

BMSL BY-LAWS (revised 3/19)

1. EXECUTIVE BOARD

- 1.1. The embodied members of the Executive Board shall consist of:
 - 1.1.1. President
 - 1.1.2. Vice-President
 - 1.1.3. Treasurer
 - 1.1.4. Secretary
- 1.2. No more than one-half the positions on the Executive Board may be held by individuals not associated with the league. Association with the league is defined as being either a team captain or an active player.
- 1.3. A quorum to conduct business at any Executive-Board meeting shall require attendance by 50% or more of the Executive-Board members.
- 1.4. A tie vote means the issue DOES NOT carry.
- 1.5. The Executive Board shall have full responsibility for:
 - 1.5.1. Approval of all fund raising events.
 - 1.5.2. Planning and carrying out of all special activities.
 - 1.5.3. Determining safety of equipment (bats, spikes, gloves, etc.) used by any player in the league regardless of whether purchased by the league or a player.
 - 1.5.4. Filling any vacancies on the Executive Board between scheduled election meetings.
 - 1.5.5. The administrative function of the league, including all business decisions affecting its operation and welfare.
 - 1.5.6. Approval of league insurance.
 - 1.5.7. Approval of all roster changes.
 - 1.5.8. Review and approval of a yearly budget.
 - 1.5.9. Each year review, propose and update (if necessary) changes to the BY-LAWS prior to submitting these changes to the general members for voting.
 - 1.5.10. Voting on the dismissal of an officer, captain, player or any other league position.
 - 1.5.11. Voting on amendments to the BY-LAWS in conjunction with team captains or team representatives. If a member of the Executive-Board is also a team captain, that person may decide to vote as an Executive-Board member and have another individual represent their team.
 - 1.5.12. Roster suspensions:
 - 1.5.12.1. Any player playing under an assumed name will be suspended for one (1) year.
 - 1.5.12.2. Any player who signs a roster with two teams will be suspended for one (1) year and both teams he signed with will lose all games the player participated in.
 - 1.5.12.3. Any captain who knowingly plays an illegal player(s) will serve the same suspension as the guilty player – which is one (1) year.
 - 1.5.12.4. Additionally, the Executive-Board may use its discretion in dealing with any conflicts or violations of league rules.

2. BY-LAWS

The BMSL BY-LAWS shall be reviewed for adequacy and correctness every year by the Executive-Board. All members of the league are encouraged to also review the BY-LAWS.

3. BY-LAW COMMITTEE

- 3.1. The BY-LAW committee is chaired by the President and supported by two committee members appointed by the President. The duties of the By-Law committee are:

- 3.1.1. Review the BY-LAWS for accuracy, correctness and adequacy.
- 3.1.2. Accept from division representatives, members or anyone else, requests for additions, changes or deletions to the BY-LAWS.
- 3.1.3. Review all requests for accuracy and wording.
- 3.1.4. Submit recommendations to the E-Board for their review and approval no later than January 15 on a yearly basis.
- 3.1.5. Upon approval of the E-Board, prepare the final recommendations for review and voting by the general league body at a meeting held prior to the draft every year.
- 3.1.6. Update the BY-LAW document to reflect all approved changes.

4. BY-LAW CHANGES

- 4.1. Anyone may submit requests to add, modify or delete BY-LAWS.
- 4.2. League members will submit change requests to the By-Law committee no later than January 15th.
- 4.3. All proposed changes submitted will be reviewed by the E-board for content to assure that the requests are in the best interest of the league.
- 4.4. Once approved by the E-Board, proposed changes will be sent to all team managers prior to the first general meeting of the new year by the League Secretary.

The Executive-Board approved changes will be presented to the league by the By-Law committee chairperson at the first general meeting of the new year for final approval or disapproval. There will be no discussion of details of the changes at this meeting. Explanations of the changes will be provided as part of the proposed change package.

The By-Law committee shall have the authority to make clerical changes or changes for consistency with approved changes without the need of having the general body vote on the changes.

5. League Rules

- 5.1. All participants must work for a Bedford taxpaying company or reside in Bedford. Participants who are not residents of Bedford must show that their primary employment location is in Bedford. Additionally, the Executive-Board reserves the right to request proof of residency or employment of any participant at any time. Returning players from the previous year, who no longer fit these criteria, will be “grandfathered” and allowed to participate.
- 5.2. All rostered players, which are present at their team’s game, will be placed in the batting order and allowed to hit.
- 5.3. All bats used must be the bats provided by the league stored in the Chubbuck field box.
- 5.4. Runners are not allowed to lead or steal.
- 5.5. Defensive free and unlimited substitutions are allowed.
- 5.6. All league games will consist of 9 innings.
- 5.7. Players arriving after the game has started will be placed at the end of the batting order. Team Captains should review their lineups with the other Team Captain prior to the first pitch. Ejected players at-bats will count as an OUT for the remainder of the game. Injuries are excluded from this rule.
- 5.8. Catchers are not allowed to block, sit or kneel on the plate at any time (if no ball is in his possession). Infractions of this rule during a game will result in an interference call by the umpire and subject to ASA rules.
- 5.9. Subs may be chosen from only registered BMSL players. NO EXCEPTIONS. Should more than one team contact a sub for the same game the sub will play for the team that contacted the sub first.
- 5.10. A team may utilize a sub if they have 9 or less known players scheduled to participate in a given game.
- 5.11. A rostered player must play a minimum of 5 regular season games to be eligible to play in the playoffs. Exception would be if said player has a legitimate injury that prevented him from playing the minimum 5 regular season games. All injuries must be reported to the league President when injury occurs. The President must again be notified when player is once again eligible to resume playing.
- 5.12. Subs are not allowed in the playoffs.
- 5.13. If a team only has eight players, then the opposing team will supply a catcher and the game will be official. The catcher is only required to throw the ball back to the pitcher after the ball has been pitched and is not involved on any defensive play.
- 5.14. A team must have 8 players on the field (including said catcher from rule 11) otherwise the game will result in a forfeit and the win awarded to the opposing team.
- 5.15. If a team does not have the required number of players 15 minutes after the scheduled start time, it becomes a 7-inning game; 30-minutes late results in a forfeit.
- 5.16. Should a game result in a forfeit based on BMSL rules the 2 teams involved may override such forfeit and agree to play said game. Both teams should be aware that should they choose to override said forfeit, this

will be a sanctioned game and the results official. Exception: games being negotiated to be a non-forfeit are to be no more than 7 innings long or 90 minutes from the original start time, whichever comes first. Any inning started within the 90 minute limitation can be completed.

- 5.17. If a player intentionally (determined by the umpire) throws a bat he will be automatically ejected from that game and the following game.
- 5.18. **2019 Change** - A max of 2 players needing a pinch runner must be declared before the start of the game. If not identified before the game starts, then a player must be injured to receive a pinch runner. Once you announce you need a pinch runner you may not advance beyond 1st base during any of your following at-bats unless the ball is physically hit over the fence or a ground rule double is applied. The last man out from the previous inning will pinch run. If that player has already been pinch run for, then the last player before them in the lineup from the previous inning will run. The same progression will be used until an eligible pinch runner is available. Should there be a conflict of a rule during the game, the rule should be discussed by the umpire and head coaches only. The umpire determines the final rule interpretation.
- 5.19. A player does not have to slide at a play at home plate, however, should a player not slide and contact is made, and in the umpires judgment it was made with intent to injure, that player will be ejected from that game, the next game and then reviewed by the Commissioner for possible expulsion from the league. The ASA interference rule applies for all other bases.
- 5.20. If a team is ahead by 15 or more runs after 7 completed innings, the game is over. However, should both teams agree to continue play, the game will be completed through 9 innings and the final score will be official. However, this rule does not apply should said game interfere with the next scheduled game. In this case the game is officially over at the start of the next regularly scheduled game.
- 5.21. There is no home run limit at Chubbuck field.
- 5.22. Metal cleats are not allowed.
- 5.23. Unless otherwise approved by the BMSL board of directors, no more than 3 players per team per year can switch to another single team.
- 5.24. BMSL has adopted a 1-1 count with the strike mat.
- 5.25. BMSL has changed the arc to 6 to 12 for the 2016 season.
- 5.26. BMSL has a no controlled substances policy at their fields. Infraction results in league suspension.
- 5.27. The Home Team Scorebook is the book of record and it's the visiting teams responsibility to check the score between innings
- 5.28. Game Day field maintenance is the responsibility of BOTH teams. Team captains are responsible for a representative(s) for game day setup/maintenance
- 5.29. Tues and Thurs will be two 7 inning games at 7 and 815. 5 inning mercy rule in effect. Same game start time rules.
- 5.30. One Pitch Tourney - no pinch runners allow. Injured players will come out of the game with no out penalty