

## CTBL Rules Posted 20 July 2023

Managers are required to clarify CTBL Rules with their team. Doing so ensures everyone is on the same page and encourages everyone's safety and enjoyment. CTBL plays under 2017 MLB rules, with some exceptions intended to allow for maximum participation. CTBL plays with a No-Collision rule, separate batting and defensive lineups, and flexible batting lineups. These rule modifications allow for the greatest number of players to participate safely.

1. **Equipment and uniforms:** Both teams are responsible for providing 3 new baseballs for use at each game. New game balls are provided to each team at the beginning of every regular season and playoff tournament. Teams may also choose to provide Rawlings R-100, R-200 baseballs, or any HS (such as NFHS), College or Professional game-play quality baseball like the Wilson A1010, Diamond D1, DOL-A or equivalent with NFHS stamp.

Only wood and wood-barrel composite bats are allowed. Metal spikes are allowed. Batters and baserunners MUST wear helmets while batting and while on the basepaths. Catcher masks must protect the skull as well as the face.

Players must be "*In Uniform*." Being "*In Uniform*" is defined as wearing a jersey **matching** the team color, a baseball cap, baseball pants and athletic shoes. There is a 2-week grace period from Opening Day for uniform jerseys to arrive. Players added after the start of the season have a grace period of one week to allow time for a uniform to be ordered. The player must be removed from the game, dressed in an acceptable uniform shirt, or replaced with a substitute who is dressed in a matching team jersey. A blank t-shirt of matching color to the team jersey with a number, even if created with masking tape on the back, would be considered as **matching**. It is strongly suggested teams invest in extra jerseys at the start of the season to always have spares.

2. **Batting/defensive lineup:** Batting lineups are **independent** of the defensive lineup.

*Batting lineups* require a minimum of 9 batters, provided at least 9 players are present for a game\*. Teams may bat as many players as show up for a game, and may add batters to the bottom of the lineup at any time. Any player may be pinch-hit or pinch-run for, as well, but are removed from the lineup, per MLB rules, and may not return to the **batting** lineup in that game.

Each team is to turn in a copy of their lineup to the umpires and to the opposing manager prior to the game. The home team may provide their lineup before their first turn at bat. Players who arrive late may be added to the lineup. Recommended: print out roster and make a lineup on the same sheet.

In the batting lineup, AFTER the 9<sup>th</sup> spot, an A/B system of alternating batters may be used. Single batters may still be used in conjunction with an A/B system. For example, a team may have 1-10, 11A/B, 12. If an A or B hitter must leave a game due to injury and no substitutes are left on the bench to bat, upon his next at-bat an automatic out is recorded the **first** time the missing A/B batter comes to the plate. Then the remaining A or B hitter assumes sole possession of that spot in the lineup for the remainder of the game.

*Defensive lineups* are independent of the batting lineup. Defensive players other than the pitcher may be substituted freely and are unaffected by changes in the batting lineup. Players who were pinch hit or pinch ran for may return to the defensive lineup. Pitchers may be removed from the mound and return in the same game, but never in the same inning. Any pitcher who hits 3 batters in an inning or 4 batters in a game, must be immediately removed.

Teams short of the standard 9 players may play a game with 8. The 9th spot in the lineup will act as an automatic out as long as it remains vacant. Any late arriving player **must** take the spot of the vacant 9th batter, after which the out will no longer count. *Exception:* In games with 8 players on BOTH teams, the automatic out is NOT recorded for either team while both teams only have 8 players. If a 9<sup>th</sup> player joins either team, the team with 8 players must start taking the automatic out. *NOTE:* a team may **NOT** add a borrowed player to invoke the

automatic out against their short-handed opponent. Players who arrive late may be added to the lineup or substituted as normal.

*Injury:* If a player must leave, or is injured in a game and cannot continue and there are no substitutes left on the bench to bat, upon his next at-bat, an automatic out is recorded the **first** time he would come to the plate, after which the lineup collapses, moving all subsequent batters up in the lineup. If this leaves you with less than nine players, the team with less than nine players would take an out when the 9th spot comes up to bat, per the above rule.

In order to avoid a forfeit, a team with 7 of its own players may borrow up to **ONE** (1) player from another CTBL team and play with 8 players. The borrowed player **must** be announced to the opposing team and umpires before the game, play in his own team's uniform, may not pitch or catch, and must bat 8<sup>th</sup> in the lineup. This may only be done **TWO** (2) times per season by a team. The 9<sup>th</sup> spot in the lineup is an automatic out per above. An opposing manager may protest if: two or more players are borrowed by a team at a game, if a borrowed player pitches or catches or bats other than in the 8<sup>th</sup> spot in the lineup, or if the team uses a borrowed player a third time in a season. The protest must be made to the umpires, who will stop play and notify the opposing manager. The protest player must be removed from the illegal position or the game as needed.

**3. Courtesy Runners:** Managers may specify **TWO** (2) batters who receive a Courtesy Runner at the beginning of the game. In addition, pitchers and catchers may receive a Courtesy Runner with 2 outs. The courtesy runner is defined as the **LAST BATTED OUT**. If the last batted out is designated with a courtesy runner also (or is a pitcher and catcher with 2 outs), then the prior out is the courtesy runner.

*Note:* This is not necessarily the last out made. *Example:* A runner forced out on the base path would not be the last batted out. At the beginning of the game, if no out has been recorded yet, the last batter in the lineup will be used. A batter who chooses not to use his courtesy runner, **MAY** use the runner in subsequent at-bats. The courtesy runner switch must be made within 30 seconds, to avoid slowing down games. Once the pitcher makes a pitch to the next batter, the courtesy runner is forfeited for that runner until his next at-bat. A defensive team may protest an incorrect courtesy runner, who must be replaced immediately. Pay attention!

**4. Game Length:** Games are 9 innings or 2:40 before the start of a new inning, counting from the last out recorded in the prior inning. A new inning will start as long as the prior inning ends by 2:39.

The game clock is started at game time per the umpire's timepiece provided the umpires are on the field and ready. It is the managers' duty to be aware of the game clock as announced by the umpires. Managers should confirm the time of the umpire's timepiece at the **START** of the game, as to avoid surprises at the end. Players should hustle in and out between innings to keep the game moving. If the Umpires are not on the field and ready at game time, the game time does not start until the umpires are on the field and ready.

A game may start early if **BOTH** team managers agree **AND** the umpires are ready.

If a game starts late because a team is waiting on sufficient players, the game clock starts at game time, not at first pitch. If sufficient players have not arrived **20 minutes after the game time**, the game is called a forfeit loss for the team with insufficient players.

*Mercy Rule:* A game will be called after completing 6 innings of game play with a 15 run differential between the winning and losing teams. Either manager, after completing 6 innings with a 15 run differential, may bring the score to the attention of the umpire who will call the game at that time. Umpires may also call any game after the completion of the 6th, where there is a 15 run differential, by their own volition.

5. **Slide Rule:** Runners must slide with the intent of avoiding the defensive player, or give themselves up if there is a play at a base. **It is against the rules to intentionally collide with fielders.** Runners will be called out for intentionally colliding with a fielder to dislodge the ball. Fielders may not block the base without the ball. This is standard through MSBL, NCAA, high school and MLB rules. We are amateurs, playing a game for fun. Remember that your opponent has to go to work tomorrow and so do you.

6. **Decoy tags:** Decoy tags are illegal. Slapping a fake tag on a runner, or forcing a runner to slide when there is no play at a base is prohibited for the safety of the baserunner. If the umpires see a baserunner hold up based on a defensive decoy, they are to award one base to the runner.

7. **Ejections:** Adult baseball is intended to be fun. Players who are abusive, threaten other players, officials, or spectators **must** be ejected. In the case of a player ejection, both managers will report to the League Disciplinary Committee, which will determine whether the ejection warrants further disciplinary action. Abusive behavior has no place in the league. Any ejection in the last game of the season or during playoffs is a minimum of 1 game suspension, to be served in the next game a team plays.

8. **Dugouts:** The Home team may select their preferred dugout. Their choice must be made no later than 30 minutes before the scheduled start time. Failure to do so results in dugout selection following the standard of the Home Team being along the first base line and the Visiting Team being along the 3rd base line.

9. **Field maintenance:** BOTH teams are responsible for POST GAME field care. The team in the 1st base dugout is responsible for dragging the infield dirt between 1st and 2nd base along with the dirt around home plate. The team in the 3rd base dugout is responsible for dragging the infield dirt between 3rd and 2nd base along with the pitchers mound. Both teams are required to clean up any trash they leave in the dugout. The last teams to play on a given day must remove the trash bag from the dugout and dispose of it.

**Failure to do postgame prep is a \$21 fine before your team's next game.\***

10. **Rosters and scoring:** Rosters are limited to 25 active players per 2016 league vote. Managers are responsible for keeping a current roster for their team with the league. Any player participating in any practice, scrimmage, or game must have a CTBL waiver signed. Player waivers must be received by the League before participating in a game, prior to each season. A player must provide a picture ID in order to participate, upon the request of the opposing manager to establish eligibility.

Any player who is placed on a roster and is deactivated in a season after participating in a game may not rejoin the active roster that season. To enforce the 25-man active limit, managers may not activate and deactivate players repeatedly. After the 1<sup>st</sup> game of the season, rosters are locked, and managers must submit add/drop requests to the league at: [roster@ctbl.org](mailto:roster@ctbl.org) – To expedite player addition, attach a picture of their photo ID and signed CTBL waiver to your request. Routine requests will be processed within 48 hours.

Scores and player attendance for each game must be entered within 3 days after a game (end of Tuesday after a Sunday game, for instance). The league site will lock out editing any time after that date. Players must play in at least 7 of a team's 22 regular season games to be playoff eligible. Being in uniform and in the dugout does not qualify as a game played. To qualify as having played, a player must have a documented plate appearance or defensive appearance. If a player appeared on defense only, choose "DEF" while submitting attendance on the website (or if applicable, give them credit for innings pitched). A manager may be required to show proof via the scoresheet of a player's appearance in a game.

A player may not make their season debut in the final 2 games of the regular season.

A player who owes CTBL related dues to a manager or team in CTBL may be suspended from participating with any other team in the CTBL upon manager's protest, pending a hearing by the league's Disciplinary Committee. Managers are required to keep written documentation showing amounts owed and attempts to collect; players and managers are encouraged to keep email records.

Any player selected through the league draft is committed to their selecting team for a full season, unless they are released/deactivated. After the season, if they choose to switch teams, and are in good financial standing, they are free to do so.

Ex-Professional players: Players who have played Major League Baseball, Minor League Baseball or non affiliated independent leagues may participate once out of contract. Former MLB and MiLB players must wait one calendar year after their last professional game before being eligible to pitch. Players who are invited to camp but are released before the season are not considered as having played with the team.

**11. Rainouts:** In the event of rainout before game day, teams will be notified by a league officer via email and attempt to move games to another field. In the event of overnight rainfall, managers need to ascertain the condition of the field 90 minutes before their game in order to notify the umpires in time; after 90 minutes before game time, it will be a game time decision between the managers, and once the game has started, umpires have the discretion to delay the game until the storm has passed. The official clock is NOT stopped when it rains, as subsequent games or dusk at that field may limit how much delay can be tolerated.

**12. Forfeits:** In the event of a forfeit, the losing team is responsible for paying the umpires fees for the winning team. The forfeiting team will also lose their own umpires fees for that game which were paid previously through league dues. The winning team will receive a league credit for the umpire fees, or a refund of the umpire fees at the end of the season. A team forfeiting a game must remit the umpire money on the behalf of the winning team before their next regularly-scheduled game.

Forfeits are destructive to the league's success; the league will try to assist teams struggling to field enough players to compete. However, any team forfeiting two (2) games in a season for failure to show up with enough players will lose playoff eligibility; any team forfeiting three (3) games in a season will forfeit the rest of the season.

Following these rules will ensure our games are fun, fair, safe, and enjoyable for everyone.