

# CCASA MFP TRAVEL LEAGUE

## Rules of Play

Revised: February 1, 2005

1. **Player Ejection:** If an act of physical violence or the verbal threat of physical violence on an umpire or ASA Official, the player(s) will be ejected for that game plus a minimum of 5 games and maximum of 1 (one) year. Players must appeal within 14 days of receiving letter from Travel League Board.
2. **Unsportsmanlike Conduct:** Physical contact (fighting) between two or more players, the players will be ejected for that game and the next game to be played by the team. In addition, based upon the gravity of the actions, the case will be reviewed by the Board and a hearing will be set to determine the action to be taken. (At the meeting individual will be given a paper explaining the appeal process).
3. **Violations and Penalties:** IAW ASA code.
4. **Profanity Rule:** IAW CCASA code.
5. **Run Ahead Rule:** IAW ASA code.
6. **Uniforms:** IAW ASA code.
7. **Tiebreaker:** IAW ASA code.
8. **DP/Flex, DR & EH:** A DR (**Designated Runner**) DP/Flex (**Designated Player/Flex**) and EH (**Extra Hitter**) are permitted for Travel League play only. If used ALL must be listed on the line-up card. Once the DR enters the game on offense or defense you lose the DR.
9. **Pick-up Player(s):** Teams may pick-up the normal three (3) players. In addition, four (4) guest players shall be allowed under the following rules:
  - The coach/manager must fax a "Guest Waiver Form" to the Travel League Director for approval (559-251-8645) 24 hours before the teams' first game.
  - Guest Player must be a "C" or unrated player.
  - You can only take two (2) players from another Travel League roster during the Travel League season.
  - Four (4) guest players can be used at any time during the Travel League, without being charged as Pick-up Player. If a team decides to use a guest player for the next Travel League weekend, the guest player will be added as a Pick-up Player.
  - Once a guest player has played, he may sign with another team as a Pick-up Player. A guest player can only play one weekend as "Roster Free Agent".
10. **Time Limit:** One (1) hour and (45) forty-five minute time limit or after 7 (seven) innings for game play. If the game is tied after the time limit has expired, the ASA Tie-Breaker shall be in effect at the start of the next inning.
11. **Speed Up Rule:** Pertains to catchers only. At any point the catcher is on base he may be replaced by the last possible batter to hit in that inning that is not on base.

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12. **Rosters:** Initial Travel League Rosters must be into the Travel League Director by the close of business (COB) Monday, **March 14, 2005**. Players may be added or removed from team roster until Saturday, March 19, 2005. Travel League Director will accept faxed (559-251-8645) changes, provided that they are signed by the manager or coach. **Final Travel League Rosters (Championship Roster)** must be submitted prior to the games scheduled for **April 16, 2005**.
  - The ASA three (3) Player Pick-up rules may be applied after the finish of Travel League play.
  - Roster cannot exceed twenty (20) players.
  - Per approval of the Travel League Director, players may be released to another team, provided the player has no financial debt, equipment and his uniform have been returned to the team. Player(s) may also be dropped without cause.
13. Players are ***not eligible*** to play for another team in Regional or National Qualifiers, so long as they are listed on a Travel League roster. Travel League Teams may add Non-Travel League players to their Qualifier roster.
14. If you (your team) wins a Regional or National berth, you have 48 hours to accept or deny the berth through the CCASA Commissioner. If you accept, that winning roster becomes your new Travel League roster and is frozen for the season. Players not listed on your Travel League roster become "Free Agents" and are eligible as add on players or ASA Pick-up Players for any other teams in the Travel League.
15. ASA Rules will apply to Travel League unless otherwise outlined above.
16. The CCASA Commissioner (Richard Grove) in conjunction with the Travel League Board Members will handle all appeals. Emergency changes to the Travel League policies and rules will be made by the Travel League Board.
17. **Central CA MFP Profanity Rule**

**Profanity:** Vulgar language that is unacceptable in the general community.

**Casual Profanity:** Profanity that is not directed at an umpire, opposing player, spectator or any other person.

No player, coach, manager or any other bench personnel shall use profanity before, during or after any game in the Men's Travel League.

**Profanity** towards an umpire, opposing player or spectator shall cause the offending party to be immediately "EJECTED" from the game and directed to leave the grounds for the remainder of the game.

When **casual profanity** is audible to opposing players or spectators, the umpire shall immediately "DISQUALIFY" the offending party and restrict him to the dugout. The "DISQUALIFIED" player, coach or manager shall not participate further in the game in any capacity, nor shall he engage in any verbal abuse of any other player or umpire. To do so would cause him to be "EJECTED" and would require that he leave the grounds for the remainder of the game. In ALL cases, it still is the umpire's discretion whether or not to "EJECT" the violator if he/she feels it is warranted.

The disqualified or ejected player is subject to a \$5.00 fine, which must be paid to the League Director or his/her designated representative before he may participate in any other games. Repeated violations of this rule at the same event will be reviewed by the League to determine if further action is needed to modify this unwanted behavior. Actions may include, but are not limited to additional game suspension(s).