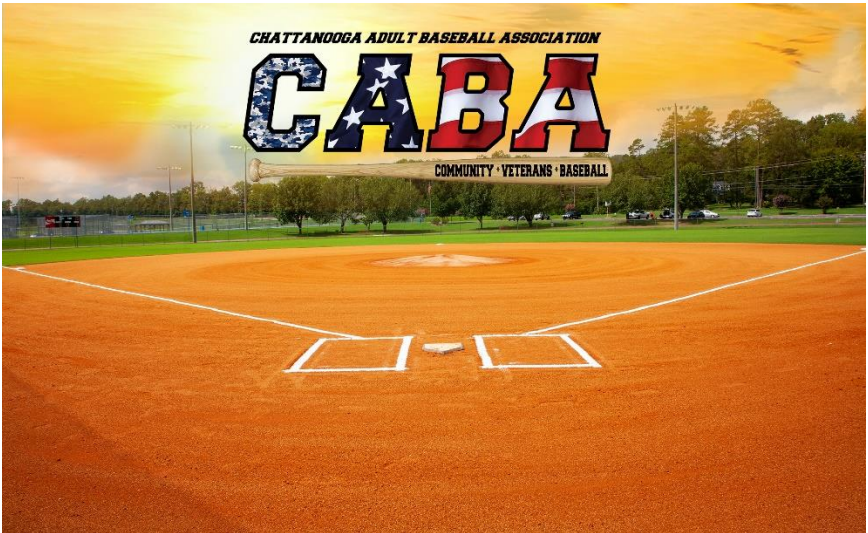


CABA Rulebook



IMPORTANT PHONE NUMBERS & DATES

CABA Office:

E-Mail us at: Baseballchattanooga@gmail.com

Locate us online: www.chattbaseball.com

Facebook page: www.facebook.com/CABACHATT/

League President: Name: Jeff Santaite

Phone Number: 423-834-7745

President.baseballchattanooga@gmail.com

Important Dates: Organizational Meetings:

Date: _____ Time: _____ Location: _____

1st Manager's Meeting:

Date: _____ Time: _____ Location: _____

Tryouts:

Date: _____ Time: _____ Location: _____

2nd Managers' Meeting:

Date: _____ Time: _____ Location: _____

Season Opening Day:

Date: _____ Time: _____ Location: _____

Post Season Play:

Date: _____ Time: _____ Location: _____

Updates to league schedule, important dates, and phone numbers will be communicated through the league group page on Facebook. Update this page accordingly for your records.

RULES

DISCLAIMER :This document attempts to clarify and simplify specific to the CABA. This rulebook, in conjunction with the official MLB rulebook serve to clarify and simplify the rules so that no single team has an unfair advantage over another. In the event an issue, matter, or circumstance has not been addressed herein, the CABA reserves the right to resolve the problem in the best interest of the league as a whole, in the spirit of the game of Baseball and with impartiality to all the participants.

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PREFACE

All league games will be played using the rules and guidelines set forth in the "MLB rulebook unless otherwise specified below. Rule exceptions for Chattanooga Adult Baseball Association (CABA) are enumerated below and supersede any other published or implied rules.

INTRODUCTION

The Chattanooga Adult Baseball Association is headquartered in Chattanooga, TN. The league provides the opportunity for adults 18 & over to play competitive recreational baseball.

MISSION

The mission of the Chattanooga Adult Baseball Association is to provide a safe, fun environment to adults 18 & over to play the game of baseball. The league, and its members will strive to be a force of good in the community and the game of baseball will constitute the common thread that bounds us together. In doing so, the league will actively seek to provide recreational baseball to all that want play.

GOALS:

- I. Provide a well-organized and well-run League that is administered in a fair and impartial manner that keeps the player in mind and provides a forum for adults of all ages to play baseball.
- II. Provide a league that is open to all 18 & over regardless of race, gender, nationality, color, or skill level.
- III. Provide an organizational template in which future expansion allows for league presidents to set up their league utilizing the same organizational structure, rules, and consistency found throughout the CABA.

- IV. Promote adult baseball as our national pastime, and provide entertainment and enjoyment for the friends, families and fans of the league and its members.
- V. To form a fraternity within the league that serves to unite its members for the good of the league, the community, and baseball.

GRIEVANCES

While it is our hope that the league runs smoothly for all, we understand that grievances are a part of any organization that is governed by a set of rules. The league seeks to always provide its members with the best possible experience, and welcomes the opportunity to address issues, problems, incidents, or concerns of a general or specific nature. The league will make available to each manager a form in which a grievance can be filed. The league will address all grievances in a timely manner.

Managers may not, at any time, alter any CABA rules under informal agreements.

Sign _____

LEAGUE CORRESPONDENCE AND COMMUNICATION:

Each league varies on how they communicate. Some leagues will communicate by one or more of the following: newsletter, email, or league website. Communication by whatever means is given to the manager of each team in the league and is the League President's means of communicating valuable important league information such as league standings, game scores, schedule changes, field

directions, base pickup and drop-off locations, and field maintenance procedures. The information may also include tournament info, league highlights, All-Star game updates, anecdotes and short notes on local activities. Experience has shown that those managers who inform their players of the league information at every game have better involved players with a sense they truly "belong" to an organized baseball league. You will feel less pressured as a "go-between" or "middle-man" if you keep your players informed.

NOTE: It is the team's responsibility to notify the league of any changes to the team's status (i.e., new mailing address, new team manager, reporting scores etc.). INFORMATION PUT FORTH REGARDING SCHEDULE CHANGES, FIELDS, SUSPENSIONS, ETC. SHALL BE CONSIDERED OFFICIAL LEAGUE POLICY.

SPORTSMANSHIP & STANDARDS OF BEHAVIOR:

Managers:

As a team manager you represent your team to other teams, the CABA, and the community. Be a responsible manager. If you have questions about rules, field locations, or other problems call your League President or utilize the league forum to communicate with other managers. We are in this together and here to help you during the season.

Have this Rulebook available on your phone as a PDF during games for reference before or during the game.

Read the weekly standings. There will be notices concerning game changes, meetings, or other information that you need to have. The League President tries to provide an established schedule of games, however there may be unavoidable changes and you will be notified of those changes. Read your manager's contract, the coach

and player's contracts, the CABA Rulebook and other guidelines and any other material given to you. Become informed about how the CABA works and keep updated so that you stay informed. The best way to help your team and have fun is to review all of the CABA and Baseball rules and policies and be informed.

Sign _____

CODE OF CONDUCT

Control yourself and your players. Players need to know the rules that affect them, and it is your responsibility to ensure that they know. **Make sure they read the contract they sign.** Good sportsmanship is expected of every player. It is up to each player to make the game competitive and enjoyable for the other players, managers, and umpires that participate, as well as for friends, family and other spectators who come to watch. Fighting and/or physical abuse of players, umpires, or spectators, or abusive language directed at players, umpires, or spectators will not be tolerated by the CABA.

Sign _____

PROHIBITIONS

Managers and players shall conduct themselves in a sportsmanlike manner at all times.

No manager or player shall commit the following:

Lay a hand upon, shove or strike, or threaten an official. Players and managers guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the conduct is reviewed by the League President. Players and managers guilty of such conduct shall be subject to

suspension for the remainder of the season or expulsion from the League for life.

Sign _____

Refuse to abide by an official's decision. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until the conduct is reviewed by the League President. Players guilty of such conduct shall be subject to probation or suspension for the remainder of the season, in addition to any fines given.

Sign _____

Be guilty of objectionable demonstrations of dissent at an official's decision. Players and managers guilty of such conduct shall be subject to suspension from further participation in the game and the next scheduled game.

Sign _____

Discuss with an official or officials the decision reached by such official or officials, except for the manager or his designee who are authorized to participate in such discussions. Players guilty of such conduct shall be subject to suspension from further participation in the game.

Sign _____

Use unnecessarily rough tactics in the play of the game against the body or person of an opposing player. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall be subject to probation or suspension for the remainder of the season.

Sign _____

Be guilty of physical attack as an aggressor upon any player, manager, official, or spectator, before, during, or after a game. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended

until their conduct is reviewed by the league President. Players guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.

Sign _____

Be guilty of "retribution" or purposeful harm to another player, to include: "pay back pitches", spikes in the air, or any other act that may cause physical harm to another player. Players and Managers guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until their conduct is reviewed by the League President. Players and Managers guilty of such conduct shall be subject to suspension for the remainder of the season or expulsion from the league for life.

Sign _____

Be guilty of verbal abusive attack upon any player, manager, official, or spectator, before, during, or after a game. Players guilty of such conduct shall be immediately suspended from further participation in the game and shall remain suspended until their conduct is reviewed by the League President. Players guilty of such conduct shall be subject to suspension for the remainder of the season.

Sign _____

ALCOHOL, DRUGS & TOBACCO:

ALCOHOLIC BEVERAGES AND/OR DRUGS ARE SPECIFICALLY PROHIBITED ON HIGH SCHOOL CAMPUSES BY A VARIETY OF MUNICIPAL, COUNTY AND STATE LAWS. IN ADDITION, THE CABA EXPRESSLY PROHIBITS ANY ALCOHOLIC BEVERAGES AND/OR DRUGS IN THE VICINITY (INCLUDING PARKING LOTS) OF ANY FIELD USED BY THE CABA SO AS TO AVOID ANY APPEARANCE OF VIOLATING THESE LAWS. THIS APPLIES TO ALL MANAGERS, PLAYERS, COACHES, AS

WELL AS FANS, FRIENDS, FAMILY MEMBERS OR SPECTATORS THAT COME TO GAMES. ANY MANAGER OR PLAYER FOUND TO BE IN VIOLATION OF THESE RULES MAY BE SUSPENDED IMMEDIATELY FOR A MINIMUM OF TWO (2) GAMES. ADDITIONAL SANCTIONS MAY ALSO BE APPLIED AGAINST ANY OFFENDER(S).

A second violation may result in expulsion from the CABA, either individually or as a team. Please notify all participants and spectators of this rule. Umpires have the authority from the CABA to stop or forfeit games if there is a problem with drinking or drugs at any game or facility being utilized. Teams are to police their fans, friends, family members or spectators for violations of league rules. Both team managers should attempt to persuade any person or persons participating in or watching the game and who are in violation of this section to leave the premises. **To Reiterate: Umpires have the authority from the CABA to stop or forfeit games if there is a problem with drinking or drug use at any game or facility.**

Many school districts, city or county ordinances may prohibit all or some forms of tobacco use (cigarettes, dip, chew, etc.) at a facility. It is very important to observe these rules wherever and whenever they may be in force. In those instances where tobacco use is not prohibited, please use courtesy, common sense, fire-safety awareness and sanitation in both the use and disposal of all tobacco products. No coach or incoming team wants to see cigarette butts and chew-spit tarnishing the field and dugouts. League Presidents may enforce penalties or prohibit use for repeated offenses. **Smoking is prohibited on the field and in the dugout.**

Sign _____

CONTRACTS & TEAM FEES:

Contracts & Fees: A player, coach or manager may not compete in a game until a completed contract, properly executed, is on file with the CABA. Anyone found participating without a contract is ineligible and the game will be forfeited, even if the violation is discovered after the fact. For additional information see section on "Protest." The manager of a team accepts responsibility for having each player complete a player contract before competing in any CABA sanctioned game or tournament. The team manager accepts the total responsibility of the player's personal contract if he as the manager knowingly allows a player to participate in an CABA sanctioned game or tournament without completing a contract. The CABA operates under team fee concepts. The team fee is to be paid in full before a team will be allowed to participate. A "player cap" of 20 players is imposed plus one (1) manager to stay within the team fee.

A contract is not complete unless player has signed it, and **ALL THE INFORMATION IS ACCURATE AND UP-TO-DATE. FAILURE TO DO SO MAY RESULT IN DISQUALIFICATION OF THE PLAYER AS "INELIGIBLE."** The League President will not accept an incomplete contract .

PLAYER ADDS, DROPS & TRANSFERS:

Player Adds: After the start of the season a player may be added. The added player's contract must be submitted to the League President (via the online registration portal) 24 hrs prior to the game in which the added player is to participate. The player will pay the league the prorated portion of the league fee before being added to the roster.

Player Drops: Managers must notify the League President, in writing, if a player leaves the team (an email to the official league e-mailbox is permitted , as long as it is coming from the registered e-mail of the manager). Managers should use the player Drop

Notice form in the back of this booklet. Failure to timely inform the League President of all drops may inaccurately represent that team's "Player Cap" and invalidate that team's roster add-ons, and may result in sanctions being imposed. **Players dropped before the start of the season will not count against the player cap.**

PLAYER TRANSFERS:

These are the allowable player moves during a season. These moves must be made before the playoff deadline (1/2 mark of the season) for a player to be eligible for the playoffs. The following rules are to be adhered to without exception:

Player may move from one team to another with agreement between both sending and receiving manager and the approval of the League President.

Players transferring from a team that has folded after the playoff deadline to a potential playoff team are immediately eligible to play the next scheduled regular season game with that team. Player eligibility for the playoffs shall remain applicable as set forth above. **Players from a team that has folded will immediately be considered draft eligible and placed in the draft upon request.**

Players transferring to a different team must fill out a Transfer Notice and have it signed by the existing manager and the new manager. The new manager must submit the transfer to the League President. All player drops or transfers must be in writing and received by the League President to be valid. Players may not be dropped or added by phone.

POOL PLAYERS

Any registered player may play for any team as a pool player without having to execute a player transfer. **Playoff rosters cannot use pool players.** ~~Players MUST be added to the pool player list~~

~~PRIOR to entering into a game.~~ Teams MAY NOT borrow a player from the opposing team if they have 8 or more players, except for defensive purposes. This means that a team that has only 8 defensive players, may at the opposing managers discretion, utilize a player from the opposing team's roster. This player will not be in the batting lineup. If there are less than 8 players they may utilize a pool player or borrow a player from the opposing team, AS LONG AS THAT PLAYER IS ON AN ACTIVE ROSTER OR IS REGISTERED AS A POOL PLAYER. For example, you have 7 players. You may use 1 player from the opposing team to get to the minimum of 8 players needed to make it a legal game, and you may use 1 defensive player from the opposing team. The "8th player will play both defense and offense, with the exception of pitching. The 9th player will be for defensive purposes only, and the team will record and out when the # 9 hitter is due up. No team can use more than 2 pool players.

POOL PLAYERS CAN BE UTILIZED AT THE MANAGER'S DISCRETION, BUT CANNOT PITCH.

Sign _____

Player Acquisitions

1. All managers are allowed to freely recruit any player that did not play for another team in the league the previous season, or the current season.
2. Managers may negotiate with other managers to execute a trade which transfers a player(s) from one team to another in exchange for mutually agreeable player(s). Players involved must agree to the trade.
 - a. All trades MUST be submitted using the player transfer form before any players are transferred to another team.
 - b. Players may be traded for draft picks.
 - c. Players may not be traded for monetary compensation.
 - d. Players may be traded for "Other" considerations.

3. Managers are not permitted to recruit, poach, talk to, imply, suggest, or infer any topic of discussion with another active player or a player who played for another team either in the present season or the previous season.
 - a. All interest in another team's player will first flow through that team's manager.
 - b. Any player who approaches another manager to discuss any arrangement or possibility of playing for that team must immediately be told what the league policy is and referred to their team's manager, who will further explain what options the player has.
4. Player Options:
 - a. Players who are on an active roster:
 - i. Players on an active roster may, upon request, ask to be released from the team.
 1. A player release form must be completed and submitted to the league.
 2. The player will immediately, upon approval, be placed on the draft list.
 3. The next team in the draft list will have the first option to sign the player.
 - a. The team will have 24 hrs to contact and sign the player.
 4. The next team will automatically have the option to sign the player after a 24 hr period or immediately after the previous team indicates they PASS.
 - ii. Players may ask to be traded.
 1. If a player asks to be traded, the manager will inform the league, and

- the league will post the availability of the player in question.
2. Any manager interested may contact the other team's manager to negotiate a trade.
 3. ALL trades MUST BE agreeable to all parties. No player can be traded against their will.
 4. Players that ask to be traded may offer non registered, inactive players who did not play the previous season as compensation to their team and sign with any team they choose, as long as their team is agreeable to the offer in kind.
 - iii. A player cannot be denied from being released from their current team.
- b. Players who played in the previous season:
- i. Can resign with their team if they are offered to register.
 - ii. Can opt into the draft.
 - iii. Can leave their team to start their own team.
 - iv. Can negotiate with any team of their choosing to compensate their former team with a player or players or other non monetary compensation.
 1. Proper documentation must be completed.
- c. Players who did not play last season:
- i. Can sign with any team they choose, and are free to be contacted by any manager in the league without penalty.
- d. Players who choose to start their own team:

- i. May recruit any player who has not played in the league the previous season.
- ii. May select players from the draft
- iii. May execute a trade.
- iv. Under NO CIRCUMSTANCE is a new manager to recruit from the existing pool of league players that are either active or have played for another team the previous season.

These policies are being put in place to protect each team from losing players to other teams. The animus and betrayal this causes is not worth it, and ultimately, it harms the affected team, and it harms the league overall. These policies are designed to prevent such occurrences from happening and give each team a chance to build and retain their team from year to year, without fear or concern of another manager or player conspiring to leave the team (and bring a bunch of players along with them).

Having said that, it is each manager's responsibility to foster a good relationship with their players. If players do not want to play for you, then there is a problem. Players will not be forced to play for a team that they do not want to play for, but they are not going to have the freedom to go wherever they want either. Actions have consequences, and it is in the best interest of managers and players to understand the terms of their participation as a member of the team. The sooner you have your players on board, the better for all. Players need to be made aware of this policy change so that we can avoid any further issues.

The Draft:

Teams will draft according to their regular season standing the previous season. New teams will be placed ahead of the regular draft order.

During a league sponsored draft event teams will have to option to make their selection or pass.

During the season, when a player becomes available, teams will have a 24 hour period to select. If the player is not selected, the next team will automatically have the option.

Players that go through the draft and are not selected by any team are eligible to sign with any team they choose, provided they can find a team that agrees to sign them.

The league will maintain a list of draft eligible players and the draft order.

Players that register but never played in a game do not meet the criteria to be considered a player protected by these rules. A player that played for a team in the previous season will have been properly registered, have a signed waiver contract on file, and played in an actual game for that team.

Active players are players who are on the roster, have properly registered, and have a signed waiver contract on file.

If a NEW player registers during the preseason and ultimately never plays for the team he registered with, that player will not be considered protected under the new policy. This is to keep teams from "signing" players in an effort to keep them from signing for another team or leveraging that player in an effort to receive compensation via a trade. Your ONLY protection comes from when a player actually plays for your team.

It is incumbent for each manager to help bring new managers up to speed with the rules and policies of the league. It is just as important for players to understand the policy of the league, and an explanation as to WHY these rules exist. The amount of damage that is caused by player movements is SIGNIFICANT, and it is one of the primary reasons why there is a lack of stability amongst teams in the league. These policies are not designed to hinder any team from acquiring players in a fair, just, and legal fashion.

Player Trade/Acquisition Form

Manager _____
Player _____
Team of Origin _____
Team Traded to: _____

Trade Compensation

Manager _____
Player _____
Team of Origin _____
Team Traded to _____

“Other” Considerations:

Signatures:

Player _____
Date _____
Player _____
Date _____
Manager _____
Date _____
Manager _____
Date _____

All trades are finalized when approved by the league and players are transferred to their new team online.

Player Release Form

Player Name _____ Date _____

Team _____

Manager _____

Reason for release: _____

In the event there is a balance owed to the team by the player, this is a matter between both parties and not the league.

____ Initial

____ Initial

Player understands that upon his release he will be placed in the draft pool and may or may not get picked up by a team.

____ Initial

Player understands that he is eligible to be picked selected by any team in the league and agrees to play for that team for the remainder of the season. ____ Initial

Player understands that additional fees may apply to the team he signs with, such as uniforms, caps etc.

____ Initial

Player understand that the team he ends the season with will be the team he can register with (provided an invitation is extended), otherwise, the player will enter in the draft next season.

____ Initial

Player understands that playoff eligibility may be impacted if he does not maintain eligibility requirements. ____ Initial

Player understands that he may be traded, but retains the right to approve or decline the trade. ____ Initial

Signatures:

Player _____ Date _____

Manager _____ Date _____

FACILITY MAINTENANCE AND CLEANLINESS:

FIELD MAINTENANCE: Fields must be returned to their original condition after each game and before teams leave the field. This includes raking the mound and home plate area, dragging infield dirt and raking base paths, cleaning up each dugout, and cleaning up litter on the field and stands. Field maintenance duties are assigned to teams as follows: **On "assigned" fields:** The assigned home team takes care of the mound and home plate, cleans up litter on the fields and stands, and cleans up its own dugout. The visiting team drags the infield and rakes the base paths, and cleans its own dugout. All fields require maintenance upon completion of a game or a practice, either before and/or during a season. Infields should be dragged when a drag is available. The pitching mound and batter's box are to be raked smooth, including filling in all holes. Dugouts are to be swept and/or picked clean of trash. Tobacco, cigarette butts, chewing tobacco, dip, as well as other trash such as sunflower seeds, gum or the like, is something the coaches do not want to see when they return to their field. The CABA will not tolerate this occurrence either. Stands and bleachers are part of the field and must be picked clean of trash. **TEAMS PLAYING THE EARLY GAME ARE NOT EXCUSED FROM THE RESPONSIBILITY OF CLEANING UP THEIR DUGOUTS AND PREPARING THE FIELD FOR THE TEAMS PLAYING THE LATER GAMES.** Failure to perform this work after a game or practice can result in loss of the field to the team involved and potential loss of the field to the league if the fields are abused. Teams may be fined \$15.00 to \$100.00 and are subject to league suspension for failure to take proper care of the fields. If a field is wet, **DO NOT MOVE DIRT OR ANY OTHER MATERIAL ON OR OFF A FIELD** to make it playable. If the field cannot be made ready by light raking, do not play on it! Do not subject a wet field to footprints or heavy raking. Requirements for field maintenance may vary from city to city depending on requirements from coaches, athletic directors, etc.

RESPECT FOR FIELDS: All players and managers are reminded that pre-game stretching and throwing should be done on the outfield grass not on the infield or in front of the dugouts.

Hitting drills against any fence are prohibited because it damages chain link fences and jeopardizes player safety.

Do not pitch batting practice from in front of the mound.

No climbing or jumping over fences to gain access to a field. If a field is locked and a team does not have the key, stay off the field.

Cutting locks or removing gates to get on a field or obtain field equipment is expressly prohibited. Any such actions shall result in a fine and subject that player/team to league suspension.

Stay off dugout roofs and back stops.

Both managers of each team are responsible for verifying the field playing conditions and ensure they are playable before a game starts. If a field is determined by a manager not to be in playing condition for any reason, the umpire, and its opposing manager must agree the game should not be played. All unplayable field conditions should be reported immediately to the League President so the field can be corrected or so the CABA can move future games off of the field.

Managers are liable for the cost of damages to a field in addition to being subject to fines and suspension without refund.

Sign _____

UMPIRES

Umpires are to be paid at the home plate meeting prior to game time. In the event of a forfeit or a suspended game, follow the policies in the rulebook that reference those situations.

FORFEITED GAMES:

FORFEITED GAMES:

Teams forfeiting games at game time are responsible for paying at least one umpire at the game. Failure to pay at least one umpire will result in suspension for the manager. The suspension may apply to the manager even if they are not in attendance. After forfeiting a game, a team has until 5:00 p.m. three (3) days before its next scheduled game to submit payment to the League President for umpire's fee (**fees for BOTH umpires**) for a forfeited game. Failure to do so within the allotted time will result in the next game being declared a forfeit. Failure to submit payment before the next scheduled game will result in a 2nd forfeit, and possible suspension of the team from league play. **Upon forfeiture of a third game, the team will be expelled from the league. Any team forfeiting a playoff game will automatically be expelled from the playoff tournament.**

FEES & PAYMENTS:

Each team pays one umpire **before** the start of the game. If there is a forfeit, the forfeiting team must pay at least one umpire at game time. The forfeiting team may elect to pay the other umpire at that time or submit payment to the League President as set forth above.

Sign _____

If only one umpire shows up for a game, each team should pay him half the regular fee for that game. In the event that a game is postponed due to rain or field conditions before it becomes official, **the umpires will receive a prorated portion of the amounts of complete innings that were played, and they will return the balance. Umpires will be paid the prorated portion of the balance of the game when it resumes.** Umpires are entitled to a full fee once the game is official. Completion of 5 innings is an official game.

Sign _____

BEHAVIOR TOWARD UMPIRES:

Umpires shall not to be physically or verbally abused. If you have a complaint about an umpire's call, explain it to him. If you are reasonable, they will be reasonable. If problems develop between you and an umpire, notify the League President and provide them with the umpire's name and number. **VERBAL ABUSE OR**

PHYSICAL CONTACT WITH THE PERSON OF AN UMPIRE OR THEIR PERSONAL PROPERTY (i.e., automobile, equipment, etc.) IN ANY WAY IS FORBIDDEN BY BOTH CABA AND OFFICIAL BASEBALL RULES AND WILL BE DEALT WITH BY A MINIMUM 3 GAME SUSPENSIONS, SEASON EXPULSION, OR PERMANENT EXPULSION FROM THE CABA.

Sign _____

Discussions with umpires are to be done on the field. If any player or manager follows an umpire off the field they will be subject to suspension and expulsion from the CABA. Remember that as with players, no umpire is perfect. Some are better than others. It is your place as manager to deal with the umpires; keep your players away from them. If anybody is ejected, it should be you, not your players. However, don't make a habit of being ejected. A manager ejected 3 times in a season may not be allowed to continue as a manager in the CABA

SUBSTITUTE UMPIRES:

If umpires fail to show up for a game, the game may be postponed and possibly rescheduled. However, if both managers agree, one or two substitute umpires may be chosen from the available players and/or fans. This is not in lieu of using umpires who have arrived in time for a game. Substitute umpires must be players or coaches who are on the roster and eligible to play, or a fan that BOTH managers agree to. A player serving as a substitute umpire will be ineligible for that game. Substitute umpires will call balls and strikes from behind the mound, if they are not equipped with the proper safety gear. There will be no substitutes for substitute umpires. The scheduled game may be played so long as there is a written agreement that a substitute umpire is acceptable to both managers. The written agreement must be signed by both of the

managers and a player from each team prior to the start of the game.

The League President must receive the written agreement within two (2) days of the game. The Home team is responsible for insuring that the League President receives the original agreement. If either manager declines to use the substitute umpire rule, the game is postponed and will be rescheduled if possible. If either team has less than 9 players and no umpires have arrived, the Eight Man Start Rule applies. Should umpires arrive after the start of the game, the substitute umpires must yield to the regular umpires. Late umpires are to be paid a prorated share of their fee based on the number of innings missed and the number of innings to be played in the game.

EQUIPMENT: BASEBALLS & BATS:

Each team is required to provide three brand new baseballs per game to the home plate umpire. Only Official approved CABA baseballs are to be used in an official game.

No rubber coated, plastic, youth league or obviously defective baseballs are allowed. Use of unapproved baseballs shall cause the ball(s) to be removed from the game and a \$10.00 per ball fine may be imposed. Repeated use may result in further disciplinary action including, but not limited to, a fine and/or suspension of the manager or team.

Wood and composite wood bats are allowed for league play. Bats that have a $-.03$ differential in weight vs. length or less are currently eligible. Bats with a "pebbled" or "golf-ball" finish on the barrel are prohibited. Before a player invests in a "hi-tech" bat with such a finish they should check with the League President. Unauthorized use will result in the bat being removed from the game. If a bat was used in a game and it produced a game changing result (such as an RBI hit or home run), the result CANNOT be protested after the fact.

UNIFORMS:

The required minimum uniform for a team consists of matching shirts with individual numbers, and matching hats. Additionally, all players must wear some type of baseball pants and baseball cleats. No shorts, cutoffs, sweat pants, workout pants, or jeans are allowed. Any team not in the minimum uniform is subject to a \$15.00 fine the first time. The second time the fine will be \$30.00, and will be increased by \$15.00 each time thereafter. Repeat offenders may also be subject to suspension or expulsion. An average grace period of 3 weeks from Opening Day is allowed for teams with uniforms on order that have not been received. The grace period shall also apply to new players joining the team during the season.

SHOES:

Metal spikes, plastic and rubber cleats are approved for CABA games. Any player found to be wearing deliberately sharpened spikes would be subject to ejection and possible suspension from the league.

HELMETS:

All batters must wear a protective helmet that has at least one earflap facing the pitcher. Players will not be allowed to run bases without a helmet. All catchers must wear a protective helmet while playing their position. No catcher will be allowed to assume that position without protective headgear. The umpires will enforce this rule. There are no exceptions, waivers, or special circumstances. **Players not wearing a protective helmet will not be allowed to continue in the game until they have corrected the problem.** If they are presently in the batting order, their

removal will be governed under the rules for Offensive Substitution. If their removal occurs when their team has no eligible substitutes, the game will be forfeited.

PLAYING THE GAME

SCHEDULE:

The schedule issued by the League President is the official schedule. Managers may not cancel, postpone or otherwise reschedule games by themselves. The League President or a designated league official must make all adjustments to the schedule. The League President cannot possibly accommodate all special requests for particular times and play dates for every team but the schedule will be balanced so that every team has approximately the same number of "home" games as "visitor" games; so that no team plays any other team too much (for example Team A plays Team B 5 times but only plays Team C 2 times), and the schedule will take into account teams that have been assigned to particular fields. Schedule changes, if necessary, are made in the weekly newsletter, email and website. All schedule changes are official when published. When possible, these changes are listed at least five (5) days in advance so your players can be notified. Keep these updates for reference. **If you feel you've missed any updates be sure to contact your League President immediately.** Canceled games are games taken off the schedule because a team has dropped out of the league or a team has declared it is unable to field a team for a game and is forfeiting it.

These games are not rescheduled. Postponed games are games postponed due to rain, field conditions, the CABA makes every attempt to reschedule these games, however, rescheduling is not guaranteed.

Sign _____

GAME TIMES & TIME LIMITS:

Unlike collegiate or professional baseball, time limits on games are necessary for many reasons. As with any recreational activity, it may be important for family members to plan and time their activities. Additionally, field use usually requires that "game time slots" be booked well in advance. Other teams may well be waiting for their time-slot on a field to begin. Coaches and other field officials may need to restrict the actual hours a field is in use. The CABA recognizes that the clock does traditionally not govern baseball, however practical consideration makes the following necessary. The typical CABA game consists of either 7 or 9 innings or 2:15 and 2:45 hours respectively, whichever comes first. No new inning may begin after the 2:15 hour point of a 7 inning game or the 2:45-hour point of a 9-inning game. If time has elapsed before a regulation game, then the game shall be considered a regulation game. Any inning started before the allotted game time must be completed. Extra innings may be played to break ties within the allotted time limits, with no new inning to begin after the 2:15 or 2:45 hour mark respectively. The umpires will announce the official time. IT IS THE HOME TEAM MANAGER'S RESPONSIBILITY AT THE HOME PLATE MEETING TO DETERMINE OFFICIAL START TIME FROM THE UMPIRES, AND TO AGREE ON WHO IS HOLDING THE OFFICIAL CLOCK. THE OFFICIAL START TIME WILL BE NOTATED IN THE HOME TEAMS BOOK. MANAGERS WILL SEND A TEXT AT THE HOME PLATE MEETING MARKING THE OFFICIAL START OF GAME. Any game ending in a tie after the allotted

game time will remain a tie in the standings. A game suspended for any other reason will be completed at a later date if it has a bearing on the final standings. If a game starts late due to adverse weather conditions, the 2:45-hour or 2:15 hour clock is considered to have started when the first pitch is thrown. **If weather conditions interrupt a game, the clock is stopped and will resume when the game continues.** If the game is delayed for any other reason, the 2:45 or 2:15 hour clock begins at the schedule time of the game. Umpires are paid from the scheduled start time. 20 minutes is allowed between games is to be used for infield/outfield warm-up, not batting practice. Each team is allotted 10 minutes infield/outfield warm-up. The home team takes infield first, followed by the visiting team. **5 minutes before the game, managers and umpires should meet at home plate for exchange of lineups and discussion of ground rules.** A forfeited game occurs when one team is unable to field enough players (8) at game time. There is a 15 minute grace period with a run being accessed and for every 5 minutes after the grace period. The game will be forfeited at the 30 minute point from the official start of game. The forfeiting team is responsible for paying both umpires and must pay at least one umpire at forfeit time or the manager faces a one game suspension and team will not play until umpires have been paid.

EIGHT PLAYER START RULE:

Teams may START AND COMPLETE any game with only 8 players and do so without penalty of a forfeit. The team with 8 players must record an out in the ninth spot (it must be the ninth spot only) in the order throughout the game, unless the missing player arrives (See ruling governing arrival of missing player). Given the fact that everyone has come to play ball, eight players will be enough to start a game. Because both teams are playing, both teams are still responsible for paying their share of the umpire's fees. The team starting with 8 players is not liable for payment of all umpire fees. THE GAME SHALL BE

CONSIDERED AN OFFICIAL GAME AND THEREFORE PAYMENT OF THE UMPIRES IS TO BE MADE BY BOTH TEAMS AS IF THEY EACH HAD 9 OR MORE PLAYERS TO START THE GAME.

When a game is started with eight players on one team, that team must accept an out for the 9th position in the batting order for the first time that position comes up and each time thereafter until the 9th player arrives. The out MUST be recorded in the NINTH spot in the order every time it occurs, regardless of where the missing player would normally bat. When the ninth player arrives he may be added into the line-up only in the ninth batting position. He may also take his position when he arrives.

IF NINE PLAYERS ARE AVAILABLE THE TEAM MUST START WITH ALL NINE PLAYERS AND ARE NOT PERMITTED TO "HOLD ONE BACK."

ADDITIONALLY, ONCE THE 9TH PLAYER ARRIVES, ANY ACTION RESULTING IN A PLAYER EJECTION WITH EXCEPTION TO THE INJURY RULE, WHICH WOULD REDUCE THE NUMBER OF ELIGIBLE PLAYERS TO NOT MEET THE OFFENSIVE LINEUP RULE, SHALL RESULT IN A FORFEIT LOSS. IN THIS EVENT, BOTH TEAMS ARE STILL RESPONSIBLE FOR PAYING THE UMPIRES - NOT SOLELY THE FORFEITING TEAM -THE LOSS IS THE PENALTY.

OFFENSIVE AND DEFENSIVE SUBSTITUTION AND HITTING

LINEUP CARDS:

Each team is required to provide a lineup card to the home plate umpire and to the opposing manager before the start of the game. The lineup card must list the player's first name and last names and their number. An incomplete lineup card invalidates a protest. It must also include the names of any substitutes expected to be available for that game. This, however, is not cause for forfeit of a game. If the line-up is incomplete, it must be completed before the game starts. Umpires and opposing managers will not accept

incomplete lineup cards. Any player arriving late and not listed on the lineup card cannot play in that game. A player in the game who is not listed on the lineup card will be removed from the game. As a precaution it is best to list all eligible players on your lineup card including those players that are expected to arrive late or not at all. Although managers are eligible to play, they must be listed as a starter or substitute just like any other player. Managers must notify the umpires and the opposing team of all offensive substitutions and pitching changes when they are made. If a change is not announced, the game will be stopped upon question and both benches notified of the change.

OFFENSIVE AND DEFENSIVE PLAYERS AS SEPARATE AND INDEPENDENT

Offensive and defensive teams are separate and operate independently of each other. Teams may make unlimited defensive substitutions, except that pitchers who are removed from the pitching position may re-enter to pitch one time only. A pitcher may not re-enter to pitch during the same inning from which he was removed. Players may be substituted defensively, at any time, without affecting the player's offensive status in the line-up. Defensive changes for positions other than pitcher need not be reported to the umpire or the opposing team. Offensive players who are removed from the hitting line up via pinch hitter or pinch runner are allowed to continue participating in the defensive line up. Players who are removed from the offensive line up via an injury runner cannot re-enter the game in any capacity.

A team may elect, for the entire game, to bat ANY NUMBER OF PLAYERS, **however, it must finish the game with the same number of batters it started with.** If a team is unable to continue the game with the number of batters it started with, it is a forfeit. A team has 5 minutes (upon request from the opposing manager or home plate umpire) from the time of ejection or departure of a player from the line-up to indicate which other eligible player is

the substitute for the removed player. A team may bat 9 to all players and they may add players to the bottom of the order during the game with the provision that the team must finish the game with no less than the largest number of batters at any given time during the course of the game in the lineup. For additional information refer to the "Injury Substitution Rule."

Players that are currently on college roster are prohibited from pitching. Violation will result in a forfeit in any game the player has pitched in. Managers will be subject to a \$50 fine for each infraction. All teams are to indicate what college players are on their roster at the beginning of the game. Pool players, or players from other teams are not permitted to pitch.

Former professional players are permitted to play, as long as they are not under any professional contract. Former professional players at the MLB level are prohibited from pitching within 3 years of their last contract expiration date.

Teams are permitted to utilizing an A/B line up for batting positions ,10,11,and 12 only. Those batting positions will place two hitters in the batting position and will rotate turns at bat. Managers will inform the opposing manager of the use of an A/B line up. Players in the A/B lineup can be replaced, but they will be out of the game. There is no provision for reentry. In the even that a player has to leave the game, and there is not another player to fill that line up spot, that batting position will revert to a regular batting position without an A/B designation. A/B designation cannot be declared after the game has started. For example; you start the game with a 9 man regular line up and use 3 A/B batting positions. In the third inning a player shows up. You cannot add him to the #9 batting position as an A/B position.

BATTING ORDER & OFFENSIVE STARTER RE-ENTRY RULE:

A starter in the batting order may be removed and a substitute may bat in that player's place at any point during a game so long as the starter has had one plate appearance. The starter may return to bat again, but only in the original spot in the batting order, and only after the replacement has had at least one plate appearance. The substitute may not bat again once removed from the batting order. Please remember, only the starter may re-enter during the course of the game. Any other player re-entering the order will be treated as batting out of order. The starter and substitutes are locked into the same spot in the order and cannot bat anywhere else. They become ineligible to bat in any other position in the batting order. The starter and substitutes are considered "in the game," and may not be used as pinch runners as they have already been "used." A pinch runner (as opposed to a courtesy runner) must be someone who has not been in the batting order and will be dealt with under the offensive lineup rule (i.e., that player must have one plate appearance before the starter re-enters). A starter who is replaced by a pinch runner while on base is removed from the batting order. Once that runner or another legal substitute has one plate appearance the starter may reenter. A pinch runner who does not hit at least once in the spot in the order where the player they are running for batted, shall be considered "out of the game" and may not re-enter.

COURTESY RUNNER:

There is NO provision for a courtesy runner with the exception of the Pitcher and Catcher. The courtesy runner will be the last recorded out.

SAFETY ISSUES:

COLLISIONS

Any player who initiates intentional and high-impact contact with an opponent shall be called out and ejected from the game. No malicious attempt to initiate contact will be tolerated.

Base runners shall not use roll blocks or go out of the baseline to initiate contact. Slides should be directly to the bag – defined as being within an arm’s length of the bag – and the slide may not go past the bag. **Players must slide into the base or give up their right to a base (by stopping or leaving the base path)** if the defensive player has possession of the ball or is about to immediately receive the ball and will be able to make a play on the base runner. (NOTE: A base runner need not slide directly into a base as long as he slides in a direction away from the infielder attempting to make a play.)

If a defensive player is not in possession of the ball or is not about to immediately receive the ball he cannot block the base or be in the base path so as to impede (obstruct) the base runners right to that base. Under such circumstances, the defensive player shall be responsible to avoid any collision. If a collision does occur under these circumstances, the runner will always be considered safe and the obstruction rule shall be enforced.

Catchers shall not block the plate (or the baseline) unless the ball is in their possession or the catcher has a reasonable opportunity to make a play at the plate. Any less will be obstruction. Runners are not required to slide at the plate, but it is recommended that runners slide on any close play. Runners who do not slide and initiate contact with the catcher that is likely to result in serious injury will be called out and may be ejected if the umpire rules the contact was malicious and intentional.

DECOY TAGS

Defensive players shall not use decoy tags or verbal inducements to get a runner to slide unnecessarily. The only permitted exceptions are that an infielder may perform a phantom double play or phantom cut-off that is strategically performed to limit the advancement base runners. A player that violates this provision will be warned once and ejected on a subsequent incident.

BLOODY INJURIES

If a player incurs an injury which results in an open bleeding wound or bloody saturation of the uniform, then the game should be stopped and the player should be given appropriate medical treatment. This should be done at the direction and discretion of the umpiring crew. If the player can be treated without undue delay, play should be stopped until the player has received proper treatment. A player may not return until the umpiring crew and coaching staffs are satisfied that no danger remains to other players from the transfer of blood-related disease due to contact with the injured player.

DEFENSIVE LINEUP:

All teams have the option to substitute freely on the field in any defensive position except for the pitcher. Pitchers removed from the pitching position may re-enter to pitch one time as long as they do not re-enter to pitch in the same inning from which they were removed. An exception is granted if the relief pitcher becomes injured and the coach needs the removed pitcher to return in order to complete the inning. Violating this pitcher's rule does not constitute a forfeit, although the pitcher must leave the mound immediately. **Free substitution on the Field does not**

affect the batting order. Defensive positions need not be listed on the line-up card except for the pitcher.

INJURY SUBSTITUTION:

If a team is unable to continue to bat the original number of hitters that began the game due to the injury of a player, then in order to prevent a forfeit a previously used player not currently in the batting order may take the injured player's place in the order. This switch in the hitting order is contrary to the aforementioned Re-entry Rule and may only be used for an injury, where continuing to play, **per the umpires' sole discretion and judgment**, would further affect the injury. **This is not an ejection and hence rules governing ejection do not apply.** If a team has no more than the original number of batters in uniform at the game at the time of the injury, then the game shall continue and may be completed under the 8 man start rule (i.e., an out shall be recorded in the injured player's spot in the order). Once a player is removed under this Injury Substitution rule, they may not re-enter the game under any circumstances, even if they appear to have "recovered."

RUN RULE (MERCY RULE):

There is a 10-run rule that takes effect at the completion of the 7th or any ensuing inning of a 9-inning game. If the home team is ahead by 10 runs after 6-1/2 innings, the game is complete. There is a 10 run rule that takes effect at the completion of the 5 innings or any ensuing inning of a 7-inning game.

DOUBLEHEADERS:

Doubleheaders can either be 9 or 7 innings. The second game of a doubleheader starts 20 minutes after the first game has ended.. If only the first game of a doubleheader can be completed before conditions dictate a rain out or postponement, umpires should be paid for the one game only. If the first game of a doubleheader is forfeited, the second game will begin 2-1/2 hours from the scheduled start of the first game. A forfeited 1st game does not equate to a 2nd game forfeit. The allotted time must elapse before determining the status of the 2nd game.

RAINOUT POLICY:

Any game that has gone at least (5) complete innings before being called because of rain will be deemed a “complete game”. If a game has past (5) complete innings and the game is called due to rain by an umpire before the bottom of the inning is complete, then the score of the game will revert back to the previous inning and the game will be ruled complete. If a game has been postponed, the League President will communicate this through established communication channels announcing the postponement. If a scheduled game is not postponed, both teams must be at the field, dressed and ready to play. A team not prepared to play is subject to forfeit. The Eight Man Start Rule does apply. **If the field is unplayable, both umpires will make the decision at that time, not the managers.** Umpires are to wait 30 minutes if it appears there may be a favorable change in weather conditions. Umpires may be subject to suspension for starting a game on a field that is unplayable, only to suspend the game shortly after its start. Starting a game to collect a game fee and then suspending the game is unacceptable. Report such instances immediately to your League President. Umpires are not accountable to the schools for the condition of the field, however the CABA is. Therefore, consideration should be given to the condition of the field after the game has been completed. Will it be possible to restore the field to its original condition before the next game? Teams and umpires are subject to suspension for

playing on a field that effectively makes the field unplayable after the game. Decisions on playability of a field are made for the sake of the field and the league, not for the convenience of teams or umpires. Fields are a very important part of a league. It does no good to ruin a field and lose it for the season just to play one game that could be postponed and rescheduled. DO NOT HAUL DIRT OR ANY OTHER MATERIAL ON OR OFF A FIELD TO MAKE IT PLAYABLE. LOSS OF A FIELD'S USE TO THE LEAGUE DUE TO THE IMPROPER ACTIONS OF A TEAM OR TEAMS WILL RESULT IN SANCTIONS, INCLUDING, BUT NOT LIMITED TO, SUSPENSION/EXPULSION OF THE OFFENDING PLAYERS/TEAMS, FINES, AND REIMBURSEMENT BY THE OFFENDING PLAYERS/TEAMS TO THE FIELD'S OWNER FOR DAMAGES. If the field cannot be made ready with light raking, do not play on it! Do not mess up a wet or muddy field with footprints or heavy raking. Notice of postponement of morning games will enable managers of teams playing in the afternoon to be notified of possible postponement of their games. The CABA will make every reasonable attempt to reschedule rained out games.

CANCELED GAMES:

Teams canceling games due to lack of players is unacceptable and will not be tolerated by the CABA. Teams may not cancel games because their best hitter or pitcher is unavailable that week. Teams canceling games may be charged with a forfeit loss and fined accordingly. Canceled games will be treated as a forfeit loss and not be rescheduled. Re-scheduling in legitimate emergency situations is solely at the discretion of the League President.

REPORTING SCORES: Home team keeps the "official book." The scorekeeper on the visiting team should compare books after each inning to avoid disputes on the score later in the game. It is

suggested, for the sake of accuracy and timely reporting, that BOTH TEAMS TEXT AND POST SCORES TO THE LEAGUE FACEBOOK GROUP. However, the winning team in each game is required to report the score to the League President by 8:00 p.m. Sunday evening (exception for doubleheaders - see below). Game results may appear in the local newspaper. Since many teams have a company or commercial sponsorship, it is important that all scores be reported so that sponsors can see evidence of their sponsorship, whether their team is winning or losing. If a game is postponed, the Home team is to report this. The winner of the first game of a doubleheader should report the scores for both games. The winner of a forfeited game should report their score, as a forfeit win, not a 9-0 win. Failure to call in the game scores will result in a \$10.00 fine for the first offense, \$20.00 for the second, \$30.00 third, and so on. Scores appearing in paper are unofficial due to potential misprints. The official scores and standings come from your League President.

PROTESTS, FINES & SUSPENSIONS

PROTESTS:

For any protest to be considered, the protest must have been filed according to the Official Rules of Baseball rule 4.19, which states in part: *No protest shall ever be permitted on judgment decisions by the umpire. In all protested games, the decision of the League President shall be final.* No protest will be considered unless it meets rule 4.19. The exception being protests involving ineligible players in league play only. This exception will allow a protest to be filed up to 24 hours from the protested game's start time. Players questioned to be ineligible must be asked to show identification at the protested game in question at the time of the protest. Second, when notifying your League President of a protest, do not expect him to handle the problem on Sunday night. Generally in protests, emotions are running high, and the CABA concern is for a fair,

dispassionate hearing of the protest, not a resolution within 1 hour of the protest being filed. Notify your League President on the phone that you have filed a protest, then sit down and write out the play or decision you are protesting, the circumstances, obtain some supporting viewpoints, and allow your League President time to investigate the protest. This involves talking with umpires, the opposing manager, yourself and perhaps other witnesses as well. Remember, according to the Official Rules of Baseball, RULE 4.19: "NO PROTEST SHALL BE PERMITTED ON JUDGMENT DECISIONS BY THE UMPIRE. IN ALL PROTESTED GAMES, THE DECISION OF THE LEAGUE PRESIDENT IS FINAL. EVEN IF IT IS HELD THAT THE PROTESTED DECISION VIOLATED THE RULES, NO REPLAY OF THE GAME SHALL BE ORDERED UNLESS, IN THE OPINION OF THE LEAGUE PRESIDENT, THE VIOLATION ADVERSELY AFFECTED THE PROTESTING TEAM'S CHANCES OF WINNING THE GAME.

PROTEST FEE: A \$50 dollar cash protest fee is to accompany the written protest. This fee will be returned to the Protesting team if the decision is ruled in their favor. The protesting team shall forfeit the fee if the protest is denied.

FINES & PENALTIES: Fines and/or penalties may be levied against teams, managers, or players that have committed rules infractions. All fines (and penalties) are to be paid by 5:00 p.m. two (2) days before the next scheduled game. If a fine is not received, the manager or player involved is immediately ineligible to play the next game. If a team fine is in effect, the game is forfeited. If fines are not paid by 5:00 p.m. two (2) days before the game of the following week, managers, players and/or teams are subject to further league action. All penalties will begin with the next scheduled game. Rainouts and canceled games are not counted towards fulfillment of the penalty (i.e., if the next scheduled game results in a rain-out, cancellation, or postponement, the penalty carries forward to the next game and so on until it has been fully served). The following list, which is neither an exclusive nor all-inclusive list, shall govern infractions

not already covered: 1. Alcohol/Drugs: Any player violating league rules concerning alcohol may receive a three game suspension; a second violation may result in that player's expulsion from league for that season. 2. Fighting: Any player involved in fighting, physical or verbal abuse, including but not limited to physical threats, racial epithets, foul or abusive language, toward another player or manager, may receive up to a three game suspension, possible season expulsion and/or other penalties that may apply. 3. Verbal abuse or physical contact with an umpire: minimum of a three game suspension, season expulsion, and/or permanent expulsion from the CABA. 4. Field neglect: \$25.00 fine minimum plus the assessment of any and all costs associated with the neglect (also see: "Rain-out Policy" Rule above). 5. Preparedness (not having batting helmets or catcher's gear, etc.): \$10.00 fine. 6. Game balls: teams not having 3 league-approved baseballs for each game will be fined \$6.00 per missing ball. 7. Losing league equipment (bases, rakes, or drags): \$25.00 fine plus replacement cost of lost equipment. 8. Player Ejection: Any player ejected from a game twice during the season will receive an immediate one game suspension effective the next scheduled game. A player ejected a third time is subject to suspension or expulsion from the league. 9. Manager Ejections: Any managers ejected three times from CABA games during the season are subject to suspension; additionally they may not be allowed to continue that season or the next as a manager. 10. Managers may also be suspended and/or fined for ordering pitchers to throw at opposing batters. 11. Throwing equipment to express displeasure at an umpire's call may result in a warning or an immediate ejection from the umpire.

The CABA reserves the right to impose additional penalties, including but not limited to, fines, suspensions or expulsion of players and managers based upon the seriousness of the rules violation. **EJECTIONS:** A game in which a player ejection prevents a team from placing 8 defensive players on the field per the offensive lineup rule with the exception of the injury substitution rule shall be considered a forfeit. An ejection in which

a team cannot substitute for a player in the batting order within the 5-minute grace period will be considered a forfeit AT THE TIME OF THE EJECTION. In either case, if an opposing team contests the offending team's ability to supply an eligible substitute, the offending team has 5 minutes to produce an eligible substitute or the game will be declared a forfeit. During this 5 minute time period, the game will halt but the time will not be added to the game clock. At the discretion of the opposing manager, the game may continue with the use of one of his players for defensive purposes only.

ALL-STAR GAMES, PLAYOFFS & AWARDS:

TIEBREAKER SYSTEM: All division winners and playoff participants will be decided based on winning percentage. The winning percentage is decided by dividing a team's total wins by their total games played. For example, a team that is 18-3 has a winning percentage of .857 while a team that is 20-4 has a winning percentage of .833. Therefore, the 18-3 team is the division champ. Ties will be counted as 1/2 win and 1/2 loss. As an example, a team that is 14-6-4 is 16-8 for winning percentage purposes, while 16-6-1 is 16 1/2-6 1/2. The winning percentage of the former is .667 while the latter is .717 giving it the title. There will be times when the winning percentages end up equal. In those instances, the tie will be broken using the following system (without exception)

Two teams: 1. Head-to-head: Who beat whom when they played each other. 2. Fewest runs allowed, head-to-head: Blues beat Reds 4-3, Reds beat Blues 10-2. Reds win by virtue of allowing 6 runs to the Blues 13. 3. Winning Percentage within the division. 4. Run differential, head-to-head: As in 2. above, Blues won by 1 run, Reds won by 8 runs Reds win. 5. Fewest runs allowed per game average: take the total runs allowed for each team, and divide that figure by

the total games played. The team with the lowest average runs allowed per game wins.

BUILDING YOUR TEAM

If you are new to the league or are forming a new team, it is important that you observe league policy regarding player acquisitions. Make sure you refer to the section of the rulebook that covers player acquisitions.

If you are a returning team, building a strong cohesive team will ensure that you do not have to rebuild year after year. Keeping your players informed and communicating with them goes a long way. When you reach the end of the season you should be talking to your players both one on one and as a group to find out what players want to return. By January you should have those players that are returning registered, and you should know how many new players you need to round out your roster.

You are free to use any marketing material the league produces to help with your recruiting efforts. You should be thinking in terms of building your team as a brand. This means that having a presence on social media platforms, sending out press releases about recruiting events, making arrangements to appear on local radio and tv stations, talking with college coaches, etc. etc. It is highly recommended that you create some business cards and hand them out. Keep your returning players connected throughout the off season. Send out a newsletter to your players and their friends and family. Build a list of team contacts and use that list to engage with those who support your team. Make efforts to get fans to your games. Remember, the more you do to make the game memorable and fun, the more likely your players are going to be happy, and the more likely they are going to refer their friends/family to play. Your goal should be to attract as many players to your team and the league as you can, and you have limitless ways to do that.

As per the new league policy regarding player acquisitions, managers are not to solicit players from existing teams. Be sure you completely understand these rules.

INFORMATIONAL MEETINGS & MANAGER'S MEETINGS: LEAGUE BY-LAWS

The league will host meetings from time to time. Manager meetings are important for league planning purposes, and as a manager, your participation is required. As many of you know, putting all the things in place to have a successful season is significant. The pre season planning stage is the busiest time of the year, and there are endless things that have to be done. Many of which require either some action on the part of the managers or some feedback or response to a question. Face to face meetings are used sparingly, but when they are needed, you need to make every effort to be there. Other than that, the league utilizes Facebook messaging and email to send out important information. As a league manager, you must make sure you are staying on top of this. Circling back with managers who are not following the updates gets old and is a waste of time. Follow up questions are perfectly fine, but having to educate a manager on something that was disseminated weeks earlier should not occur.

TRYOUTS & PLAYER DRAFT INFORMATION

Tryouts and draft selection will occur when the league has a pool of players looking to get on a team. The draft order will be in the order of a team's record (regular season) from worst to best. In the event that a new team enters the league, they will be among those getting the top draft order.

Draft order will be published online and sent out to all managers via email. The league will maintain and keep track of draft picks

throughout the season. During a tryout event, teams present will pick according to draft order during that event. Teams not present waive their right to a pick.

During the season, players may contact the league and want to play. If you have roster availability, you may want to sign a player who is on the draft list. This list will be published and you will have 24 hours from the time the player appears on the list to make a selection. After 24 hours the next team will automatically have their turn to make a selection. If a player does not get selected by any team he will be eligible as a free agent to sign with any team he can negotiate with. Those players, if they choose will also be eligible to be pool players.

SAFETY RULES FOR STANDS, PLAYING FIELD, BENCHES/DUGOUTS:

All teams will observe the safety guideline published in this rulebook, as well as any safety guidelines specific to the facilities that we use. It is the managers responsibility to ensure that these guidelines are being observed at every game, and this includes fans and spectators. It is important that you familiarize yourself with all safety guidelines, and when you see something, you need to say something. Issues that cannot be resolved immediately should be brought to the attention of the league president, in writing, via an email.

TEAM ROSTER:

To be eligible, players must submit to the league: all applicable fees, proof of date of birth, player waiver forms and team medical waiver form. Players registered on the league's website DO NOT constitute eligibility to play. ALL Players must have a signed "CABA Player Terms" contract on file with the league, and ALL players must be in good standing with the league. Previously suspended players are not eligible until they have been granted eligibility by the league president. The league will not determine good standing on the basis of whether or not a player owes his team money. The league's position of this is that no player should have to owe money to his team once the season starts, and any manager that puts himself in that position of fronting money to a player is doing so outside of league recommendations, and the league will not intervene on your behalf to recover league fees for you.