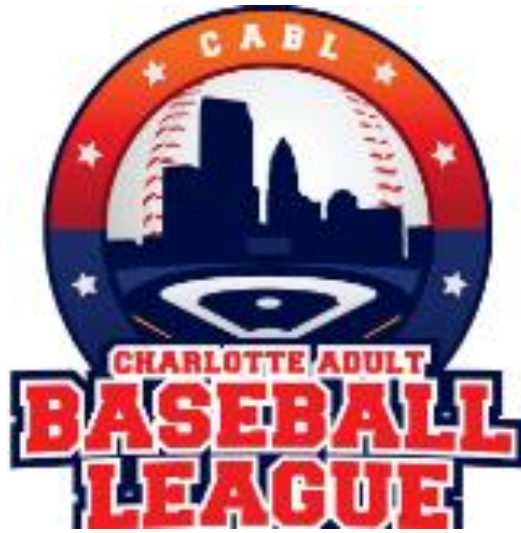


OFFICIAL BASEBALL RULES

2024 Edition



Last Edited: November 14, 2023

DIVISIONS OF THE CODE

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Preface

The Charlotte Adult Baseball League (hereafter referred to as CABL) is a non-profit amateur baseball league operating in the interior and surrounding counties of Charlotte North Carolina. Originally launched as a men’s amateur baseball league in the mid 1990’s by Dave Henry, it was later incorporated as CABL by Maurice L. Brines in 2001.

Today, CABL boasts of a structured format that attracts ballplayers of various talent levels from novice to former major leaguers, and all points in between. The CABL Rules reflect the overall integrity of the organization and provide the foundation for a sporting environment that is suitable for all adult athletes who desire competition, fellowship, and fair play.

Foreword

All rules for the Charlotte Adult Baseball League (“CABL”) are in accordance with the Official Rules of Major League Baseball except as modified herein. In case of rule overlap, the rule set forth here will be the rule in effect.

Official Playing Rules Committee

Anthony Gardzielik, Chair
James Marks, Co-Chair
Rip Van Winkle
Joey Copabianco

James Currier
Myles Pearl
Joe Hill

Andrew Paolini
Mario Hernandez
Don Pustulka

CABL Roles

President. The President serves as the chief executive officer, managing all operations from a general supervisory position.

Vice President. The Vice President works in tandem with the President with regards to league's continuity and stands in proxy in the event of the President's absence.

Treasurer. The Treasurer shall have charge, custody, control, and be responsible for all funds and assets of the league.

Secretary. The Secretary serves as the custodian of all league records and other records of the organization in accordance with these bylaws.

Executive Committee. The Executive Committee is responsible for the execution of the day-to-day operations, including all business, sporting, and administrative needs of the entire organization.

Board of Trustees. The Trustees are comprised of one elected member from each team in every division. These representatives function as spokespersons for their respective teams and serve as liasons between the players and the executive committee.

Commissioners. Commissioners are the stewards of each league within the CABL. They are accountable for the needs and expectations of every team in their respective leagues.

Managers. Managers lead their team by keeping rosters in compliance with the rules. They also promote good sporting conduct and organize team business under the supervision of their league's Commissioner.

Members. Members, aside from those already listed, are currently rostered players. Membership is dependent upon abidance of our rules of play and code of conduct. All members must have an active player waiver filed with the league.

Umpires. Umpires are contracted by the CABL to act as extensions of the Executive Committee during games. The Umpires' authority covers game management as well as safety and sportsmanship.

1.00 Leagues of Play

1.1 Premier League (18 & OVER)

Eligible players must have reached the age of eighteen (18) at the time of participation in any league function.

1.2 Veterans League (25 & OVER)

Eligible players must turn twenty-eight (25) years old in the calendar year they are participating.

1.3 Masters League (35 & OVER)

Eligible players must turn thirty-eight (35) years old in the calendar year they are participating.

1.4 Classic League (45 & OVER)

Eligible players must turn forty-eight (45) years old in the calendar year they are participating.

2.00 Code of Conduct

2.1 Language

As much as we want to have a zero tolerance to cursing while playing in the CABL, common sense says that is not probable, so we need to provide more guidance on how to handle those situations when they arise. Below are guidelines to make sure we are more consistent in handling this issue across all leagues, players, and umpires.

- a) At the plate meeting, umpires will request that managers remind their players before the start of the game cursing is not allowed. Review ground rules, ask and answer questions, and let us not rush them. This will require managers to be better prepared prior to the game. Umpires have the discretion to wait for the managers so that clear communication occurs prior to the start of game to help ensure a better managed game.
- b) If at any point during a game, a player curses directly at another player, umpire or fan in a way that is disrespectful or inappropriate, that player should immediately be ejected from the game and asked to leave the dugout and surrounding areas.
- c) If a player, in disgust, frustration etc... for missing a ball, hitting the ball poorly, swinging and missing etc... Curses to themselves, the umpire has the option to pull the player aside and remind him of the rule, or if deemed too loud, the umpire can warn the player, notify the manager, and team that they have received their first and only official warning. If the situation happens again for that team by any player, the result will be an ejection.
- d) If an umpire hears cursing from the dugout but cannot identify the person that said it, the umpire will issue an official warning to the team. If it happens again, and the umpire can still not identify the individual, the manager will be ejected. If it happens again, the umpire will eject the leadoff batter and so forth. This is in place so that the manager and team are encouraged to control the situation. At the same time, it is asked that the umpires do not go searching for such situations. It should be loud enough that you are sure many people heard it as well.
- e) We are not looking for people/umpires/managers to grow “rabbit” ears and become the fun/cursing police. We need to be respectful to each other and be aware of our surroundings. The hope is that we have an atmosphere that both the players and umpires are having fun and both groups “grow a thicker skin.”
- f) There is no curse word that is more sensitive than another. If a player says F#ck and another says Sh#t, both should be handled the same way.

Reminding the umpire's, they have the discretion to go more lenient on policy if they feel it is warranted.

- g) Remember, if cursing is directed at a player, umpire, or fan, that player is ejected. If it said to themselves, we would start the warning process.

2.2 Alcohol & Intoxicants

There will be no alcoholic beverages or intoxicants (Tobacco, Vape) permitted on or near the baseball fields during any CABL event. CABL and its affiliates (including fans) shall abide by the rules and regulations of the organization providing the playing fields.

Penalty:

- a) Players violating the rule prohibiting alcoholic beverages and/or intoxicants will be ejected from the game and made to leave the grounds.
- b) Fans shall be asked to discard alcohol or intoxicants and may stay if they comply promptly. Failure to discard the alcohol or intoxicants will result in the fan being asked to leave the grounds.

Comment: Mandating player and fan compliance regarding the discarding of such articles is the primary responsibility of the team manager associated with that player or fan.

3.00 Teams

3.1 Rosters

All players must be listed in their online roster to be considered eligible for play in any league sanctioned game.

- a) A team's roster is unlimited in number.
- b) The Executive Committee will not keep any player from being added to the roster if that player is needed for the team to field nine players. However, players who play prior to being added to the roster will be considered illegal players, unless the opposing manager agrees to allow the player to participate without being on the roster.
- c) Playoff rosters will be pulled from the league website after an eligibility audit has occurred. Commissioners will communicate this out to CABL's Board of Directors and each manager in each respective league.

Note: If a player pays the full fee at the beginning of the season, they are automatically eligible for playoffs regardless of the number of games the player has played. If a player joins the league after proration or is a board member, they must reach 25% games played to be playoff eligible.

3.2 Fees

The CABL Executive Committee and League Commissioners shall determine each division per player fee based on the number of players and game cost. Each player must pay the player fee in full prior to the start of each respective division's season or the individual player's first game.

- a) A player wishing to tryout or be a guest player must fill out the Tryout Form associated with the appropriate division (Located under Forms on the League Website). This player will pay a Tryout fee of \$40 which will allow the player to be eligible for 2 games.

Note: This form will be timestamped and lock the player into the current fee if they wish to join the league after their 2 games.

Explanation: If the cost of the Division is \$235 per player at the time of the guest/tryout form and payment, the player will be invoiced for the cost minus their initial \$40. If they wish those games to count towards playoff eligibility. If later during the season, the player decides to join the division and wishes to pay the prorated rate instead, this player may opt to pay the prorated rate, but the \$40 guest/tryout fee will not be credited, and the 2-game tryout will not count toward playoff eligibility.

- b) Anyone that pays full fee is eligible for playoffs regardless of number of games played. If a player pays a partial fee, they are subject to playing the minimum number of games to be eligible for the playoffs.
- c) Anyone of the age of 65 or older, their fee will be 50% of full fee. See your manager for the code before registering.

3.3 **Player Movement**

For each season, once a player is rostered, any player movement is restricted to the consent and permission of League Commissioner and CABL's Executive Board.

3.4 **Eligibility**

At any time, a manager has the right to challenge an opposing player's eligibility. To challenge a player's eligibility, the manager must notify the league Commissioner and/or a CABL Executive Committee member. No game protest is required to make the challenge.

- a) The player whose eligibility is challenged must then present identification and proof of age. A driver's license may be used; however, the challenge of that player's eligibility can still be subject to subsequent review by the CABL Executive Committee.
- b) If the player is deemed legal, the challenge is dismissed.
- c) If the player is deemed illegal, the challenge is successful and the game in question shall be forfeited by the team with the illegal player and the CABL President/Vice President will review that player's team's games up to that point in the season, and all games in which the illegal player participated shall be forfeited by his team.

3.5 **Ineligible Players**

Players who do not meet each league's age requirements or who are not CABL members shall be considered illegal players.

Note: A player will be deemed ineligible if the player is:

- a) At an age below the minimum age requirement for that division
- b) Not listed on the roster of that team
- c) Not announced as a Tryout/Guest player with form completed online prior to participation.

3.6 **Ejections**

- a) When a player is ejected, that player becomes ineligible for the current game only. The ejected player must leave the field of play, which includes

the dugout, bleachers, and premises of the field. If not followed, game will result in forfeit for the team with the ejected player.

- b) Subsequent review by the league President and Executive Committee may decide on additional penalties. An official letter of reprimand will be sent to the ejected players. Any effected player, manager, or fan may be forever barred from any future CABL events or may be barred or suspended for such lesser periods as may be appropriate.
- c) Three ejections during a season shall result in the suspension of that player indefinitely with a right to appeal to the League Commissioner and the Executive Committee.

Note: In addition, the manager may be suspended as deemed necessary by the Executive Committee for not adhering to code of conduct.

4.00 Equipment

4.1 Uniforms

All teams and players must have full baseball uniforms. Players and coaches without uniforms will not be allowed to play without the opposing manager's consent.

- a) Umpires noticing a player or coach either without a uniform or in violation of uniform as defined below, shall receive verbal consent from the opposing manager for the player or coach to compete in that game.
- b) If consent is denied by the opposing manager, the player and/or coach is restricted from play.

4.2 Uniform (Defined):

- a) A uniform shall consist of a baseball cap, baseball jersey, baseball pants, and athletic shoes.
- b) Teammates' uniforms must all match according to color, lettering, and cut. Exception: A Tryout/Guest player may be out of uniform but must be in baseball attire.
- c) Each jersey shall be numbered on the back, and the name or logo of the team shall be displayed on front of the jersey. The name or logo shall also match that of each player from that same team. Duplicate numbers will not be allowed on the field of play unless allowed by umpires.

Note: A Tryout/Guest player may be out of uniform.

- d) The jersey shall be tucked in and there shall be no bare legs.

Note: If a particular player has a challenge with the jersey continually working its way out of the pants during play, it shall be the umpires' discretion as to whether this ruling shall be waived.

- e) Billed baseball caps must be worn except when the player becomes a batter or a baserunner, after which the helmet rule is in effect.

Note: The grace period for any player who is illegally suited is determined on a case-by-case basis by the league commissioner and/or Executive Board.

4.3 Baseballs

Only those baseballs provided by the league are permitted during regulation play. All balls must be those approved by the league.

- a) The Home Team shall provide all game balls. If on any given occasion the Home Team cannot supply the game balls as required, the Visiting Team may be called upon to do so without any penalty imposed on the Home Team except those baseballs owed back.
- b) If neither team has the regulation baseballs, the officiating crew must agree upon usage of non-regulation baseballs for the sake of being able to play the game.

4.4 **Bats**

Only wood or wood composite bats are allowed. No metal components are legal in any part of the bat. For safe play, no chips, breaks or cracks are allowed in bats.

Note: The use of fasteners, adhesives or any other material to hold a bat together is not allowed.

4.5 **Helmets**

Helmets must always be worn by offensive players while occupying their positions on the playing field. If it is a batter, a batting helmet with an ear flap facing the pitcher must be worn. Base runners, base coaches, and catchers must wear helmets as required by MLB, but they need not be equipped with an earflap.

5.00 Playing Area

5.1 Fields

All players, coaches and fans must respect the sanctity of the playing fields and refrain from litter, alcohol, drugs, profanity or other undignified articles or behavior.

Note: The team managers are responsible for enforcement.

5.2 Cleanup

Cleanups the responsibility of both teams to prepare and cleanup the fields which includes raking, base removal, tarps, ensuring dugouts are clean and specific site and field duties to be shared by commissioners.

5.3 Dugouts

Dugouts are selected on a first-to-the-field basis. For insurance reasons, visitors are discouraged from the dugout. However, any dugout visitor under the age of 18 is required to always wear a batting helmet.

Every player from each team should assume responsibility for the safety of all visitors by:

- a) Keeping them out of dugout openings
- b) Always Keeping them off the playing field
- c) Ensuring that all bat boys/girls are dispatched from dugouts wearing a helmet.
- d) Proactively guarding against them being struck by live, dead, or foul balls
- e) Preventing their attempt to use field exit gates while game is in progress

Note: Umpires reserve the right to insist that a visitor or pet be restricted from the dugout depending on the jeopardy of their safety and/or the game's continuity.

6.00 Start of Game

6.1 Official Start Time

Manager, players, and umpires are responsible for checking the league's website for official schedules and information regarding start times.

6.2 Starting Game

When both teams have at least eight (8) players, the plate umpire or head umpire will officially start the game at the scheduled start time.

Note: In the event of inclement weather, see Rule 8.9 to determine on-field hierarchy about starting game.

6.3 Game Delays

An umpire or manager may request to delay a game, when one team has less than 8 players, for a maximum of 15 minutes from the scheduled start time; or to accommodate abnormal situations (at the discretion of the umpire) involving players or umpires that may result in a forfeit or cancellation of the game. The start time for the game is the time the game was scheduled even if it is delayed 15 minutes due to a team that has less than 8 players.

Note: In the event of adverse field or weather conditions, a game may be delayed no more than 1 hour at the umpire's discretion. At least a 20-minute grace period will be allowed between double-header games.

6.4 Starting Players

Teams must always have at least eight (8) defensive players for an official game.

- a) If a team has only eight (8) players, that team may borrow a player from the opponent's team if the opposing manager consents.
- b) If a player is ejected from the game thereby causing that team to have eight (8) players, then that team may not borrow a player.
- c) If a player is ejected thereby causing the team to have less than eight (8) players, the game shall be declared a forfeit.

Note: If a team starts the game with only eight (8) players, there is an automatic out charged to that team at the 9th slot of the batting order.

- d) If a team competing with eight (8) players loses a player as a result of injury or the necessity to leave the game for any reason, it shall be declared a forfeit.

Note: If a team has less than eight (8) players the game can be played if the opposing team is willing to lend enough players as stated above to bring the opposing team to eight (8) or more players.

6.5 Player Restrictions

No team can borrow players or invite tryout players in post-season games. In addition, no team shall field a player who has not met the minimum game requirement for eligibility during the regular season.

7.00 Game Regulations

7.1 Official Games

MLB rules regarding a regulation game shall apply, except games will not be suspended (*See Exception*). The game will be deemed official if 4.5 innings have been completed with the home team ahead, or 5 innings with the visiting team ahead or the time limit has expired. CABL time limits have been established within the guidelines of field use agreements and umpire contracts. Therefore, a game may not exceed the following limits established below:

- 3 hours for a 9-inning game
- 2 ½ hours for a 7-inning game
- 2 hours for a 5-inning game

Note: A new inning may not begin after regulation time and all innings must be played to completion.

Exception:

- a) Regular season games will not be suspended.
- b) Tie ball games
- c) Post-season games may be suspended.
- d) Post-season games must be played to completion.

Note: Doubleheaders shall combine the corresponding time limits above.

7.2 Game Lengths

A game will be allowed to continue if regulation time exists at the time of the 3rd out of the home teams at bat in the bottom half of either the 5th, 7th, or 9th inning, depending on how many innings the game is scheduled.

7.3 Number of Innings

Unless predetermined by the league's commissioner, a single game is typically nine (9) innings, and a doubleheader consists of two 7-inning games.

8.00 Special Conditions & Weather

8.1 Tied Games – Regular Season

A tie game will continue until regulation time has expired. In the event of a tie after regulation time has not expired, the managers MAY agree to play up to two additional innings for a winner to be determined. Both situations using Rule 6.04(a) below for all extra innings.

- a) Teams will begin each **extra** inning with a runner on second base, this runner will be the batter **preceding the batter to leadoff the said inning**.
- b) If the game is still tied, the plate umpire shall allow reasonable time to complete the game. If the umpire declares additional and reasonable time does not exist at the discretion of the umpire, then each team is awarded a tie. For example, a scheduled game after may restrict the playing of additional innings.

8.2 Tied Games – Playoff/Championship (Series)

A tie game will continue until a winner is determined in all playoffs and championship games. All extra-inning games will use Rule 6.05(a) until a winner is determined.

- a) Teams will begin each **extra** inning with a runner on second base, this runner will be the batter **preceding the batter to leadoff the said inning**.

8.3 Conceding the Win

At any time, regardless of innings played or time elapsed, a manager may concede the win. He/she must appeal to the plate umpire and the umpire shall terminate the game. The umpire must declare the opponent of the conceding manager the winner.

Note: If the game has not been played to an official capacity at the time of concession, the score at that time will be the official score.

8.4 Forfeits

If less than eight (8) players are present, a forfeit will be recorded. (see official game). Forfeits on three (3) scheduled dates by any team may result in expulsion from the league playoffs. Forfeits are officially declared by the Umpire in Charge (UIC) or League Commissioner or League President.

Note: Forfeits will be scored as 1 run per inning per scheduled inning to the winner.

8.5 Protests

All game protests must be declared on the field at the time of the incident. The situation must be noted.

- a) The scorebook must be signed by both managers and the umpires at the point of protest. All parties must comply.
- b) All game protests must be submitted in writing by the manager to the League President within 48 hours (about 2 days) of the game and accompanied by a filing fee of \$100.

Note: Video evidence will not be used in a protest; however, it may be used to impact policy in safety issues.

8.6 Protest Decisions

The Executive Committee shall decide all protests, with the league President notifying all parties of the decision within reasonable time.

8.7 Field Conditions

If a game is rained out before becoming an official game, an attempt to reschedule the game will be made to replay the game in its entirety, providing there is enough time left in the season and a field is available.

Before a game starts, the field contact or the highest-ranking board member will determine if the field is playable. If field contact or board members are not present, the decision falls to the umpires with input from the two managers.

Note: See Official League Schedule for rain out dates

8.8 Lightning

Of all weather conditions that pose a threat to the safety of players, officials, and spectators, lightning is by far the most dangerous. For that reason, its presence will not be ignored or taken lightly by the officiating crew when its proximity is too close for comfort.

- a) Whenever lightning bolts or flashes are spotted, (provided they are close enough or considered to be moving to within range of impending hazard) the officiating crew will direct all players and spectators accordingly.
- b) The crew will then consider all related factors (i.e.: time constraints, field conditions, frequency of flashes) during a waiting period to determine if the game should be delayed, continued, or called off.
- c) Any decision regarding the game will be made by the officiating crew and discussed with both managers if possible.
- d) If the game is called off, the managers will be responsible for controlling direct or indirect derogatory comments made by their players toward

anyone. Failure to do so may result in disciplinary action by the Commissioner/League President.

8.9 Ranking of who makes call around field being playable.

Field Contact, Executive Board, Commissioners, umpires with input from managers

9.00 Playing Rules

9.1 Run Differential

All leagues will follow the same Run Differential Rule: Games will end when the run differential is 10 or greater with 2 innings (or less) left to play.

9.2 Batters

Each manager will have the option of batting as many players as he desires in the lineup, subject to a minimum of nine (9) batters.

- a) The number of batters may not be reduced during the game.

Penalty: If the number of batters becomes reduced during the game, the vacated position in the lineup will become an automatic out.

Exception:

A) If a team's lineup is reduced due to injury occurring during the game and the team has a shared position in their lineup, the team may split that shared position to avoid the automatic out scenario. The shared position may not be split unless under this condition.

B) If no share then lineup is consolidated, and no automatic out is recorded.

- b) A manager may add players to the bottom of the lineup at any point during the game. The maximum number of batters in the lineup is determined by the size of the team's roster (up to a maximum of 18).

9.3 Pinch Hitters/Pinch Runners

- a) PINCH HITTERS are considered offensive substitutions and thus the original player is removed from the batting lineup.
- b) PINCH RUNNERS are considered offensive substitutions and thus the original player is removed from the batting lineup.

9.4 Courtesy Runners

The courtesy runner is defined as the last offensive player out.

- a) If no outs have been made in that inning, the courtesy runner will be the offensive player who made the last out in the previous inning.
- b) If the game is being played in the 1st inning and there are no available last batted outs, the courtesy runner will be the offensive player at the bottom of the lineup.

- c) Courtesy runners are used in the event of an obvious injury occurring during the game which impedes a base runner's ability to run during that offensive appearance.

Note: A courtesy runner may be used one time ONLY for an injured runner. If the injured player proceeds to bat again later in the game after a courtesy runner was granted the player will need to run for themselves.

9.5 Designated Runners

The designated runner rule is a substitute runner for the pitcher and catcher during the game. Below defines how the rule is applied: Under this rule, the pitcher or catcher when on base and regardless of the number of outs can be substituted for by a designated runner. Once a pitcher or catcher safely reaches base, time is called, and the player is then replaced by a runner who was the last out, ref 8.04 (a) (b). If designated runner is dues up, then the next last out will replace the original designated runner and continued as needed.

Classic Division

Two additional players may be designated in the lineup to receive courtesy runners.

Note: Once the game begins (after the first pitch), NO designated runners can be announced.

9.6 65+ Batter (Classic Division Only)

- a) For those players 65 years old or older, (must be 65+ in calendar year), if they hit a ball to the outfield grass before a defensive player is able to touch the ball, it will be an automatic single. Once they reach 1st base, time will be called, and they will get a runner if they desire.
 - i. A single is designated by any hit that reaches the outfield grass before being touched by a defensive player.
 - ii. The player 65 years or older must notify the umpire before his bat begins and the umpire will notify the team on defense so that they are aware.
 - iii. Teams will not have to designate a runner for these players. They will automatically be able to have the last player out run for them if the team wants them to have a runner.
 - iv. A single is designated by any hit that reaches the outfield grass before being touched by a defensive player.

9.7 DH Rule

The designated hitter rule is not applicable. However, CABL does recognize Extra Hitters (EH). The number of EH's are unlimited as the offensive and defensive lineups are mutual exclusive.

9.8 Shared Position

A team can declare an unlimited number of shared positions. They may announce before the game or at any time during the game. The players sharing a position must be announced so that the opposing team is aware. In addition, a team may opt to compete without the use of shared positions.

- a) Only two (2) players can share the same position, meaning any one of the shared names may hit and/or run independent of the other.
- b) Both players are locked into that offensive position for the entire game and may not contribute to any different batting position; serve as a pinch hitter; or pinch runner.

Exception:

An injury: if there is an available player on your bench, they must replace the injured player, otherwise you can split the share to maintain your lineup. If a player is ejected, you cannot split your shared position to fill the automatic out.

9.9 Defensive Substitutions

All players may be substituted defensively at any time during the game unannounced

9.10 Starting Pitcher Re-Entry

The starting pitcher of the game relieved of his position may return to the mound one (1) time to pitch at any time during the game. The pitcher does not need to stay in defensively. Relievers are not allowed to return once removed from their position.

9.11 2-3-4 Rule for Pitchers – All Divisions

- i. If a single pitcher hits 2 batters in the head during the game, they must be removed as the pitcher for the remainder of the game. They shall receive a warning after they have hit one batter in the head.
- ii. If a single pitcher hits 3 batters in one inning, they must be removed as the pitcher for the remainder of the game. They shall receive a warning after they have hit two batters in the same inning.
- iii. If a single pitcher hits 4 batters in a game, they must be removed as the pitcher for the remainder of the game. They shall receive a warning after they have hit three batters if not all in the same inning.

NOTE: In all cases, the pitcher is NOT ejected for any of the above infractions, they are just removed from pitching for the remainder of the game. They can continue to play at other positions and bat. All the above infractions are for a single player. Once a new pitcher enters the game, all counts start over. If the starting pitcher leaves the position of pitcher and then returns to pitch later in the game, his counts will start where they were before leaving the game.

9.12 **Interference, Obstruction and Collisions**

The CABL has adopted the rule changes in MLB concerning interference, obstruction, and catcher (player) collisions. These can be found [here](#). Rule 6.01 in its entirety.

Note: A defensive player cannot block any bases without possession of the ball. If the ball takes the defensive player into the path of the runner, and there is contact, contact will be considered incidental contact. (CABL has not adopted a slide rule)

9.13 **Decoys or Feint Tags**

This rule is in place to prevent injury to a base runner being tricked into sliding unnecessarily.

- a) If a fielder decoys a throw or feints a tag, all runners will be entitled to advance one base, in addition to the base they are advancing towards.
- b) If the same fielder decoys a throw or feints a tag twice in a game, he will be ejected from that game only.

9.14 **Decoys or Feint Tags (Defined)**

- a) A throw is decoyed, or a feint tag is applied when any fielder pretends to be receiving a throw and/or makes a tag without possession of the ball in a situation where there is obviously no play at the base.
- b) In a case where the fake is designed to intentionally deceive the runner (at times causing the runner to alter his or her route unnecessarily) the penalty for such infraction will be imposed by the umpire.

Note: If it is a clear case of light-hearted play with no deceit aimed at the fielder's ability to gain an advantage, no penalty will be imposed.

10.00 Statistics

10.1 Standings

The league shall compile the official win/loss records and league standings each week.

10.2 Scores

Each manager shall be responsible for providing scores to the league website as soon as possible after the completion of each game.

10.3 Tiebreakers (Standings)

If two or more teams are tied in the standings, the following tiebreakers will be used to determine the final regular season standings for all leagues:

- Best winning percentage ‘head-to-head’ in games concerning the teams that are tied.
- Best division winning percentage (provided teams have played the same number of games).
- Highest run differential of team remaining
- Fewest runs allowed of teams remaining tied (all games and all teams).
- Most runs scored by teams remaining tied (all games and all teams).

Note: *Tiebreaker rules are sequential. i.e., once a team has been eliminated by a tiebreaker rule, it cannot be considered in the next tiebreaker sequence. *Once a team is eliminated, this sequence restarts with the remaining teams.*

11.00 **Officiating**

11.1 **Umpires**

CABL will contract with an umpire association through a written contract. Umpires will have equal responsibility with the League Commissioner and Executive Committee to enforce the CABL playing rules.

The head umpire is invited to attend all Executive Committee meetings and is encouraged to provide any suggestions or recommendations for consideration on league and umpire improvement, subject to Executive Committee approval. All team managers can fill out an umpire evaluation form for submission to the head umpire for umpire improvement.

Umpire invoicing, umpire payment, and specific game payment policies are found in the CABL Umpire Contract. Partial, complete, or incomplete game rules are found within the CABL RULES.

11.2 **Ground Rules**

Field of Play (fencing, out of play areas, players/gear in play, etc), Length of Play, Run Differential Rule (10 + with 2 or less to play), Lights, Baseballs, Foul Balls, Control of Fans, Certification of Equipment, Visitors in the dugouts, pitches between innings (8), pace of play (umpire may need to step in if becomes an issue), field cleanup responsibilities, code of conduct,

12.00 Special Games & Awards

12.1 League Championship & All-Star Game

The CABL Championship will consist of a game or a series.

- a) In a series, the team with the better **regular season** record will be home team for the odd games. If similar schedules were not played, the commissioner or Executive Committee members shall decide home/away distribution.
- b) Respective league commissioners and/or Executive Committee reserve the right to deviate from the routine schedule patterns of post-season games as weather, field availability, or unforeseen circumstances may dictate.
- c) Details regarding the All-Star game and Championship games will be further defined by the league commissioner and approved by the CABL Executive Committee.

12.2 Post Season Awards

At the discretion of the league Commissioner, post-season awards may be given **in each league** to those players in the following categories:

- Most Valuable Player
- CY Young Award
- Batting Champion
- Homerun Champion
- Innings Pitched Leader
- RBI Champion
- Earned Run Average
- Leader Strikeout Leader
- Rookie of the Year
- Manager of the Year
- Stolen Base Champion
- Most strike outs Champion

At the discretion of the league commissioner, awards can be given to teams that finish 1st or 2nd in their division tournament.