

***CHATSWORTH JUNIOR  
BASEBALL LEAGUE  
OFFICIAL PLAYING  
RULES  
2023 SEASON***



***GENERAL RULES ALL DIVISIONS.....PAGES 1-4***

***T-BALL & A-BALL RULES.....PAGE 5-6***

***AA-AAA RULES.....PAGES 7-9***

***JUNIOR & SENIOR RULES.....PAGES 10-12***

**OFFICIAL PLAYING RULES CHATSWORTH**  
**JUNIOR BASEBALL LEAGUE**  
**2023 PLAYING SEASON**

Our T-Ball, A-Ball, AA, and AAA Divisions are governed by the **Official Regulations and Playing rules of Little League Baseball**. The following modifications have been adopted by Chatsworth Junior Baseball League, Inc. All modifications new to the current year have been italicized.

**GENERAL RULES AND CLARIFICATIONS FOR ALL DIVISIONS**

Our General Rules are not listed in their entirety. They cover the overall conduct of our League, including the draft, equipment, playing field, etc. The following items are listed due to their relativity to the rules listed above and to provide clarity on others.

1. League age is determined by the player's age on April 30, 2023.
2. No "hard-ball" games or hitting drills are allowed on any of our fields other than practices scheduled by a manager or coach and supervised by the aforementioned. Registered players may use our field for this activity using tennis balls, providing they do not interfere with other scheduled events.
3. "Soft Toss" (hitting balls against the fencing) is strictly prohibited using hardballs. Tennis or whiffle balls should be used for this drill.
4. Smoking, Electronic Cigarettes, Vaping, or the use of any tobacco products on the field of play will not be permitted.
5. Only managers, or their designated coach, may hold discussions with an umpire to appeal decisions or request rulings. In the event a manager designates one of his coaches such designation must be made prior to the beginning of the game.
6. Deliberate delays or making a travesty of a game, in the opinion of the umpire, will result in a forfeit.
7. No pitch may be thrown after the game light is illuminated. However, the umpire may terminate play sooner when, if in his opinion, darkness or whether conditions make further play hazardous.
8. Unnecessary rough play is cause for ejection from the game and possible further discipline by Game Management. No prior warning is required.
9. Players will be added to a team after the draft only when game management deems it necessary to preserve team parity.
10. Players playing down from their respective division may **NOT** pitch.
11. Ragging or negative comments from players, coaches, managers, or spectators will not be tolerated. This includes comments or chants directed at players by name or position. Once the pitcher begins his/her windup, all chanting or yelling will cease (Penalty: If after one warning by the umpire, which shall be given to both teams simultaneously, a strike will be called on the current batter for the first offense of each team after the warning. Any subsequent offenses will result in the batter being called out). It is the manager's responsibility to control their team and spectators. If the manager fails in this responsibility, the team may be subject to having to move from the dugout to a section of the field used for pitcher warm-ups, along with managers and coaches. If the disturbance continues, the game is subject to forfeiture at that time. We encourage enthusiastic support but will not allow negative or derogatory comments during the game.

12. Unsportsmanlike conduct by players, managers, coaches, or spectators may result in ejection from the game or immediate area. (Players ejected from game, managers/coaches and spectators ejected from property).
13. All games should start on time. If the start time is delayed because of some team's inability to provide its required number of players, there will be a ten-minute grace period allowed. If after 10 minutes the offending team is still unable to field the required players, they will forfeit the game. The game may be played after the forfeit is recorded if both managers agree. UMPIRES MUST PERFORM SERVICES.
14. If both teams are ready to start the game and the game is delayed because of field preparation or infield practice, official game time will be recorded at the originally scheduled time (i.e., if the game is to start at 1:00 p.m. but does not start until 1:10 p.m. because of delay by one or both teams, the official time will be posted at 1:00 p.m.). If between games there is limited time for infield practice, both teams should split the remaining time for infield practice prior to the beginning of the game. If the last game of the day is delayed due to the umpire's late arrival, the official start time will be recorded when the game begins.
15. A catcher's mask is to be worn by all players during all pitcher's warmups, whether in the bullpen or between innings.
16. All players are encouraged to wear protective cups for their protection. All catchers "MUST" wear protective cups.
17. A pitcher will be allowed five (5) warm up pitches between innings. At the beginning of the game, ten (10) pitches are considered adequate.
18. No league 7-year-old may play in AA, no league 9-year-old may play in AAA, no league 11-year-old may play in Jr's & no league 13-year-old may play in Senior's.
19. No player may be added to any team roster after *the end of a team's first half (T and A ball divisions excluded). For purposes of this rule, the first half of the season of any division with odd numbers of games will have the first half end after the odd half of the season.*

Example: *The Senior Division has 21 games for its official season. The first half will consist of 11 games and the second half 10 game.*

20. Maximum bat diameter is 2 1/4" in T-ball through AA if unless it meets the new 2018 USA bat standard and has the USA Baseball logo. Maximum bat diameter is 2 5/8" in AAA. Maximum bat diameter in Jr's & Sr's is 2 3/4". Aluminum bats are allowed at CJBL

21. For the 2023 season, For players in T-Ball and A-Ball, any USA Baseball approved bat may be used as long as the bat has the "USA Baseball" stamp on it and the barrel diameter does NOT exceed 2 5/8" and the bat is NO longer than 30" in length. There is no specific weight/length ratio limit. For players in AA and AAA, any USA Baseball approved bat may be used as long as the bat has the "USA Baseball" stamp on it and the barrel diameter does NOT exceed 2 5/8" and the bat is NO longer than 32" in length. There is no specific weight/length ratio limit. For players in the Junior division, who are 13 or 14 year olds by league age, any USA Baseball, or BBCOR approved bats may be used as long as they have either the "USA Baseball" or "BBCOR" stamp on them. Players in the Junior division who are 13 or 14 may also use a USSSA bat that is a -5 (drop 5) only. These approved bats must NOT be longer than 34" in length and the barrel diameter must NOT exceed 2 5/8". There is no specific weight/length ratio limit. For players who are 15 or older by league age, any BBCOR approved bat that is a -3 (or Drop 3) AND NO longer than 34 inches in length must be used. This means that the bat used must be 3 ounces less than the length (i.e. if player uses a 33-inch BBCOR bat, the weight of that bat must be 30 ounces).

22. Complete CJBL approved uniforms with shirts tucked in must be worn. Only CJBL provided or approved jerseys, pants and hats may be worn. In no event may a player's name be placed on a jersey unless names are provided on jerseys for ALL players in the league. No jewelry may be worn except medically required items (prohibited items include watches, rings, earrings and necklaces etc.). Penalty will be Player ejection after one warning to the team.
23. Penalties for rule infractions are normally enforced by the Home Plate Umpire. Any member of Game Management may be used to clarify or enforce CJBL rules.
24. Any Player, Manager or Coach ejected from a game will be suspended from their following game subject to appeal or review by game management.
25. Metal cleats are not allowed (T-Ball, A-Ball, AA & AAA).
26. Cellular phones or tobacco products may not be used in the dugouts or on the fields.
27. There shall be NO straight stealing of home in any division. In AAA and Juniors, players may "steal" home on a passed ball or if a play is attempted to get them out (i.e. pickoff attempt). In AA, players may not steal home at any time. The only exception to this rule in AA is if the defensive team makes an attempt to get a runner out, player from third base may then go home.

#### GAME TIME LIMITS

- |           |   |
|-----------|---|
| T-Ball:   | No game shall exceed one hour, fifteen minutes of playing time. |
| A-Ball:   | No game shall exceed 1 hour, 45 minutes of playing time.        |
| AA & AAA: | No inning shall commence after 2 hours, 15 minutes.             |
| Jr's      | No inning shall commence after 2 hours, 15 minutes.             |

**THESE TIME LIMIT RULES APPLY REGARDLESS IF THEY ARE THE LAST GAME OF THE DAY OR NOT.**

=====

## **PITCHING RULES**

1. Any player on a regular season team may pitch. (**NOTE:** There is no limit to the number of pitchers a team may use in a game.)
2. Players once removed from the mound may not return as pitchers.
3. The manager must remove the pitcher when said pitcher reaches the limit for his/her age group as noted below, but the pitcher may remain in the game at another position:

<i>League Age</i>	<i>Pitches Per Day</i>
16-17	105
13-15	95
11-12	85
9-10	75
8	50

*(Does not apply to A-ball)*

**EXCEPTION:** If a pitcher reaches the limit imposed by this Regulation 3 for his/her league age while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: 1. that batter reaches base; 2. that batter is put out; the third out is made to complete the half-inning. **Note 1: In AA & AAA a pitcher who delivers 41 or more pitches on a game cannot play the position of catcher for the remainder of that day. Also, in AA & AAA, a catcher who catches 4 innings or more cannot play the position of pitcher for the remainder of the day.**

4. All pitchers must adhere to the following rest requirements:
  - f If a player pitches 61 or more pitches in a day, three (3) calendar days of rest (see 5. below) must be observed.
  - f If a player pitches 41 - 60 pitches in a day, two (2) calendar days of rest (see 5. below) must be observed.
  - f If a player pitches 21 - 40 pitches in a day, one (1) calendar days of rest must be observed.
  - f If a player pitches 1-20 pitches in a day, no (0) calendar day of rest must be observed.
5. Each league must designate the scorekeeper or another game official as the official pitch count recorder.
6. The pitch count recorder must provide the current pitch count for any pitcher when requested by either manager or any umpire. However, the manager is responsible for knowing when his/her pitcher must be removed.
7. The official pitch count recorder should inform the umpire-in-chief when a pitcher has delivered his/her maximum limit of pitches for the game, as noted in 3 above the umpire-in-chief will inform the pitcher's manager that the pitcher must be removed in accordance with Regulation 3. However, the failure by the pitch count recorder to notify the umpire-in-chief, and/or the failure of the umpire-in-chief to notify the manager, does not relieve the manager of his/her responsibility to remove a pitcher when that pitcher is no longer eligible.
8. Violation of any section of this regulation can result in protest of the game in which it occurs. Protest shall be made in accordance with Playing Rule 4.19 of the Little League Rule Book.

9. *A player may not pitch in more than one game in a day. (Exception: In the Big League Division, a player may be used as a pitcher in up to two games in a day.)*

**NOTES:**

- a. *The withdrawal of an ineligible pitcher after that pitcher is announced or after a warm-up pitch is delivered but before that player has pitched a ball to a batter, shall not be considered a violation. CJBL officials are urged to take precautions to prevent protests. When a protest situation is imminent, the potential offender should be notified immediately.*
- b. *Pitches delivered in games declared “Regulation Tie Games” or “Suspended Games” shall be charged against pitcher’s eligibility.*
- c. *In suspended games resumed on another day, the pitchers of record at the time the game was halted may continue to pitch to the extent of their eligibility for that day, provided said pitcher has observed the required days of rest.*

**Example 1:** *A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on the following Thursday. The pitcher is not eligible to pitch in the resumption of the game because he/she has not observed the required three days of rest.*

**Example 2:** *A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes on Saturday. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game because he/she has observed the required three days of rest.*

**Example 3:** *A league age 12 pitcher delivers 70 pitches in a game on Monday when the game is suspended. The game resumes two weeks later. The pitcher is eligible to pitch up to 85 more pitches in the resumption of the game, provided he/she is eligible based on his/her pitching record during the previous three days.*

**Note:** *The use of this regulation negates the concept of the “calendar week” with regard to pitching eligibility.*

**OFFICIAL PLAYING RULES CHATSWORTH  
JUNIOR BASEBALL LEAGUE T-BALL AND  
A-BALL DIVISIONS - 2023**

Our T-Ball and A-Ball Divisions are governed by the Official Regulations and Playing Rules of Little League Baseball modified to those practices usually associated with T-Ball.

**GENERAL RULES AND CLARIFICATIONS**

Our General Rules are not listed in their entirety. They cover the overall conduct of our League. The following items are listed due to their relativity and to provide clarity on others.

1. A regulation game is six (6) innings or whenever the time limit is called.
2. Bat-a-round is used in all games.
3. Base stealing is not allowed.
4. No infield fly rule.
5. No advance on dropped third strike.
6. Balks will not be called.
7. Players arriving after the game has started must be added to the bottom of the batting order.
8. Base runners may advance only if:
  - A. The ball is hit.
  - B. A play is attempted on a base runner.
9. In T-Ball the team will bat through the line-up once only per inning, the bases shall be cleared after three outs are recorded.
10. In A ball the sides will retire, and the defensive team will come to bat the earlier of:
  - A. 3 outs are recorded.
  - B. The batting team scores 5 runs.
11. The ball is "DEAD" when:
  - A. The pitcher has control of the ball in the pitching circle. (Dirt area around mound) (A only)
  - B. A throw is made by an outfielder who has retrieved a ball, or an infielder throws ball home (T-Ball only).
12. Base runners who are least halfway to the next base when the ball is declared "dead" may continue to the next base at their own risk.
13. Base runners who are less than halfway to the next base when the ball is declared "dead" must return to the last base touched.
14. On overthrows to first base, only one base may be taken. However, in A-Ball, runner may continue at their own risk if the overthrown ball goes into the outfield, between the foul lines (fair territory).
15. In A ball each batter will receive a maximum of 4 pitches from a player/pitcher and 4 pitches from a coach/pitcher for a maximum of 8 pitches per at bat. The batter is out if he/she does not put the ball in play within the 8 pitches.
16. Pitcher removed from mound cannot return to the mound. There is one exception to this rule: A pitcher removed from the game may return one time to pitch providing 3 defensive outs have been recorded since his removal. All other pitching rules apply. This exception does not apply unless the team is ahead by at least 10 or more runs at the time the player leaves the mound. (Max total innings per game is 3)
17. The pitching distance shall be 40 feet from home plate (a temporary spiked pitching rubber may be used).

**OFFICIAL PLAYING RULES CHATSWORTH  
JUNIOR BASEBALL LEAGUE AA & AAA  
DIVISIONS - 2023**

Our AA and AAA Divisions are governed by the rules and regulations of Official Regulations and of Little League Baseball. The Following are modifications at CJBL.

**GENERAL RULES AND CLARIFICATIONS**

A manager has a son, daughter, niece, nephew, or grandchild option.

2. A regulation game is (7) innings.
3. Four (4) innings is a complete game, three and one-half (3½) innings if the home team is ahead. If less than a complete game is played, and the game is called due to weather or darkness, is a “NO GAME”. All pitching rules shall apply.  
**Exception:** Prior to Daylight Savings Time, 3 innings will be a complete game, 2 ½ if the home team is ahead.
4. “NO GAME and suspended games will be rescheduled by the appropriate player agent.
  - A. “NO GAME” = a complete new game.
  - B. Suspended game = complete only the suspended inning, (if tied at completion of the inning, it is a TIE GAME).
  - C. Managers are responsible for notifying their player agent within 24 hours in the event of a No Game or suspended game.
  - D. It is a suspended game only if after four complete innings have been played and the visiting team ties or goes ahead, or the home team ties before there are three outs in the bottom of the inning. Otherwise, the score will revert to the last complete inning.
5. A game shall be called complete if after 4 and one-half innings, if the home team is ahead by at least 12 runs or 5 innings if the visiting team is ahead by 12 runs.
6. Managers and coaches, when not in the coach’s boxes, shall be positioned in the dirt area adjacent to the dugout. Each team will only be allowed a maximum combination of three coaches and one manager on the field at one time. Three may be on the field with one positioned **completely** in the dugout. This rule must be enforced. After one warning the manager is subject to ejection from the game.
7. Standings shall be determined by summing each team’s totals points as follows.
  - A. Game won = 2 points
  - B. Game lost = 0 points
  - C. Tie game = 1 point

**NOTE:** In the event of total points being equal, or games played are unequal, the winning team shall be determined by, (1st) best winning percentage, (wins divided by total (in the event of tie games, each tie will provide for ½ win and ½ loss when calculating the winning percentage. Ex: a team that is 6-3-1 would have a record of 6½ -3½ for determining winning percentage). (2nd) head-to-head competition in games won, (3rd) fewest runs allowed head-to-head, (4th) coin toss by player agent.



8. When a play is imminent, a runner will be called out when he does not slide *or attempt to avoid contact*. The runner will be ejected for any flagrant violation of this rule. *The purpose of this rule is to ensure the safety of the players. While this is a judgment call, all effort will be made to enforce this rule within the spirit of the rule.*
9. Any player inadvertently throwing a bat (during their swing while at bat) will be warned by the umpire that this action is not acceptable. If the player throws the bat a subsequent time, the umpire shall rule the play dead and the batter is out. This rule does NOT apply to a player throwing a bat in anger who will be subject to penalties under unsportsmanlike conduct.
10. Managers are encouraged to avoid protests. Playing rule interpretations and violations, such as the use of an ineligible player, are the only causes for protest. A protest must be filed with the umpire, by the manager, immediately and before succeeding play or pitch. In addition, a written protest must be submitted to game management within twenty-four (24) hours after the game.
11. When a team must play two games on the same day, a pitcher may pitch in both games and not be restricted by the mandatory “rest days”. However, all pitchers are limited to the total number of innings allowed within their division. (Note: Pitchers previously removed from a suspended game may not pitch in the continuation of that game.)
12. In the event of an injury, the player that made the last out must be used as a substitute runner.
13. No courtesy runners are allowed.
14. Infielders must play behind the grass portion of the infield until the batter squares to bunt.
15. Once a batter shows bunt, he may not “slash” (swing at a pitch). Penalty--ball is dead, batter is out, and runners may not advance.
16. The infield fly rule will not be called, unless the rule is abused (AA only).
17. Four balls constitute a walk.
18. There is no stealing of home plate. (AA only)
19. dropped third strike in AA & AAA
20. No manager or coach may make more than two trips to the mound in an inning without removing the pitcher. A pitcher must be removed if a fourth trip in a game is made by the manager or coach (same pitcher).
21. Bat-a-round is to be used in all games.
22. Prior to the game, the manager must document on the reverse side of the scorecard all players who must leave the game early or an out shall be recorded for that player first missed at bat.
23. If during a game a player becomes injured or ill and cannot play, a forfeit or penalty will not occur because of the player’s inability to play the minimum number of defensive innings. An out shall be recorded for their first missed at bat.
24. If a team fails to place 8 defensive players on the field at any time, for any reason, a forfeit will occur at that time.
25. Metal cleats are not allowed.
26. Batting practice is not allowed on the fields prior to game time.

27. When a third strike is called or is swung at and missed and the catcher does not make a legal catch, the batter may attempt to reach first base if it is unoccupied when there are less than 2 outs, or even when it is occupied when there are 2 outs. Occupied means it was occupied at the time of the pitch. The fact that the runner attempts to steal does not make the base unoccupied. Time of pitch is defined as the moment the pitcher starts his windup or commits to a pitch to the plate. To be **legally caught** the ball must be caught in-flight. This means if the catcher catches the ball cleanly on a bounce it is **NOT** a legal catch. A batter who does not realize his situation on a third strike not caught, and who is not in the process of running to first base, shall be declared out once he leaves the dirt circle surrounding home plate. If the bases are loaded with 2 out and the catcher does not make a legal catch of a third strike, a force play goes into effect because the batter has now become a runner. The catcher may step on home plate to force out the runner from third or tag the batter or throw to any other base.

28. *In AAA ONLY:* When there is a runner, or runners, it is a balk when—

(a) The pitcher, while touching his plate, makes any motion naturally associated with his pitch and fails to make such delivery.

Rule Comment: If a left-handed or right-handed pitcher swings his free foot past the back edge of the pitcher's rubber, he is required to pitch to the batter except to throw to second base on a pick-off play.

(b) The pitcher, while touching his plate, feints a throw to first or third base and fails to complete the throw.

(c) The pitcher, while touching his plate, fails to step directly toward a base before throwing to that base.

Comment: Requires the pitcher, while touching his plate, to step directly toward a base before throwing to that base. If a pitcher turns or spins off of his free foot without actually stepping or if he turns his body and throws before stepping, it is a balk.

A pitcher is to step directly toward a base before throwing to that base and is required to throw (except to second base) because he steps. It is a balk if, with runners on first and third, the pitcher

steps toward third and does not throw, merely to bluff the runner back to third; then seeing the runner

on first start for second, turn and step toward and throw to first base. It is legal for a pitcher to feint a

throw to second base.

(d) The pitcher, while touching his plate, throws, or feints a throw to an unoccupied base, except for the purpose of making a play.

Comment: When determining whether the pitcher throws or feints a throw to an unoccupied base for the purpose of making a play, the umpire should consider whether a runner on the previous base demonstrates or otherwise creates an impression of his intent to advance

## **PLAYER**

1. Every rostered player present at the start of a game will participate in each game for a minimum of nine (9) defensive outs and bat at least one (1) time. *For the purposes of this rule, “nine (9) defensive outs” is defined as: A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies such position while nine outs are made; “bat at least one (1) time” is defined as: A player enters the batter’s box with no count and completes that time at bat by being put out, called out by an umpire or by reaching base safely.* Bat around is used in T-Ball, A-Ball, AA, and AAA.
2. All substitutes must enter the game by their team’s fourth defensive inning.
3. If a roster player is not to play in a game due to physical reasons or suspension, the opposing manager and umpire must be notified prior to the start of the game. If a player is not eligible due to suspension by his manager, for any reason, the player agent or game management must be notified within 24 hours.
4. Late players must be added to the bottom of the order.
5. Substitutes called from other divisions:
  - A. Must play the required minimum number of defensive outs
  - B. Must not play more innings than a roster player.
  - C. Cannot pitch.
  - D. Must play once they are called and arrive at field, even though no longer needed to meet the required minimum number of players.
  - E. Must bat at the bottom of the order.
  - F. Shall not be permitted to play the infield positions unless there are not enough roster players present to fill all six (6) infield positions
6. Substitutes must be acquired from the player agent or from the approved list provided by the player agent.
7. **PENALTY FOR ALL PLAYER VIOLATIONS:**

An automatic one game suspension for manager plus possible further disciplinary action by Game Management up to and including forfeiture of the game. Players who do not play the minimum required defensive outs or play less than a substitute will play ALL seven (7) innings of the violating teams next game (or a game designated by Game Management) and must bat in one of the first five (5) batting positions in the order.

## **RULES FOR PLAYOFF AND CHAMPIONSHIP GAMES**

1. All playoff games will be completed. A complete game is as follows:
  - A. If at the end of 4 innings (3 ½ if the home team is ahead), time runs out or the game is called due to darkness and the game is not tied (if 4 innings are not completed, the game will resume at a date to be determined by Game Management in order to reach the minimum 5 innings). The mercy rule will apply.

- B. If at the end of regulation, the game is tied, the game will continue until such time as the tie is broken (if the visiting team is ahead, the home team must get a final at bat) even if the time limit has expired

**NOTE:** Time limits do NOT apply to championship games.

2. All other pitching rules will apply to playoffs.

**Note:** Team with the best record is home team regardless of how printed in the schedule.

**OFFICIAL PLAYING RULES  
CHATSWORTH JUNIOR BASEBALL LEAGUE  
JUNIOR & SENIOR DIVISIONS - 2023**

Our Junior and Senior Divisions are governed by the rules and regulations of Official Baseball Rules. The following are modifications at CJBL.

**GENERAL RULES AND CLARIFICATIONS**

1. A manager has a son, daughter, niece, nephew, or grandchild option.
2. A regulation game is (7) innings.
3. Four (4) innings is a complete game, three and one-half (3 ½) innings if the home team is ahead. If less than a complete game is played, and the game is called due to weather or darkness, is a “NO GAME”. All pitching rules shall apply.  
**Exception:** Prior to Daylight Savings Time, 3 innings will be a complete game, 2 ½ if the home team is ahead.
4. “NO GAME and suspended games will be rescheduled by the appropriate player agent.
  - A. “NO GAME” = a complete new game.
  - B. Suspended game = complete only the suspended inning, (if tied at completion of the inning, it is a TIE GAME).
  - C. Managers are responsible for notifying their player agent within 48 hours in the event of a No Game or suspended game.
  - D. It is a suspended game only if after four complete innings have been played and the visiting team ties or goes ahead, or the home team ties before there are three outs in the bottom of the inning. Otherwise, the score will revert to the last complete inning.
5. A game shall be called complete if after 4 and one-half innings if the home team is ahead by at least 12 runs or 5 innings if the visiting team is ahead by 12 runs.
6. Managers and coaches, when not in the coach’s boxes, shall be positioned no closer to home plate than the equipment area of the dugout.
7. Standings shall be determined by summing each team’s totals points as follows.
  - A. Game won = 2 points
  - B. Game lost = 0 points
  - C. Tie game = 1 point

In the event of total points being equal, or games played are unequal, the winning team shall be determined by, (1st) best winning percentage, (wins divided by total (in the event of tie games, each tie will provide for ½ win and ½ loss when calculating the winning percentage. Ex: a team that is 6-3-1 would have a record of 6½ -3½ for determining winning percentage). (2nd) head-to-head competition in games won, (3rd) fewest runs allowed head-to-head, (4th) coin toss by player agent.

8. When a play is imminent, a runner will be called out when he does not slide *or attempt to avoid contact*. The runner will be ejected for any flagrant violation of this rule. *The purpose of this rule is to ensure the safety of the players. While this is a judgment call, all effort will be made to enforce this rule within the spirit of the rule.*

9. Any player inadvertently throwing a bat (during their swing while at bat) will be warned by the umpire that this action is not acceptable. If the player throws the bat a subsequent time, the umpire shall rule the play dead and the batter is out. This rule does NOT apply to a player throwing a bat in anger who will be subject to penalties under unsportsmanlike conduct.
10. No courtesy runners are allowed.  
***EXCEPTION:** In the event there are two outs and the batter (who is also the catcher for the upcoming inning) reaches base, the manager may elect to use a courtesy runner. This replacement runner must be the last recorded out in the lineup.*
11. Managers are encouraged to avoid protests. Playing rule interpretations and violations, such as the use of an ineligible player, are the only causes for protest. A protest must be filed with the umpire, by the manager, immediately and before succeeding play or pitch. In addition, a written protest must be submitted to game management within twenty-four (24) hours after the game.
12. When a team must play two games on the same day, a pitcher may pitch in both games and not be restricted by the mandatory “rest days”. However, all pitchers are limited to the total number of innings allowed within their division. (Note: Pitchers previously removed from a suspended game may not pitch in the continuation of that game.)

### **PLAYERS**

1. All players must play a minimum of three defensive innings and one at bat with a game roster of twelve or less, or they must play a minimum of two defensive innings and one at bat with a game roster of thirteen or more. A player may re-enter the game provided that he does not appear at bat sooner than he would have, had he not been replaced. He may not re-enter before his substitute has played at least three defensive outs following the out at which he substituted.
2. All substitutes must enter the game by their team’s fourth defensive inning.
3. If a roster player is not to play in a game due to physical reasons or suspension, the opposing manager and umpire must be notified prior to the start of the game. If a player is not eligible due to suspension by his manager, for any reason, the player agent or game management must be notified within 24 hours.
4. Substitutes called from other divisions:
  - A. Must play the required minimum number of innings.
  - B. Must not play more innings than a roster player.
  - C. Cannot pitch.
  - D. Must play once they are called and arrive at field, even though no longer needed to meet the required minimum number of players.
5. Substitutes must be acquired from the player agent or from an approved list provided by the player agent.
6. **PENALTY FOR ABOVE PLAYER VIOLATIONS:**  
An automatic one game suspension for manager plus possible further disciplinary action by Game Management up to and including forfeiture of the game. Players who do not play the minimum required innings or play less than a substitute will play all seven (7) innings of the violating teams next game (or a game designated by Game Management) and must bat in one of the first five (5) batting positions in the order.

7. A Batter shall not delay the game by failing to take his position promptly in the batter's box within 20 seconds.

**Penalty:** For failure of the batter to be ready within 20 seconds after the ball has been returned to the pitcher, the umpire shall call a strike on the batter. The pitcher need not pitch, and the ball remains alive.

### **RULES FOR PLAYOFF & CHAMPIONSHIP GAMES**

1. All playoff games will be completed. A complete game is as follows:
  - A. If at the end of 4 innings (3 ½ if the home team is ahead), time runs out or the game is called due to darkness and the game is not tied. (if 4 innings are not completed, the game will resume at a date to be determined by Game Management in order to reach the minimum 4 innings). The mercy rule will apply.
  - B. If at the end of regulation, the game is tied, the game will continue until such time as the tie is broken (if the visiting team is ahead, the home team must get a final at bat) even if the time limit has expired.

**Note:** Time limits do NOT apply to championship games.

2. All other pitching rules will apply to playoff and championship games.

**Note:** Team with the best record is home team regardless of how printed in the schedule.

