

2019 Widget Addendum

Team Composition: A total of 9 players play defense in the field: 6 infielders (including a catcher) and 3 outfielders. The catcher must be properly equipped. Protective cups are mandatory for all players. Arriving Late: Any player who arrives before the leadoff batter bats for a second time may enter the game immediately but must be added to the bottom of the batting order. If a player arrives after all players have batted once and the leadoff batter has taken a pitch, they may not enter the game.

Grace Period: A 10 minute grace period may be granted for each game. A team will be allowed the grace period when they have less than 9 players. If a team has less than 8 players once the grace period has expired, the game shall be declared a forfeit. If the game time has slipped more than the grace period during the day, the team has essentially had its grace time and a forfeit will be called as soon as the ump is ready to start the game. If a forfeit is declared, the game will be played for 'fun' and experience. The two teams may split up or pick up other CSAL league players in the same age group.

If a team has less than 8 players, the game will result in a forfeit. Eight players will not result in an automatic out for the 9th spot. Late arriving players can be added the bottom of the line-up as soon as the player becomes available.

Game Length: The length of the game will be 1 hour and 30 minutes or a maximum of 6 innings – whichever comes first. The game clock starts when the official announces the start time. The official is the time keeper. Both teams should record and agree on the start time provided by the official. Once an inning has started, it must be finished, provided the home team is behind when it is their turn to bat. If 3 innings have been completed and the game is not tied, no new inning shall be started when there is less than 10 minutes remaining in the time limit.

Run Lead: The following run leads will be in effect and end the game: 15 run lead after 3 innings. 10 run lead after 4 innings (3 and ½ if home team is winning), or 8 run lead after 5 innings (4 and ½ if the home team is winning).

Regulation Game: It is a regulation game if 3 or more innings have been completed. If the game is called because of darkness, bad weather, etc. If a game has to end for any reason before the current inning has been completed, and at least 3 innings have been completed, the score of the last completed inning will be used to determine the winner. If the score is tied, the game will end in a tie. If less than 3 innings have been completed, then the game will need to resume at a later date. Be sure to record all outs and where the base runners are located. If any game is tied at the end of regulation play, 1 extra inning will be played to try to avoid a tie only if time has not expired. If after the extra inning the game is still tied, the game will be declared a tie and an official game. The umpire may stop the game if all of the following conditions are met: 1) there

is less than 10 minutes of game time remaining; 2) The home team is winning; and 3) The visiting team is not at bat.

Extra inning guidelines for the post season will be provided before the start of the tournament.

Run Limit: The “tie-plus-five” scoring rule shall be in effect. Each team may only score a maximum of 5 runs in the first inning. During the 2nd, 3rd, and 4th innings, the lead team may always score 5 runs even though the lead may be greater than 5. The team that is behind when batting after the first inning may always be able to tie the game and score an additional 5 runs to go ahead by 5. The 5th innings and all additional innings are played as unlimited scoring innings. Also, if the official is able to declare at the top of an inning that it will be the last, even if it is the 3rd or 4th, scoring will be unlimited.

Batting: Only one batter allowed in the on deck circle. All other players must remain in the dugout. All team players will bat in a set batting order. The batter must take a pitch before being considered out of order. **PENALTY:** Batting out of order will result in that batter being out. If a player is injured/sick and unable to bat at his batting spot, the coach has the option of taking an out (so the player may return to the game in his same batting order) or not taking the out (the player then may not return to the game at all, offensively or defensively.) If by removing this player the team is reduced to less than 7 players, the team has the choice to continue the game or forfeit the game. Bunting and fake bunting is not permitted.

Bats must have the BPF 1.15 stamp.

Pitching: The pitching mound will be set at 46 feet. Each pitcher is limited to 3 innings per game. Pitching Rules:

No walks are allowed. There is no penalty for balks. Second trip to the mound for the same pitcher will result in pulling that pitcher. Standing next to your pitcher while they warm up between innings will not count as a visit to the mound. On the fourth ball, the batter gets 2 pitched balls from a coach. If the ball is not in play in 2 pitches, the batter is out. A batter will not be called out if the 2nd pitch is hit foul. The coach must throw from the pitcher’s plate.

You may not reenter your starting pitcher. If you have a double header, a player is limited to 4 innings for the day. A player can pitch in 2 consecutive days but is not allowed to throw on the 2nd day if the pitcher threw 3 innings on the previous day. Coaches are responsible for keeping an accurate inning count for all players on their team.

Guidelines:

1. Innings pitched must be documented in both score books (home and away) and signed at the end of the game by both coaches.
2. Failure of the official scorer 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 the pitcher when that pitcher is no longer eligible to pitch.
3. Violation of the rule can result in a protest of the game in which it occurs.
4. Pitcher to catcher ban: any pitcher who throws 3 or more innings in a game may not go behind the plate to play catcher for the remainder of the day.
5. Starting pitchers may not return to the game as a pitcher.
6. Any player, who has played the position of catcher in four (4) or more innings in a game, is not eligible to pitch on that calendar day. One pitch in an inning will constitute one full inning.

Base Paths: All base paths are 60 feet.

Participation Rule: The entire roster of players will be listed in the batting line-up and no player will be benched for more than 1 consecutive inning.

Infield Fly Rule: The infield fly rule is in effect for this division.

Base Advancement: A batted ball, unless called a foul by the umpire, is live and in play until the defense stops the progress of the lead runner or the umpire calls time. Runners are not allowed to lead off of the bases. Stealing bases are allowed; however, the runner must wait until the ball crosses home plate before attempting to steal a base. If a runner leaves early, the umpire shall address the violation at the time it occurs. The team will receive one team warning. At the second and each additional violation, the runner will leave the field but no out will be assessed. The ball becomes dead immediately. There is no appeal from the coach. Runners are not allowed to advance on a passed ball. Runners on 3rd can advance to home only on a hit ball that is called fair.

The base runner is out if he leaves the baseline to avoid a tag. This is a judgment call by the umpire and cannot be appealed. The base line is 3 feet and is established by the base runner. The base runner is allowed to 'tag-up' if a fly ball is caught. Runners must slide feet first at home plate if the catcher is making a tag on the runner. Coaches are encouraged to have their catchers move off the plate if there is not a play to be made at home plate. No head first sliding is allowed at any base. The runner is automatically called out. A dive back is not considered a head first slide. Runners must avoid 'hard' contact with any defensive player making a tag on that runner. If this occurs, the runner will be called out. This is at the umpire's judgment.

Play is stopped if a player is injured. Time will be called and the advancement of the runners is at the judgment of the umpire. If a "forced out" is made on the last batter, no

runs will be scored. If the final out is not a forced out, all runs scored prior to the out will count.

Substitution Rule: Does not apply since all players bat and are rotated into the field of play. Speed up rules will be used for the catcher only. The last batter that made an out may run for the catcher at any time. This is not mandatory, but it is encouraged to keep the game moving. Defensive substitutions on the field or from the dugout may occur at the coach's discretion.

The hitter is out on a 3rd strike. Dropped 3rd strike is not in effect.

If a player is removed due to an injury, no automatic out is called.

A player ejected from the game is an automatic out each time the player's position in the batting line-up comes up.

A player removed from the batting line-up, for any reason, may not re-enter.

Equipment: All batters, runners, and on deck batters must wear helmets at all times. PENALTY: removal from game for refusal to wear helmet. Catchers should wear protective equipment: mask, shin guards, chest protector, cup and catcher's helmet during all practices and games. Baseball – regular approved hard baseball. Big barrel bats are allowed.

Outfielders: Outfielders must start the play at least 10' behind the base path. Although this should rarely occur, outfielders are allowed to make a play on a base.

Coaches' positions: Offensively, only base coaches will take positions on the playing field during a game. The base coaches can not touch the runners when the ball is in play. PENALTY: The base runner will be call out. Once the umpire has called time, feel free to congratulate the runners all you want! Only two coaches for each team are allowed to be out of the dugout during play. Defensively, one coach is allowed to be positioned behind 2nd base.