**TRI-COUNTY MEN’S FASTBALL LEAGUE CONSTITUTION**

ADMINISTRATION:

1. Elections for the executive will be held at the league’s initial meeting of the season.
2. At the initial meeting, each team will supply the league with the names and contact number/email addresses of two (2) persons as well as two (2) nights and times for home games.
3. Each returning team is required to pay an entry fee of $75 prior to the close of the April meeting to be allocated towards league operations. Any new team entering the league is required to post a $150 performance bond. If a team misses a meeting (one person attending as rep), a fine of $25 will ensue. A 15-minute grace period will be allowed for attendance. This and any other fines assessed by the league will be deducted from the performance bond. Once the bond is reduced to $75, it must be repaid in full on or before the next league meeting or a forfeit will ensue for that and any future games until the bond is repaid in full. Any team withdrawing from the league during the season will forfeit their bond.
4. The league will not be held responsible for any injury. Pursuant to this, it is mandatory that each team will be enrolled in the OASA sponsored general insurance policy issued by All Sports Insurance Marketing Company Ltd. Premiums are due at the league’s April meeting. Any team registered under the OASA separately must provide evidence of the insurance at that time.

RULES:

1. The league regular season will tentatively commence on the second Sunday of May. The league will determine the number of games once the total number of teams for the season has been finalized.
2. (a) The C.A.S.A rule book will be un effect unless otherwise stated herein.

(b) The Tri-County League will not enforce the banned bat list. Unless required for insurance.

(c) The Tri-County League will be using the ISC pitching rule.

1. Complete games will consist of seven (7) innings. In the event of inclement weather, five (5) innings must be completed, four and half (4.5) if the home team is leading. Anything less, it will be deemed an incomplete game and must be rescheduled.
2. In the event of a cancellation/ rain out, it is the responsibility of the home team to reschedule the game within two (2) weeks of cancellation/ rain out and to give the visiting team 3 dates, the visiting team must pick one of these dates. If they do not, the executive will pick one of the dates.
3. In the event the umpires are not present for any game, please contact the umpiring chief or league to ensure they were called. If not booked, the home team will be levied a $75 fine payable in full to the league at the next league meeting, as well as forfeiting the two (2) points to the visiting team.
4. In the event that only one umpire is present, the game may be played utilizing another person (qualified or not) ONLY if mutually agreed to by both teams, or if both teams agree to use only one umpire. If not mutually agreed, the game will be rescheduled as per Rule #5.
5. If the home or visiting team does not notify the opposing team of a cancellation within 48 hours prior, they will be subject to a $75 fine as well as be responsible for justified out-of-pocket expenses to the opposing team. A forfeit will also ensue.
6. In the event of a forfeit, the winning team will receive two (2) points and the forfeiting team will be responsible for the umpire costs for the game.
7. The home team arranges for and pays the umpires subject to Rule 5-8.
8. The home team will supply one (1) new ball and two (2) good used balls for each game. Balls must be consistent with those approved by the league.
9. Ties in regular season play use the International Tiebreaker Rule (Rule 5.5 – start of 8th Inning). The offensive team shall begin it turn at bat with the player who is scheduled to bat last in the respective half inning being placed on second base. Ties in the playoff season will be played out.
10. Each team will provide a players list of a maximum of 30 players (including coaches). This list will become final on June 15th and given to each team at that time. **For insurance purposes, all team players, coaches, scorekeepers, and managers must appear on the roster.** Any interim changes prior to June 15th must be advised to the executive in writing and confirmed with the executive. A player not on a roster will be declared illegal and any games he has participated in since June 15th will be forfeited.
11. All players participating in the Tri-County Men’s Fastball League will be required to play in 6 games on the regular season schedule to qualify for the playoffs. A player must be entered in the game for “one play” to constitute a played game. “One Play” may occur during an at-bat, pinch running play, or defensive play, for example**. Any player in a Midget age group league is exempt from this rule.**
12. Medical evidence may be required at the discretion of the executive. A player who is injured must provide medical evidence of said injury to meet the minimum game requirement as set out in Rule #13. He will be awarded the number of games missed due to injury as if played. Said player must notify the league executive of this return to play with written medical evidence declaring him healthy in order to be reinstated (for league insurance purposes).
13. It is the responsibility of the home team to e-mail the statistician with the results of the game regardless of the outcome. This should be done immediately after the game but no later than noon of the following Saturday. Please include the game #, date, and results or reason for cancellation, if necessary.
14. A new score sheet will be completed for each game with the game #, date, and player’s first and last names in legible form. Game sheets are to be handed in to the President at every league meeting.
15. All protests must be sent to the executive in writing with a $50 deposit with 48 hours of the game in question. If protest is denied, the team will forfeit the deposit. The league executive will rule on all protests. All decisions are final. An umpire’s decision, excluding rule interpretation, cannot be protested. The league executive will also rule on all decisions regarding the rules of the constitution.
16. A team is permitted to start with eight (8) players. The 9th position on the score sheet will be as an automatic out when that position comes to bat. If a 9th player arrives during the game, he must be entered into the game in the 9th position. If a team has nine (9) players and one (1) player is injured and unable to continue or has work commitments, that team will be permitted to finish the game with eight (8) players. If a team starts with nine (9) players and a player is ejected from the game with no one to replace him, the game will be considered a forfeit, and the two points will be awarded to the other team. The score of the game will be 7-0.
17. If any teams are tied after the regular season is complete, the team with the better head-to-head record between those teams will finish higher in the standings. If a tie still persists, then the team with the better plus/minus run differential between those teams will determine the placements in the standings. If a tie still persists, then the head-to-head record with the #1 team overall in the league will break the tie. If still tied, then the head-to-head record with the next best team(s) will be used until the tie is broken. If the top teams are involved in the tie, the head-to-head record with the next highest placed team(s) will break the tie.
18. Each team will submit a nominee from their own team for Most Valuable Player, Most Valuable Pitcher, and Most Sportsmanlike Player. These names will be placed on a ballot and voted on by the league representatives. The nominees from any team can be the same player in more than one category.
19. Playoff format is to be determined by the league based on the number of teams for the season.
20. Any player incurring debt with a former team, and evidence as such is presented by that team, to the league, the player is banned from participation on another team in the Tri-County Men’s Fastball League until all debts are paid in full to the former team (e.g. uniform cost, team registrations, etc.).
21. Teams are only allowed to cancel up to 3 games per season that are not from rain, umpires, or diamonds not available.
22. The mercy rule will be 15 runs after 3 or 2.5 innings if home team is ahead, 10 runs after 4 or 3.5 if home team is ahead, and 7 runs after 5 or 4.5 innings if home team is ahead.