

CENTRAL FLORIDA LEAGUE CFL RULES

Effective for the Winter Season 2025

GAME RULES

Unless specified otherwise by the rules below, the rules of the SSUSA apply to all game situations. Some CFL rules only change part of a SSUSA rule. The rest of the SSUSA rule would be in effect. Rule books can be obtained by calling 916-326-5309 at SSUSA headquarters.

PITCHING SCREEN RULES

- 1. Pitchers are required to wear a mask and also use the protective screen.**
2. The screen must directly face home plate and be parallel to the pitching rubber.
3. It must be within 3 to 4 feet of the front of the pitching rubber.
4. The screen edge must be positioned between the midpoint of the pitching rubber to the end of the pitching rubber.
5. As a pitcher faces the plate, right handed pitchers must pitch from the right side of the screen and left handed pitchers must pitch from the left side of the screen.
- 6. Any batted ball striking any portion of the screen will be declared a dead ball, no pitch on the first time the ball hits the screen during an at bat. No penalty.**
- 7. If a batted ball hits the screen more than once during the same at bat, a strike will be called..**
8. During a play any thrown ball hitting the screen is alive and play continues even if it's wrapped up in the screen.
9. Pitchers must have at least one foot within the parameters of the pitchers box when delivering a pitch, otherwise the umpire will call a ball.
10. After releasing a pitch, the pitcher must move completely behind the screen to legally field a batted ball.
11. After the ball is hit, the pitcher may move from behind the screen to field the ball.
12. If the pitcher illegally touches the ball, the umpire shall declare a dead ball and award the batter a single. All base runners move up one base.
- 13. If the pitcher does not get completely behind the screen he will be given a one warning (per game). Subsequent violations will be ruled a ball throughout the rest of the game only after the the pitch has hit the strike plate. Batted balls will be 'live' balls with no penalty.**

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MERCY RULE

1. If a team is leading by a minimum of 15 runs after 5 complete innings (4 1/2 if home team ahead), the game is complete.

CATCH UP RULE

1. The catch up rule applies when a team is losing by 11 or more runs during innings 1 thru 6.
2. They may score up to half the number of runs they are behind rounded up to the next number for odd number of runs.
3. An over the fence home run would add 1 additional run.

Batters Box

1. The batters box is the 3' x 7' rectangular area on either side of the plate.
2. Batters must have both feet on or inside the box during an at bat.
3. If the batter steps completely out of the box while hitting a fair or foul ball, or steps on the strike plate, the umpire shall call 'dead ball' the batter is out. Runners return to their bases occupied before the pitch.

FLIP FLOP RULE (Mandatory)

1. If the home team is behind by 10 or more runs at the bottom of the 6th inning, they will bat again to start the 7th inning.
2. The home team then becomes the visiting team.
3. If they tie or go ahead, the former visiting team will bat with a chance to tie or win the game.

COMMITMENT LINE

1. If a runner heading home touches or passes the commitment line he must continue to home.
2. Should the runner reverse his direction towards 3rd the umpire shall declare him out and the play is still alive.
3. Once the runner touches or passes the commitment line he cannot be tagged out. The defensive player must have control of the ball and be in contact with the strike plate before the runner touches his home plate for the runner to be out.

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4. If the defensive player tags the runner after he touches the commitment line, the runner is automatically safe and does not have to touch the scoring plate.

COURTESY RUNNERS

1. A player is allowed to be a courtesy runner twice per game within the first seven innings.
2. A players is allowed to be a courtesy runner one time in extra innings.
3. A player is allowed to be a courtesy runner twice in the same inning.
4. A player who is replaced by a courtesy runner may not become a courtesy runner in that same inning.
5. Should a courtesy runner need a replacement courtesy runner, he must leave the game and an injury sub must replace him in the line up. The replacement runner may be any other roster player in the lineup or the replacement sub. If the injured runner's team does not obtain an injury sub for him, he will not be allowed to play a defensive position and his team will have to play with 10 defensive players (unless it is a 12 man team). His batting spot will be an automatic out for the rest of the game.
6. The umpire will notify the scorekeeper when a courtesy runner is used and the umpire will keep record of the number of times a player has run.
7. When the umpire announces the substitution and the substitute runner touches the base, the courtesy runner becomes official.
8. If the opposing manager appeals to the home plate umpire that the substitute runner has been used more than twice per inning or game, the umpire will verify with the official score and if in violation of the running rules, he will be called out.
9. That appeal must be made before the first pitch to the next batter or that courtesy runner will become a legal runner.
10. Neither the umpire nor the scorekeeper should announce a runner violation until such time as the runner has been challenged by the opposing manager.

WHITE /ORANGE FIRST BASE

1. The Runner must use the orange bag when running to 1st when there is a play being made on him.
2. The runner's foot may partially be on both bags when running through 1st base provided there is no contact with the defensive player.
3. The batter shall be called out if he touches only the white bag when there is a play on him or if he touches the defensive player while touching a portion of the white bag.

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4. When there is no play being made on the runner, he may use the white bag without penalty.
5. A runner on first may stand on either bag during an at bat.
6. A defensive player must touch some portion of the white bag to record an out when there is a play on the batter/runner. The runner, to avoid contact with the defensive player may step on the white bag and ruled safe.
7. If the defensive player steps on the orange bag, he may then touch the white bag before the batter runner touches the orange bag and he will be out.
8. A defensive player may use either bag when there is a play on a runner that is already on 1st base.

FIVE RUN LIMIT RULE

1. There is a 5 run limit in innings 1 through 6.
2. An additional run will be added for an over-the-fence home run if 5 runs score before it.
3. Runs are unlimited past the 6th inning.

RUNNING THE BASES

1. Sliding into 2nd and 3rd base is permitted.
2. Sliding into first base is only allowed to avoid contact with a defensive player or when returning to the base.
3. If a runner slides into a defensive player in an attempt to make contact, the runner will be called out and may be subject to ejection.
4. If in the opinion of the umpire, a runner who misses a base to avoid contact, the runner will not be called out.
5. A base runner in a non-force situation other than home base must be tagged out.
6. There are no restrictions on rundowns.
7. If a base runner, attempting to score from third base, touches any part of the green mat, before touching the scoring plate, he will be called out and the run will not count.
8. During extra innings, the last batter from the previous inning is placed on 2nd base and may not receive a courtesy runner until he reaches 3rd base.

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INFIELD FLY RULE

1. An infield fly is a fair fly ball (not a line drive) that can be caught by a fielder with ordinary effort when there are runners on 1st and 2nd, or on 1st, 2nd and 3rd with less than two outs.
2. In the event of an infield fly, either umpire should call out "infield fly, the batter is out".
3. If the infield fly is near a foul line either umpire should call out "infield fly, if fair, the batter is out.
4. If the ball is foul the infield fly rule is no longer in effect.
5. If the infield fly rule is called the ball is live and runners can advance.
6. Since the batter is out, the play on the runner is not a force play.
7. The infield fly rule can also be called after the play is over
8. Should an infield fly be called after the play is over, the batter is out and all runners must return to the base they occupied before the pitch.
9. Should a fielder intentionally drop an infield fly, it shall be ruled a dead ball, the batter is out and all runners must remain at the base they previously occupied,

EJECTIONS

1. If a player is ejected his next at bat is an automatic out. Thereafter, his spot is passed over without penalty.
2. Ejected players must completely leave the field area to the parking lots.
3. The Umpire who ejected the player is required to fill out a written incident report describing the time, place and cause for the ejection. Both umpires must sign this report.
4. The CFL president, unless involved, will conduct an investigation by separately interviewing players umpires and other eyewitnesses to get a clear picture of the infraction as soon as possible. All interviews shall be summarized in writing. If the president is involved in the ejection, the board shall appoint a board member to be responsible to conduct this investigation.

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5. The CFL president will report his findings to the board.
6. These reports will be used by the boards to administer penalties to include suspension of one or more games.
7. The ejected player has the right to present his version of the story either in person or in writing.
8. The board may ask the president/investigating board member for a recommendation when they consider their response to the incident.
9. Once the board has reached a determination of penalty, the president will communicate the boards ruling to the ejected player.
10. If a batter is ejected during a play, the umpire shall call a dead ball, eject the batter and the batter is out. All runners return to the base they occupied before the pitch.
- 11 If a player is ejected, his team must finish the game with one less player, An automatic out is recorded when his batting position comes up.**

EQUIPMENT

1. Only rubber spikes or sneakers are permitted.
2. Only bats approved by the SSUSA that do not exceed a 1.21 BPF are allowed.
3. Teams must have team hats and numbered shirts.
4. Roster players are required to wear the uniform shirt and are not allowed to change it in any way. Hats are optional.
5. Sub players are not required to wear the team uniform.
Bat warmers are permitted.
- 6 Softballs are provided by the league.
7. Face gear as well as any body protections are allowed.
9. Pitching screen use is mandatory.

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PROTESTS

1. Games may not be protested.
2. Appeals pertaining to rule violations must be reviewed and resolved before the next pitch.
3. The home plate umpire has the final say and his ruling is binding,
4. If the head umpire is unsure of the rule, he should request assistance from the head umpire in charge or a knowledgeable board member.

ELIGIBLE PLAYERS

1. The CFL, as covered by their bylaws, is a league composed of players who are playing or have been evaluated to play in playing in D2 or D3 as a roster or sub player in the current season that they are applying to play in the CFL. In addition, eligible players will include D1 or D4 players who have been recognized by the CFL as grandfathered players.

1. The current list of grandfathered players are as follows.

- | | |
|-----------------|--------------------|
| 1. Dave Hafer | 5. Dale Neff |
| 2. Cal Driskill | 6. Craig Dahlquist |
| 3. Dan Osredkar | 7. Steve Keck |
| 4. Gary Nicolay | 8. Mark Hilebrand |

2. Those players granted this status are entitled to play in the CFL as a sub or roster player provided they maintain their status by having played in one or more of the previous three consecutive seasons.

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3. When a currently recognized grandfathered player does not play in the CFL in one of the three previous consecutive seasons that player will lose their grandfathered status.
4. A list of current grandfathered players shall be maintained by the board and is subject to be reviewed each season.
5. Any eligible CFL player in D2 (roster or sub player) may sub in D1 without loss of CFL eligibility.
6. D1 and D4 players returning to play in D2 or D3 are eligible to return to CFL.
- 7.. All returning CFL eligible players are required to submit a valid application.
8. Current eligible CFL players moving between D2 and D3 retain their eligibility.
9. Newly evaluated players who have been assigned to D2 or D3 are eligible to play in CFL. They do not have to sign up to play in the Recreation League once evaluated.

INELIGIBLE PLAYERS

- 1 Players currently playing in D1, D4 or D5 are not eligible to play in CFL unless the are Grandfathered players.
2. After the season draft, should a player be discovered as playing in D1, D4 or D5 who are not grandfathered, they shall be removed from the team roster and replaced with a replacement player or required substitute (like rating) for the rest of the season.

NEW PLAYERS

1. The CFL will not accept applications from any new players playing in or signed up to play in D1, D4 or D5.
2. Players must be at least 50 years old or turning 50 within the current season.
- 3 Players must be a Villages resident or have a valid Villages ID issued as a renter. Guest I.D.s are not valid.

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4. New players must have completed the official Villages evaluation process.
5. Players must submit a valid application.
6. Prior to the season draft, a new player may be added to the draft pool as a roster player or put on the sub list. The ABC committee will decide their rating.
7. Draft applications which are not filled out accurately or contain false or missing data may be cause for disqualification.

TEAM ROSTERS

1. A team roster consists of a minimum of 11 and a maximum of 12 players.
2. Teams will consist of 3 A players, 5 B players and either 3 or 4 C players.
3. During the draft teams are allowed to select a 4th C player in the optional 12th round.
4. All roster players attending a game and able to play must be included in the teams batting lineup.
5. Players need not play a defensive position during the game should a team have 12 players.
6. Players, including subs, may sit out an inning and reenter the game in a later inning (should a team have 12 players)..
7. If a manager is a player/manager he will count as one of the 11/12 roster players.
- 8 Once assigned to a team roster, players are attached to that team for the remainder of that season unless replaced.
9. Roster players unable to play due to injury or emergencies may be subbed for. Once they are able to play they must return to their team unless the board determines he has violated CFL rules in some way.
10. A player who quits on a team during the season or playoffs is subject to a review by the board and if the reason for quitting was inappropriate, that player will not be allowed to participate in the league in any capacity for the rest of the season and may be subject to further discipline.

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FORFEITS

1. Teams are allowed up to 4 sub players. In the summer season, teams may be allowed 5 subs..
2. A team with less than 6 roster players at game time must forfeit the game.
3. Teams with 6 roster players can obtain 4 subs but must play with 10 players.
4. When playing with ten players, each time the unfilled 11th spot in the lineup comes up an automatic out will be recorded.
5. A team will be allowed to get an injury sub during the game without having to forfeit the game even if they have a maximum allowed 4 sub players that started the game.

ABC LIST/PLAYERS RATING

1. The board shall provide managers a list of all eligible draft players denoting the name, player descriptions and contact number.
2. New players unknown to the ABC committee will receive an initial rating based on the information they have.
3. New players on the sub list may have their rating changed by the Board during the season.
4. New players drafted on a team will not have their rating changed during the season.
5. The ABC List shall be used when subs are needed to determine like ratings. |

THE DRAFT

1. All teams will consist of 11 or 12 players
2. All the A and B players must be drafted by the 11th round.
3. Should there be players not drafted after the 11th round, managers are given the option to

draft an additional C player in the 12th round.

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4. During the draft teams are allowed to have 2 people at their table.
5. Board members at the draft may be used as assistants to any teams if they have no other assigned board duties.
6. Any Board member assisting a team may be drafted by any team. After being drafted by another team he may continue to assist the team until the end of the draft.
7. Roster players must be available to play within the first 4 games of the season or will be put on the sub list and are not eligible for the draft.
8. During the entire draft process managers and their assistant are not allowed to discuss or comment on a player with other teams.
9. During the draft, managers and their assistant are allowed to privately discuss players.
10. Each team is responsible to provide one representative to make player selections for that team at the draft.
11. If a manager is unavailable to come to the draft, he must designate a representative to draft the team for him.
12. During the draft, phone use is prohibited.
13. Designated representative players used to pick teams for missing managers are eligible to be drafted by any team. He will continue drafting for that team until the end of the draft.
14. Teams may declare any player their designated pitcher regardless whether the declared pitcher signed up to pitch or has a 'P' in the position on the application.

DRAFT SELECTION SEQUENCE AND SLOTTING OF PLAYERS

1. The Board will determine the draft selection sequence at least 2 weeks prior to the draft.
2. Managers will be provided a matrix showing where their team will pick for each drafting round as soon as possible.
3. The draft order will be determined by a pill draw and in the 1st round each team will draft in the numerical sequence with the lowest number pill drafting 1st.

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- 4 In the 2nd round the draft order sequence will be reversed.
5. Non-playing managers are considered part of their teams, but not a roster player and need not be drafted.
6. Playing managers will be slotted by the ABC committee and will be automatically picked in their designated round.
7. If a Sponsor is in the draft and requests to be assigned to his team, he will be slotted by the ABC committee and will be automatically drafted to that team during that round. The board must be notified of this request before the ABC committee meets or he will be assigned to be drafted by any team. Sponsors must be CFL eligible in order to play for his team.
8. Teams must select a pitcher by the end of the 7th round. This includes C rated pitcher/managers who must declare their designated pitcher prior to the end of the 7th round.
9. Teams cannot select a 2nd pitcher until all other teams have selected or designated their pitcher,
10. A pitcher is defined as a draft player having a P in either of the 2 positions listed on their application.

DRAFT ORDER

1. Teams are subject to draft their team players based on a matrix system where the draft sequence is governed by a pill draw which dictates the order in which the teams draft.
2. There will be a special meeting of the Board and managers where a pill draw will determine the team draft order.
3. After the pill draw there will be a 10 minute period where teams may trade their draft position. After that 10 minute period the draft positions are locked.
4. The optional 12th round draft order is the same as the 1st round.

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5. After the 12th round there will be a 10 minute period where players of a like rating may be traded to other teams.
6. No trades will be allowed during the draft.
7. After the 10 minute period, the Chairperson shall announce that there will be no more trades and that the draft becomes official.
8. During the draft after a player is selected and the next team in line is announced, the picked player becomes officially on that team unless traded.
9. Team draft representatives are not allowed to leave their table to have discussions with other teams during the draft unless it is in the 10 minute trade period.
10. Following the last round, teams must inform the Board of their designated pitcher.

NEW TEAM POLICY

1. New teams are not allowed to bring their own players.
2. Players must be selected out of the open draft pool.

LINEUPS AND BATTING ORDERS

1. Team managers must present their lineup 20 minutes prior to game time and notify the desk if needing subs.
2. Team managers may bat their players in any order they prefer, including subs.
3. If a team is playing with 10 players and an eligible sub shows up he will bat in the 11th spot.
4. Teams with 12 players may choose to have a designated hitter that is not required to play a defensive position.
5. On 12 man teams, If an injury occurs to a C rated player as the designated hitter and he is forced to leave the game, no substitute is allowed. His batting spot will be passed over without penalty.

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6. On 12 man teams, If an injury occurs, forcing a defensive player to leave the game, the team has the choice to take an injury sub, or have one of the 4 C rated players assume a fielding position. If not replaced with an injury sub, the injured fielders batting spot will be passed over without penalty.
7. Teams with 12 players can rotate their players in and out of the field at the managers discretion. The batting order remains intact.

PLAYING WITH 10 PLAYERS

1. If a team is aware that a player will not be there prior to submitting their official line, they must take a like rated or lesser rated sub from the available subs to field 11 players.
2. Prior to the line up being turned in, 12 man teams if missing an A or a B rated player, a like rated or a lesser rated sub must be obtained from the desk.
3. If playing with 10 players, an out will be recorded in the 11th spot of the team batting order each and every time that position is due up during the game.
4. A team forced to start with 10 players because there was not a qualified sub available, may get a qualified sub that shows show up while the game is in progress. The sub may enter the game in the next half inning and bat in the 11th spot of the order.

DESIGNATED PITCHERS/SUBSTITUTE PITCHERS

1. All pitchers applying to pitch in the CFL must be approved by the board.
2. All pitchers must be rated (A, B or C) whether they are on the sub list or a roster player.
3. If a team requires a substitute pitcher as their designated pitcher is unavailable to play, they may get a sub.
4. A sub pitcher is not allowed when the teams designated pitcher is available to play or is playing another position. The team must provide a pitcher from their roster.

5. Substitute pitchers must be of like rating or lower.

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PREGAME REQUIREMENTS

1. Managers need to indicate to the duty board member the number of subs needed and their rating, 20 minutes prior to the game time.
2. Once a lineup sheet is submitted, it becomes official.
3. Any team member that is missing from the lineup sheet and arrives after the sheet has been turned in is ineligible to play for his team for that game.
- 4.. If a team member is posted on the lineup sheet and fails to show up by the start of the game, he may be scratched provided the manager advises the head umpire that said player has not arrived. This must be done before the start of the game. That team will be forced to play with 10 players. The 11th batting spot will be an automatic out. No substitute will be allowed. If the late player does show up, he may play in the roster place he was listed in.
5. Players at the field, who wish to sign up to sub may do so up until 20 minutes before the scheduled start time of the game.

WARM UP TIME

1. Each team will be allowed to take infield warm ups prior to the 1st inning. Visitors practice first.
2. Pitchers are allowed 6 warm up pitches before the start of the first inning after infield warm ups.
3. Pitchers are allowed 3 warm up pitches before the start of the 2nd through 9th innings.
4. Replacement pitchers are allowed 6 warm up pitches before their 1st inning pitched, then three per inning the rest of the game.
5. Injury subs are allowed time to warm up their arms and to stretch.

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REPLACING PLAYERS

1. During the regular season, managers are allowed to use other teams' roster players as subs or subs from the sub list.
2. Managers have the option to get a sub on a game by game basis or to get a replacement player from the sub list.
3. In order to be eligible as a potential replacement player, players on the sub list must be on the approved sub list prior to the fourth game of the regular season.
4. Other teams roster players may be obtained to sub once during the regular season.
5. Other teams roster players may be obtained to sub once during the playoffs.
6. Managers may select the same sub from the sub list up to three times during the regular season or once as a roster player, not both,.
7. Sub list players are not allowed to substitute during the playoffs except in the first round.
8. Managers must notify the designated board member of any substitutes obtained. Once that notification has been made, the sub cannot be replaced by the original roster player should he become available unless the sub is injured before that game.
9. If a manager contacts a player, whether he be a roster player or a sub list player, and that player rejects the opportunity to be a sub for a given game, the manager must inform the designated board member. That individual will be prohibited from being a sub for any other team for that game slot.
10. Teams with 12 players must replace any injured A or B players. Managers have the option whether or not to replace an injured C player and may play with 11 players without penalty.
11. Managers of teams with 12 players have the option to replace A or B players with like rated or lower rated players. Teams must never have more than 3 A players or 5 B players unless replacing an A player with a B player.
12. Subs obtained at the field as an injury sub do not count as having played for that team.

13. If a player becomes unavailable the morning of the game the manager may obtain a sub but must notify the duty board member at the field.

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14. Subs recruited to play in a later game must remain in the 1st game until it is completed.
15. Once a sub is assigned to a team, he may not be bumped by any sub signed up at the field.
16. Sub list players, who sign up at the field, have priority over roster players provided they have not already played in a game that day.
17. Roster players, not scheduled to play that day ,who sign up at the desk will be given priority over roster players who have already played that day.

PITCHERS

1. In the case of an injured pitcher, a manager may recruit a like rated or lower roster pitcher from another team twice in the regular season and twice during the playoffs.
2. Managers may select sub list pitcher twice during the regular season.
3. Sub list pitchers may be selected as a permanent replacement.
4. The pitchers box is 24 inches wide and 10 feet behind the rubber.
5. Pitchers must have at least 1 foot in the pitchers box when delivering a pitch, otherwise the umpire should call an illegal pitch/ball.

SUB LIST PLAYERS

1. Players submitting an application requesting to be a sub only will be added to the sub list.
2. Players applying as a roster player who are not available for the first four scheduled games will be placed on the sub list and cannot be drafted.
3. If an eligible player, who is not a roster player or on the sub list, shows up at the field and requests to sub, the board member running the sub desk may accept that sub and add him to the available subs for the day's games. That sub must fill out an application. He must be a known player to board members, and his rating discernible. Players unknown to board

members will not be able to participate as a sub on that day. He will be placed on the sub list

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and be able to play in future games either as a recruited sub or by showing up on game days and signing up as a sub. His rating will be designated either by the affiliated recreation level he is associated with or by knowledge of his playing ability by information obtained by board members.

4. The ABC players rating list will be used for subs drawn at the field and the responsible desk person will determine which fields the subs will be assigned in order of field numbers (visitors, then home teams).
5. Once the sequence of fields are determined subs will be assigned by rating and priority.
6. Within each rated group priority subs will be assigned first.
7. When there is a shortage of subs, an effort will be made at the field by duty board members to acquire needed subs. If there are less subs than required, at this point subs will be assigned one per team until the subs run out.
8. Should there be a need for an injury sub, the designated injury sub will be used if like rated.
9. Should there be no injury sub available, an effort will be made to secure a roster player on site.
10. As subs sign up at the field, a common sub sign-up sheet will be used.
11. Subs will not be able to sign up for a specific game/field.
12. As they sign up, they will be given a priority number. Priority 1 subs will be sub list players or newly evaluated players. Priority 2 subs will be roster players or those P1 players who have already played during the day or have been recruited to play in another game. Subs signed up for the first game and not selected will have priority per their rating group if signed up for the second game. This would apply to both A. B and C rated players.
13. B or C player P1 subs who signed up but not selected to play in the first game and signed up for the second game will have priority over other subs within their rating group.
14. Subs playing in the first game may sign up for the second game regardless of the field they are playing on in the first game and will be considered a P2 sub for the second game.

15. A player who signs up as a pitcher only will not have priority over a player signed up as a pitcher and/or any other positions.

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16. The on duty board member will handle the sign-up sheets for all substitutes. Managers may quietly observe the sub selection process. Any objections must be made prior to the start of the game.

TOURNAMENT SUBS

1. Only eligible roster players are allowed to sub in the playoffs after the first round.
2. Sub list players are only eligible to play in the first round of playoff games.
3. Managers are allowed to select any roster player sub once during the tournament play.
4. In addition to recruiting, eligible roster subs may be selected at the field.
5. All roster players not scheduled to play that day are eligible to sub and are considered a P1 sub
6. Players scheduled to play on that day will be given a P2 status.
7. During the semi finals and final game teams needing subs may recruit players for their first schedule game of the day and should they advance, may use the recruited sub in the championship game. . Managers must notify the league of any recruited sub.
9. The league will keep track of all recruited subs to avoid any illegal players from playing.

TIE BREAKER RULE (Regular season)

1. Head to head play will be the only tiebreaker used to determine a league champion.
2. If there is no clear head to head winner, co-champions will be declared.

LATE OR MISSING APPLICATION

1. Applications turned in after the due date will cause the player to be put on the sub list.
2. In the event that the league does not receive enough applications to form the desired number

of teams, the board may seek additional players to include late applicants and recruits.

3. The board has the authority to add these these players to the draft list.

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