

**ANCHORAGE ADULT BASEBALL LEAGUE
RULES AND REGULATIONS
(Revised June 4, 2015)**

The rules contained herein shall govern the Anchorage Adult Baseball League (“AABL” or “League”) in all cases in which they are applicable. All competition shall be governed by MLB “Official Baseball Rules” unless specifically stated otherwise in the Anchorage Adult Baseball League Rules and Regulations (Rules).

The purpose of the AABL is to provide quality adult recreation and to promote baseball in Anchorage, Alaska. The League is sanctioned by the Amateur Adult Baseball Congress (AABC) and all participants should represent this organization with respect and integrity. Remember, we are playing to have fun.

1.00 Eligibility

1.01 Age Minimum. To be eligible to play in an Anchorage Adult Baseball League game, a player must be 18 years of age on or before May 1 of the current season. There will be no players under the age of 18 permitted.

1.02 In good standing. Players must be in good standing with the AABL and AABC in order to be eligible to compete. In good standing includes but is not limited to having served suspensions for ejections, having paid all outstanding debts to former teams and/or the AABL and AABC itself, having not been sanctioned by the AABL and AABC for behavior infractions, etc.

1.03 American Legion Baseball. A player eligible to play American Legion Baseball and who is on a current American Legion team roster will not be permitted to play in the AABL. Those players who are eligible to play in American Legion Baseball and who aspire to play with the AABL must accomplish the following:

- a) In writing express intent, receive approval from the Legion District Commissioner, and removal from current American Legion team roster;
- b) Following Legion approval, the player and team must apply in writing to the AABL (approval will be at the discretion of the Player Board).

1.04 Penalties. A player found in violation of AABL eligibility regulations is subject to expulsion from AABL for two (2) years. Any manager found to have used an ineligible player is also subject to expulsion from the AABL for two (2) years. All games in which the ineligible player participated will be forfeited. An expelled player or manager has the right of immediate appeal to the AABL and/or may petition the League President for reinstatement after one (1) year.

1.05 League Tournament Eligibility. To participate in AABL tournaments, a player must:

- a) Be on a roster (meeting all roster/League eligibility requirements) prior to the start date of each scheduled tournament, and by the end of the regular season.
- b) Players are to be on the roster by July 15th.
- c) Players are to have played in a minimum of three (3) regular-season games for State Tournament and six (6) regular season games for City Tournament.
- d) A player who fails to meet the minimum game requirement may petition the Governing Officers for a waiver. The appeal must be in writing and have team manager approval.

The appeal must be submitted at least two weeks (14 days) before the start date of a tournament.

- e) Rosters must be submitted to the General Manager five (5) days prior to a scheduled tournament's start date. These rosters will be the final tournament rosters and will be available for reference.)
- f) Proof of participation during the regular season must be noted in the player's team's scorebook and in the statistics on the League website (if applicable) at least five (5) days prior to the start date of the tournament; otherwise that team will be ineligible for the tournament.
- g) Use of ineligible players will lead to forfeiture of tournament games in which the ineligible player participated.

1.06 Player Additions. Players may be added to a team's roster at any time during the regular season with the following stipulation and exceptions:

- a) An official AABL Player Contract is on file with General Manager and the player is on the official team roster prior to game time. The General Manager will maintain the official rosters, with updates weekly on Sundays. All players are immediately eligible to play all positions except pitcher once the GM has the player contract in hand. Players will be eligible to pitch beginning on the Sunday following the day the GM has the player contract in hand.
- b) **City Championship Tournament Eligibility.** To be eligible to participate in the City Championship Tournament at the end of the regular season, that player must have been registered prior to July 15 of the current year and have played six (6) regular season games with the AABL. The only exemption includes two player pick-ups from a team not participating in the tournament or from a team that has folded. Players being included under this exemption must be on the tournament roster per 1.05e.
- c) A player may not transfer to another team permanently without proper release from the previous team's manager. The player must be on the new team's official team roster 24 hours before competing with the new team. A \$50.00 transfer fee must be paid in full to the AABL. **The transfer must take place before July 15 of the current season to be eligible for post-season play in the same calendar year. There will be no exceptions for this rule.**
- d) If a team is short the required number of players at game time, that team may pick up two (2) players on a roster from another team under contract with the AABL with the approval of the opposing manager. Opposing manager may specify that pick up players may not pitch. The player does not need to be in the pick-up team's uniform.
- e) **State Tournament Regulation.** A team registered in the State Tournament may only pick up two (2) players from a team not registered in the same tournament. Any team using a player from a team registered in the tournament will automatically forfeit the remainder of the games in the tournament. No player may "switch" teams during the tournament.
- f) **Team Disbandment.** In the event a team disbands during the season, all players on the disbanded team will be permitted to play for any desired team as outlined in these Rules. No player transfer fee applies in this situation.

2.00 Governance

2.01 Officers, Board Members and Player Representatives. AABL is governed by the elected Governing Officers (President, Vice President, Treasurer, Secretary, At-Large Officer, and Umpire Representative) and a 5-member Board of Directors, which collectively establishes playing guidelines, fees, and convenes appeals/protest hearings. Different members of the Governing Officers and Directors will have selected responsibilities throughout all of the divisions of the League. The League is supervised by the General Manager, at the discretion of the Governing Officers and Directors. The mentioned members shall:

- a) Make all decisions pertaining to the operation of the league and enforce the appropriate rules and regulations;
- b) Act upon allegations not conducive to good sportsmanship;
- c) Have the final decision on any appeal not otherwise covered by these Rules. Manager's recommendations are encouraged and appreciated.

2.02 Player Representatives. Each team will be required to select a player representative. The Governing Officer Player Representative will be elected from and by the group of player representatives.

3.00 Sportsmanship

The AABL and the AABC are considered to be respected organizations that promote sportsmanship and good baseball. At any time throughout the course of a season there may be children, family, and spectators watching the games. Our goal is to build the reputation and character of the league positively in our community.

At any time there is an act or allegation of unsportsmanlike conduct or behavior not conducive to the goals of the AABL, that player or manager will receive a suspension that will be handed down by the AABL Disciplinary Council as described in this section.

3.01 Good Sportsmanship and adult attitudes must prevail no matter the level of competition. Umpires will eject players before, during, or after games for any of the following infractions, which the League considers to be unsportsmanlike conduct:

- a) **Physical Contact.**
 - a. Threats of physical intimidation of umpires, players or spectators, including any threatening physical contact. (In case of no ejection or where umpires are unaware of such an incident, managers need to report incident to the AABL for further action.) (Two (2) year suspension)
 - b. Accidental bump by player/manager (while arguing with umpire). (One (1) game suspension)
 - c. Throwing an object towards an umpire with the intent to harm. (No contact: one (1) year suspension; Contact: two (2) year suspension)
 - d. Rushing or charging an umpire. (Five (5) game suspension)
 - e. Fighting with opponent. Players involved in fights (regardless of who may have been the instigator) will be suspended 10 games, including any tournaments. Sanctioned players may appeal their suspension to the AABL and, if denied, may petition for reinstatement before the following season.
 - f. Contact with an opponent (pushing). (Three (3) game suspension)

- g. Base runners intentionally colliding with a catcher. (Suspension from current game)
 - b) **Verbal Abuse.** Verbal abuse of umpires, players or spectators, such as profanity, name-calling, belittlement or excessive harassment. (Ball and Strike calls and judgment decisions are not debatable.) (Three (3) game suspension for abuse of umpires beyond point of ejection and past point of unsportsmanlike conduct)
 - c) Throwing of equipment (bats, helmets, gloves, etc.) at umpire's discretion.
- 3.02 Ejections.**
- a) **First Ejection.** Immediate probation, letter of reprimand, and a \$10.00 fine to be paid in full before the player(s) are eligible to resume play.
 - b) **Second Ejection.** Immediate two (2) game suspension and \$50.00 fine to be paid in full before the player(s) are eligible to resume play.
 - c) **Third, Fourth and Fifth Ejections.** Immediate five (5) game suspension, AABL Governing Officer review, and a \$75.00 fine to be paid in full before the player(s) are able to resume play.
 - d) Suspensions will carry over from season to season. Any team member who is ejected five (5) times during the same season will be suspended from the AABL for the remainder of the season, including any tournaments. Any team member, from year to year, with a history of ejections is subject to further disciplinary action subject to the AABL Disciplinary Board and/or Governing Officers. All suspensions may be appealed in writing to the AABL.
 - e) If unsportsmanlike behavior is witnessed by any umpire or AABL Representative, the player, coach, or manager will be warned, and subsequently ejected and suspended in accordance with these Rules. **Unsportsmanlike behavior includes abusive behavior towards opponents, umpires, fans or AABL Representatives.**
 - f) Any physical contact directed toward an umpire, AABL Representative or volunteer will receive an automatic three (3) game suspension from the League.
 - g) Any player or manager ejected from a game by an umpire or AABL Representative shall leave the complex of the playing field area completely. Any individual not leaving the complex in an orderly or timely manner (umpire or AABL Representative's discretion) will result in a team automatic forfeit. Managers are ultimately responsible for their player's behavior.
 - h) Suspensions will be levied by the AABL General Manager.
 - i) **"Double Rule"**. A player or manager who has been ejected from a game by an umpire or AABL Representative AND the "Double Rule" has been placed into motion (due to additional unsportsmanlike behavior following the initial ejection), must leave the complex within two (2) minutes or the game will be called a forfeit. If this player refuses to leave the complex within the two minute time period, it will result in a two (2) game suspension for the player and a one (1) game suspension for the coach. This suspension may not be appealed. These suspensions are to be added to the previously stated suspension policies.
 - a. Example: A player accidentally bumps into an umpire during an argument. If it is the second suspension incident by this player, an immediate two (2) game suspension and \$50.00 fine is to be paid in full before the player is eligible to resume play. This is added to the three (3) game suspension mandated for accidentally bumping into an umpire. If the suspended player participates in a

game or games for his team before paying the fine, the team will forfeit that or those games.

3.03 Alcohol. Alcoholic beverages are prohibited at the playing sites - before, during and after all League activities. Playing sites are defined as the playing site itself plus the property owned by the same entity surrounding the playing site. Consumption of alcoholic beverages is not allowed during a game. (While the League cannot make judgments on sobriety, managers are requested to prohibit players who arrive at games and appear intoxicated or smell of alcohol from playing. Umpires will eject players who smell of alcohol.) There are **NO ALCOHOLIC BEVERAGES ALLOWED** at the playing site. If any umpire or AABL Representative (General Manager, Governing Officers, or Board of Directors) observes a player on any league roster consuming alcohol on the premises (from gate to the field), the offending player will be ejected and suspended as follows: 12-games (league and tournament) on first offense, 1 calendar year on second offense, and a ban from the League on third offense. The offense tallies are on per player basis, not on a per year basis. **This rule will be enforced immediately! NO EXCEPTIONS!** Keep in mind that fans are also representing the AABL; thus, drinking is not permitted in the stands.

3.04 Tobacco. Smoking is prohibited on the playing field, in the dugouts, in the stands and within a reasonable distance from these locations – before, during or after games. Per the MOA, “reasonable distance” is defined as 20 feet. Players who wish to smoke must go to the parking lot or other designated smoking areas. However, players are subject to the field owner’s smoking rules, which may be more stringent. Player(s) found in violation of tobacco regulations at playing sites will be ejected and subject to penalties per Section 3.02.

3.05 Property Responsibility. Player(s) responsible for damage or vandalism to facilities and/or property used by the League will be suspended from play, pending an automatic review of his actions by the Governing Officers. Player(s) may also be financially responsible for repairs. No seeds, gum or chew are allowed on turfed surfaces. Player(s) found in possession of seeds, gum or chew while on turfed surfaces will be issued a warning. Failure to comply with the warning will result in an ejection and penalties per Section 3.02.

3.06 Right of Appeal. A player may appeal a suspension to the AABL within 48 hours in writing, together with a \$25.00 fee to the AABL (refunded in its entirety to the player if the appeal is won). Appeals will be heard by the AABL Governing Officers which will review the incident to determine whether the suspension should be rescinded, upheld, or decreased. This meeting is to occur within 48 hours of the written appeal’s receipt. Player may continue to participate in games pending appeal, although the AABL Governing Officers will do all they can to review the appeal prior to the next game. In the case of suspension appeals, the AABL Governing Officers will have the following options:

- a) Rescind the suspension;
- b) Decrease the suspension;
- c) Uphold the suspension.

Note I. Suspensions that occur during any tournament may not be appealed.

4.00 Registration / Fees / Waivers

All teams and players will complete the following obligatory steps before that team or player competes in League activities. Failure to do so will result in a forfeit.

4.01 Registration. Before competing in an AABL event, a player must:

- a) Be listed on their respective Team Roster which is to be submitted to the GM and be current.
- b) Complete individual player waiver release forms.

4.02 Fees. Registration fees are tentatively set each March; however, they are subject to change until but not later than April 20 if operations increase.

- a) Effective May 1, 2015, registration fees will be \$3,680.00 per team.

4.03 Insurance. AABL carries a \$2,000,000 liability policy through K&K Insurance. This does not include a secondary medical policy. The per-team fee is included in team registration fees.

4.04 Fee Payment. Managers are responsible for their team's fees and how they are collected. The Governing Officers will set the deadlines for the payment of fees, league registration, and insurance. Teams will not be scheduled to play if the fees are not paid by the designated deadlines. Effective May 1, 2015, team registration fees for the current season shall be paid as follows:

- a) \$1,500.00 - due on or before May 1
- b) \$2,180.00 - due on or before May 20

5.00 Rosters

5.01 Size. Each team is required to have a minimum of fifteen (15) players registered on the official Team Roster. There is no maximum number of players that may appear on the Roster. Players must meet Tournament Eligibility Rules (*see* 1.05) to be on the Roster for a tournament. Final Tournament Rosters are due five (5) days prior to the start date of a tournament. Managers should remove players from the Roster who are ineligible for tournament play.

5.02 American Legion Baseball. *See* 1.03.

6.00 Pre-Game & Starting Rules

6.01 Where possible, home team has the field until 15 minutes before the game. Visiting team has the field 15 minutes prior to the game.

6.02 A team must have at least nine (9) of its players to start an official game. The deficient team has a 15-minute grace period to get at least nine (9) players before the game is declared a forfeit. If a player is on the way in, then it is up to the managers and umpire's discretion. *See* Section 8.00

6.03 The home team will provide four (4) baseballs per game in accordance with 10.05. Team at bat is responsible for retrieving foul balls. On-deck batters will retrieve balls to backstop.

6.04 Managers are required to submit the official line-up, including last name, first initial, and jersey number of all players expected to participate in the game, to the home plate umpire and opposing team manager. Players arriving after the start of the game then may be inserted into the game, but that player must be listed on the line-up card to be eligible to play. (Penalty: follow existing baseball rules for batting out of turn.)

6.05 Both teams are required to keep scorebooks and to communicate changes in the offensive line-up, pitching and catching to the home plate umpire. The home team's scorebook is the official scorebook and should also include the exact start time of the game. If the home team is unable to keep the official scorebook, the visiting team completes the duty.

6.06 No vehicle is to be parked in the playing site (this includes behind/near dugouts). All vehicles should be parked in designated parking lots. Vehicles are permitted to be driven into the playing site for the purposes of loading/unloading playing gear. Vehicles must then be moved to the parking lot by the start time of each game.

7.00 Games: Complete & Length

7.01 Length. Regular Season games are 9-innings. State Tournament games are 7-innings. City Tournament games are 9-innings.

7.02 Time Limits [2007]. There is no time limit for a 7-inning game. 9-inning games will not have an inning that starts after 3:00 hours from the start of the game unless the game is tied or unless the teams are within three (3) runs and in the eighth inning or higher. An umpire may suspend, cancel or call a game if, in their opinion, the safety of the players is compromised due to rain or darkness.

7.03 Rainouts. Prior to the start of a game, field owner, the General Manager, or home team manager (in that order) determines status of a field. Rainout Call-in Procedures will be handed out separately. Once the game is started, any rainout decision will be made by the umpire. Every attempt will be made to complete the game. Makeup dates will be designated and determined throughout the season.

7.04 Complete Games. Five (5) innings (4 1/2 if the home team is ahead) for both 9- and 7-inning games.

7.05 Tie Games. If a game is tied at the completion of 9 innings (or 7 innings, if a tournament game), the game will be extended an extra inning, one inning at a time, until the game is no longer tied at the end of an inning. If a game remains tied, and, if it is determined by the home plate umpire it is no longer safe to continue play (due to darkness, inclement weather, etc), game play will be suspended and subsequently resumed at a later date and time that is mutually agreeable to the home and visiting team managers.

7.06 Mercy Rule. 15 runs after 5 innings or 10 runs after 7 innings in a 9-inning game; 10 runs after 5 innings in a 7-inning game.

7.07 Scheduling. Once the schedules have been published and given to respective teams, the AABL will not reschedule games, including any tournaments. The only exceptions to this rule are:

- a) General Manger makes a scheduling error;
- b) Mutual approval by both team managers and General Manager;
- c) Rainouts; or
- d) No umpires present for the scheduled game.

8.00 Forfeits

8.01 Teams will forfeit under the following conditions:

- a) Fewer than nine (9) players are available at the start of game after 15-minute grace period.

- b) Fewer than nine (9) players are available after the start of (or during) the game because players being lost due to ejections or injuries. This is the case regardless of the inning the game is in.
- c) Use of an ineligible player.
- d) Failure of an ejected player to leave the playing site.
- e) Lack of uniforms (all players must be in uniform - *see* 10.01).

8.02 Games forfeited under the conditions outlined in 8.01 will not be rescheduled for play.

8.03 A \$25.00 fine will be assessed to the team that forfeits and must be paid in full to the AABL prior to the forfeiting team's next game.

8.04 If a team forfeits due to a shortage of players prior to game start, umpire fees will still be paid. The non-forfeiting team will inform the AABL of the forfeiture.

8.05 If any team forfeits twice during the season, the AABL General Manager will contact the subject manager to determine their future for the rest of the year. In no instance will a team continue to play after three forfeits and team fee will not be refunded.

8.06 If a game has been forfeited, the teams may continue to scrimmage. However, the umpires are not required to stay due to their organization's liability insurance policy and guidelines.

9.00 Protests / Suspension Appeals

9.01 Protests. Allowed only on rule interpretations or violations. Protests on a judgment call by an umpire will not be accepted. Retroactive protests will not be accepted.

9.02 Process. Protests must be made at the point at which a rule has been broken or misapplied. To protest a game, a manager must:

- a) Stop the game before the next pitch is thrown;
- b) Notify the umpire and the opposing manager that the game is being played under protest and why;
- c) Write in the HOME team's scorebook the situation and on what grounds the game is being protested. The manager must sign it;
- d) The umpire must sign the HOME team's scorebook, noting the situation of the game (including the count on the hitter) and when the protest was lodged;
- e) Complete protest in writing and deliver to AABL within 24 hours.

9.03 Disciplinary / Protest Committee. The AABL Governing Officers will rule on all game protests that occur during the course of the AABL baseball season, including tournaments. Additionally, the AABL Governing Officers will rule on all matters that arise from player ejections and other disciplinary matters as directed by the League office.

9.04 Rulings. The decision of the AABL Governing Officers is effective immediately.

10.00 Equipment

10.01 Uniforms and Uniform Quality. All teams must have uniforms which conform to MLB Official Baseball Rules. Umpires reserve the right to allow any variation of these Rules.

10.02 Helmets. All batters (dual-flapped or flap toward pitcher), and runners must wear helmets. **Cracked helmets are illegal.**

10.03. Bats. Only wood bats are to be used in the AABL. Composite bats are acceptable. Broken bats and taped bats are not permitted. Upon protest, the penalty for using an illegal bat will be an out for the violating player.

- a) Only bats may be used in the on-deck area for warm-ups. However, weighted bats and weighted devices are permitted. Sledgehammers, weighted pipe and any other heavy paraphernalia are now allowed.

10.04 Cleats. Players may choose their preferred style of baseball shoe, metal or plastic spikes.

10.05 Baseballs. AABL supplies baseballs to each team. The home team will provide four (4) baseballs per game. Any baseballs remaining after the game will be awarded to the home team.

10.06 Catchers' Equipment. Catchers must be fully equipped, including helmet, mask, chest protector, shin guards and an athletic cup.

11.00 Playoff / Tournament Tiebreakers

11.01 For playoff and/or tournament seeding, the following tiebreakers will be used:

- a) Head to Head Record;
- b) Runs scored Head to Head;
- c) Runs scored vs. League.

12.00 AABL Special Playing Rules

The Major League Baseball Official Baseball Rules serves as the official guide for governing play for any AABL game. The following exceptions are included in these Rules as alterations for the AABL.

The official baseball shall be any that meets the specifications prescribed by the American Amateur Baseball Congress and Official Baseball Rules.

12.01. To prevent injuries, all runners should avoid collisions with fielders.

12.02. Any runner who deliberately runs into a fielder or forcefully slides into a fielder away from a base will be ejected.

12.03. Illegal slides will result in the sliding player being called out and ejected.

- a) A legal slide is directly to the base (defined as player being within an arm's reach of the bag) on a straight base. A slide may go past the base, but not through the base to hit a fielder. In general, the players should slide at all bases where there is an apparent play.
- b) An illegal slide is described as:
 - 1. Barrel-rolling
 - 2. Body blocking
 - 3. Sliding with such momentum that it takes the sliding player into a fielder beyond the base
 - 4. Sliding out of the baseline
 - 5. Sliding with spikes above the fielder's knee

12.04 DH Rule. A hitter may be designated to bat for the starting pitcher and all subsequent pitchers in any game without affecting the status of the pitcher(s) in a game. **The DH may only bat for the pitching position.** The DH must be in the line-up prior to game time. Any substitute for the DH becomes the DH. If the DH becomes a position player, the pitcher must then hit (Official Major League Rule 6:10).

12.05 Courtesy Runner Rule. Catchers reaching base with two (2) outs will be able to use and optional courtesy runner. The player to make the last batted out must be the courtesy runner.

12.06 The A/B Batting Rule [2006]. Each game, the manager may assign the A/B Rule to his line-up two (2) times. One player must be designated as the defensive player for the duration of the game. This rule states that batter A will bat the first time during the line-up and batter B will bat the second. Batter A will then bat the third, and Batter B the fourth, and so on. This order must be followed throughout the game. Once established in the line-up, the manager may not switch to the regular batting philosophy. If a batter is injured, the manager must insert a replacement player in that spot or be issued an out for that batting spot.

- a) For example, if Batter A is injured following his first at-bat, then Batter B would hit during the scheduled second at-bat. However, during the third at-bat (Batter A would normally hit) there would be an out assessed unless there is a substitution. Remember, players may re-enter the game for an injury. **This rule must be established before the game and communicated to the umpires and opposing manger.**

12.07 Decoying. Fielders are not allowed to decoy a throw or catch if the intent is to potentially cause harm to a player, ex. inducing unnecessary sliding. This rule is enforced at umpires discretion.

12.08 Intentional Walks. The manager or catcher may verbally inform the home plate umpire of an intentional walk and the batter may advance to first base. Pitches are not required.

12.09 Player Injury. Any player found to be suffering from a laceration wound that is oozing blood will cause a stoppage of the game at the earliest opportunity and the player must be treated immediately. No player shall participate in a game with an open wound. If the injury requires extensive treatment, a substitute player shall replace the injured player.

12.10 Player Re-Entry. During the regular season and tournament games, a team may re-enter a player who has made an appearance during the game for a player who has been injured if there are no other available players to avoid a forfeit. A team may re-enter a player who has made an appearance during the game for a player who has been ejected, if no other available players to avoid a forfeit. Re-entry for an ejected player may only be done once per game.

13.00 Line-Ups

13.01 Managers are required to submit the official line-up, including last name, first initial, and jersey number of all players expected to participate in the game, to the home play umpire and opposing team manager.

14.00 Field Maintenance

The AABL is responsible for all field preparation for the regular season games and home tournaments. **However, teams are each responsible for locking dugouts after ALL games. Each team found to have left their dugout unlocked after their game will be assessed a \$25.00 fee. An additional \$25.00 fee will be assessed for a missing lock.** These fees will be collected before any tournament participation or will be added to the team's fee for the next League season. Teams are encouraged to take ownership and routinely sweep dugouts for the next visitor. If the AABL General Manager observes a dugout left in disarray, a \$25 fee will be assessed against the offending team.

15.00 AABL All-Star Team(s)

All-Star games will be scheduled throughout the season and the AABL will be well-represented. The team in first place two weeks prior to an All-Star game will provide the manager. Each team will provide one (1) All-Star plus an appropriate “Additional Players List” of players for the coaching staff to choose from. The “Additional Players List” will be structured as follows:

- a) 1st Place: four (4) additional
- 2nd - 4th Place: three (3) additional
- 5th - 7th Place: two (2) additional
- 8th - 12th Place: one (1) additional

The “Additional Players List” will be treated fairly by the host manager and used as a tool to select players and specialty positions. Each team will be represented appropriately. Player lists are due to the AABL no later than ten (10) days prior to the All-Star game. Practice time will be provided. Finally, all participants will dress and act in accordance with these Rules. No player will get playing time unless in complete uniform.

16.00 Umpires

16.01 Umpire Fees as of May 1, 2015 are \$60/each for 9-inning and 7-inning games. Two umpires will be scheduled and assigned to each game. If only one umpire shows, the game will proceed and that umpire will be paid \$75 for the game. For any game in which there is only one umpire, a refund will be issued equally to the two affected teams at season end. If no umpire is present at the game, the game will be rescheduled by the AABL. Managers should call, text or email the AABL General Manager with an umpire count following each game while reporting scores.

16.02 Umpires will have access to these Rules at all times.

16.03 If both teams and the umpires show for a game and it is rained out, the umpires will be paid. The same umpires will be required to umpire the make-up at no cost. If a team forfeits prior to game start and the weather is good, the umpires fees will be paid and the forfeiture team will be assessed a fine per Section 8.03.

16.04 If there is an argument on the field regarding a play or rule interpretation, only the managers or acting managers will discuss the call with the umpire(s). Managers will refrain their players from discussing or arguing the call with the umpire(s).

17.00 League Contacts

General Manager

Randi Magsayo

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Governing Officers

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