

# Vermont Senior Baseball League, Inc.

## Player Code of Conduct

*The goal of our league is to provide teams and players a means to enjoy a safe, fun, and competitive game of baseball in an atmosphere of good sportsmanship. The purpose of this document is to highlight certain specific league rules concerning player conduct which every player must follow (paragraph numbers are from the league's official rules, updated Feb. 2014).*

**9.)**

A) A Player Code of Conduct must be signed by each player before they play for the first time each year.

B) Any unsportsmanlike conduct can result in a Player being ejected from a game to include possible suspension from additional games.

Unsportsmanlike conduct includes, but is not limited to the following:

- 1) Physical abuse of an Umpire(s) and/or any threat of physical intimidation or harm to include pushing, shoving, contact, kicking dirt on an Umpire, spitting, spraying, throwing at or attempting to make physical contact, blocking an Umpire's movement, or charging at an Umpire.
- 2) Arguing balls and strikes, or sustained arguing of an Umpire's decision.
- 3) Using abusive, profane, or obscene language or gestures, or any language or tactics intended to intimidate. This shall include, but not be limited to, any "Bench Jockeying" (ie, personal or malicious remarks, cursing, obscene language, taunting, or baiting language toward opponents, umpires, or spectators).
- 4) Throwing a bat, glove, helmet or other equipment in anger.
- 5) Creating a disruptive, threatening or dangerous situation and/or engaging in malicious contact.
  - a) Malicious contact will not be tolerated & will always result in an ejection of the offender & an immediate dead ball!
  - b) If a runner causes malicious contact which occurs before the runner scores - then the runner is out & ejected & no run scores. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the interference.
  - c) If a runner causes malicious contact which occurs after the runner scores - then the runner is safe & scores, and ejected. The ball is immediately dead and all other base runners shall return to the last base touched at the time of the interference.
  - d) Malicious contact supersedes obstruction.
- 6) Using unnecessarily rough tactics in the play of the game.
- 7) Physically attacking any player, manager, official, or spectator, before, during, or after a game. Fighting &/or any physical abuse of any other individual (ie, Player, Manager, Umpire, or Spectator) including attempting to strike with the arms, hands, legs, feet or equipment in a combative manner, or intentionally spitting at someone.
- 8) Leaving a field position or the vicinity of the dugout or coaching box to dispute a judgment call by an umpire, if not the Team Manager, or in the absence of the Team Manager his designee.

*Translation - Only the Team Manager or his designee shall interface with an Umpire. There shall be no "piling" on an Umpire. Players, other than the Team Manager or his designee, shall remain where they were before the play.*

9) Any behavior not in accordance with the spirit of fair play.

10) Any other actions in the judgment of an Umpire to be unsportsmanlike.

11) Other than an instance of an automatic ejection (ie, malicious contact), an Umpire may take any or all of the following actions:

- a) The Umpire may first warn any violator or Team before ejecting the individual(s) from the game.
- b) An Umpire may also restrict the offender(s) (ie, to the bench/dugout, or grandstands, etc).
- c) Any individual restricted shall be ejected for further misconduct.
- d) Failure to comply with an Umpire's restriction or ejection shall result in the game being forfeited and possible suspension.

C) A player who is ejected from a game must remove himself immediately from the "sight and sound" of the game.

To be removed from the "sight and sound" of the game shall mean that the ejected player shall not view the contest, communicate with his or the other opposing team, or be where the umpire can see or hear him. The ejected player must completely leave the confines of the playing field, the grandstands and other nearby surrounding areas.

D) A player who is suspended by the league may appeal, but they do not gain the right to continue to play pending a hearing on their appeal.

E) If a situation occurs after the last out of a game which leads to conduct that would have resulted in an ejection during the normal course of play, the Umpire(s) shall issue a "Post-Game" Ejection. The ejection shall be served in the Team's next game where that individual would be available to play. The League may also impose a further suspension(s)

**I have read and I accept this Player Code of Conduct.**

**Name (printed)** \_\_\_\_\_ **Team** \_\_\_\_\_

**Name (signed)** \_\_\_\_\_ **Date** \_\_\_\_\_