. If there is not at least one "official" umpire present, the managers together must contact the League President before determining the fate of the game.**

**SEE STATE RULES: SECTION V**