ISRAEL ASSOCIATION OF BASEBALL

PREMIER LEAGUE
PLAYING RULES

(IAB RULE 14)

PREFACE

With amendments, the Junior, Cadet, and Premier League follow the Official Baseball Rules published by Major League Baseball. The Official Baseball Rules may be obtained from Major League Baseball and various retailers.

The Minor League Playing Rules (IAB Rule 11), the Juvenile League Playing Rules (IAB Rule 12), the Cadet and Junior League Playing Rules (IAB Rule 13), and the Premier League Playing Rules (IAB Rule 14) only apply to Minor, Juvenile, Junior, Cadet, and Premier League play within the framework of the IAB within Israel. They do not apply to international competitions. These international competitions are played under their own rules. The managers and coaches for the national teams participating in these international competitions are required to obtain a copy of these rules and intimately acquaint themselves and their players with their contents.

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INTRODUCTION

(a) Official Baseball Rules

These Premier League Playing Rules (IAB Rule 14) are for Premier League play in the Israel Association of Baseball (IAB).

(1) Where this Rule 14 differs or conflicts with any rule in the Official Baseball Rules as published by Major League Baseball, this Rule 14 has jurisdiction.
(2) In all other cases, play will follow the edition of the Official Baseball Rules which is posted at MLB.com.
(3) The posting of the latest edition of the Official Baseball Rules does not affect the Premier League during midseason, but will only take effect in the following Premier League season unless specifically addressed in an amendment to or a revision of the Premier League Playing Rules (IAB Rule 14) or in an official Premier League Coaches and/or Umpires Directive. The latest edition of the Official Baseball Rules may be adopted in its entirety or only one or more new or changed rules may be adopted. Silence means that neither the latest edition of the Official Baseball Rules has been adopted in its entirety, nor only one or more new or changed rules have been adopted.

(b) Numbering in this Rule

Rules are numbered as follows:

(1) The first two digits (i.e., 14) specify that the rule applies to the Premier League.
(2) The second two digits specify the "chapter" in the Official Baseball Rules that is being modified, supplemented, or to which additional rules are being added (e.g., 03 specifies that Rule 3.00 from the Official Baseball Rules is being modified, supplemented, or additional rules are added).
(3) If a rule from the Official Baseball Rules is being modified or supplemented, then the next two digits correspond to the rule in the Official Baseball Rules being **modified or supplemented** (e.g., Rule 3.03 contains rules concerning uniforms. Where the Premier League is providing additional rules for uniforms, these next two digits are numbered 03.)
(4) If **additional rules** are added that do not correspond to an existing rule in the Official Baseball Rules, the number of that rule follows the number of the last rule in the Official Baseball Rules (e.g., the last rule number in Rule 6.00, Unsportsmanlike Conduct, is 6.04. The number of the rule concerning "Illegal and Malicious Contact" is a number following 04.)

IAB Rule 14
Amendments to the Official Baseball Rules for Premier League Play

This IAB Rule 14 is effective on 01 March 2018.

This IAB Rule 14 supersedes in its entirety all previous editions of IAB Rule 14.

14.01 -- OBJECTIVES OF THE GAME

There are no supplemental or additional playing rules to Rule 1.00 of the Official Baseball Rules for Premier League play.

14.02 -- THE PLAYING FIELD

There are no supplemental or additional playing rules to Rule 2.00 of the Official Baseball Rules for Premier League play.

14.03 -- EQUIPMENT AND UNIFORMS

14.03.01 The Ball

No player shall intentionally discolor or damage the ball by rubbing it with soil, rosin, paraffin, licorice, sand-paper, emery-paper or other foreign substance.

PENALTY: The umpire shall demand the ball and issue a warning to the player and the team manager. Thereafter, any recurrence by any player of the team that received the warning will result in the ejection of the player violating this rule. For rules regarding a pitcher defacing the ball, see Rule 6.02 (d).

14.03.02 The Bat

(a) Composite wood bats including wood laminates are permitted in Premier League play *provided* they have:
   (1) A maximum length of 36 inches and a maximum diameter of 2 ¾ inches at its thickest part. An indentation in the end of the bat up to an inch in depth is permitted (cupped bats).
   (2) A safety grip which does not extend more than 18 inches from the base of the knob.
   (3) The following components --
      A. The entire bat must be round with a constant radius at any point and the finish of the hitting area smooth.
      B. There must be a direct line from the center of the knob to the center of the large end.
      C. The knob must be firmly attached.

Rule 14.03.02 (a) Comment: A bat which is broken, cracked, bent, warped, dented or that defaces the ball will be illegal.

(b) Any and all bats made of a one piece of solid wood used in Premier League play:
   (1) Must conform to Official Rule 3.02, or
   (2) May have a maximum diameter at its thickest part not exceeding 2 ¾ inches, but must otherwise conform to Rule 3.02.

Rule 14.03.02 (b) Comment: A bat which is broken, cracked, bent, warped or dented will be illegal.

(c) Softball bats are prohibited in Premier League play.

PENALTY: Upon appeal by the manager of the defensive team, a bat which does not comply with Rule 14.03.02 must be removed from the game. If a runner advances, before the appeal, on a hit, stolen base, balk, wild pitch or passed ball, such advance is legal. Any pitch, play or attempted play before the appeal will also be legal. If upon appeal, the umpire finds that the bat does not comply with Rule 14.03.02 until a time during or after which the bat has been used in play, it shall not be grounds for declaring the batter out, or ejected from the game.

14.03.03 Player, Coach, and Manager Uniforms

(o) All players, coaches, and managers participating in a game must be in uniform during the game wearing a cap and sport shoes and with their uniform shirt tucked into their pants.

(p) Players are not required to wear numbers on their uniforms.

(q) No player may wear a white wrist band when batting, playing defense, or coaching a base.

(r) (1) The pitcher may not wear a batting glove on either hand.
(2) The pitcher may not wear reflecting sunglasses (mirror type).
(3) The pitcher may not wear a wrist band of any type or color on either hand and he may not wear any type or color of band on his throwing hand. He may not wear any white, off-white or gray band of any type on either hand.

(s) (1) Any jewelry which in the judgment of the umpire-in-chief might cause, might contribute to, or might exacerbate an injury is prohibited. The avoidance of injury to our players is paramount.
(2) Any jewelry worn by the pitcher and considered distracting by the batter or umpire is prohibited.
(3) The wearing of watches and other inappropriate jewelry by Premier League players is prohibited.

Rule 14.03.03 (s) (3) Comment: The wearing of jewelry that is bright, showy or ornate, jangles, or glitters is specifically prohibited under this Rule 14.03.03 (s). An ear stud may be worn by Premier League players.

(4) If a particular piece of jewelry cannot be removed, it must be taped down. Earrings must either be removed or taped down.

EXCEPTION: Jewelry that alerts medical personnel to a specific medical condition is permissible, *provided*:

(a) The manager informs the umpire-in-chief at the pre-game conference which players are wearing medical alert jewelry. The manager must ensure there is a real medical need for the player to wear medical alert jewelry. The manager must be aware of the need, but is not to inform the umpire of the reason, only that the tag is being worn.

(b) There are two types of medical alert tags (MAT); a necklace/dog-tag type and an ID bracelet type.

(1) Pitchers may only wear a necklace or dog-tag type MAT. They must be tucked under the shirt and not visible to the batter or umpire-in-chief.

(2) Players other than the pitcher may wear an ID bracelet type on the glove hand only with a legal sports wristband made of material covering it. Alternatively, they may wear the dog tag or necklace type with the same restrictions which apply to the pitcher.

PENALTY: A player will immediately remove a piece of jewelry or a watch if an umpire orders its removal under Rule 14.03.03 (s). Failure to remove such jewelry or watch or otherwise conform to the requirements of this Rule 14.03.03 (s) will be cause for the ejection of the player.

(t) (1) A compression or medical sleeve may be worn by any player including the pitcher *provided* it is a solid uniform color. In addition, all players on a team who wear one must wear the same color which must match any part of an undershirt that is visible.

(2) A compression or medical sleeve worn on the pitching arm of a pitcher may not extend below the elbow of the pitcher if it is white or gray. A compression sleeve which is neither white nor gray, nor considered distracting by the batter or umpire, may be of any length and may be worn by the pitcher on either arm.

IAB APPROVED RULING: Should a runner or player use a batting glove to interfere with play, it will be judged interference or obstruction with no need of intent on the part of the interfering or obstructing player.

IAB APPROVED RULING: The tzizit are not part of the uniform and are also not part of the body. Therefore, they cannot be taken into consideration for a tag (offensive or defensive) such as tagging the base for a force out, being tagged in the tzizit, or touching base with the tzizit for a safe call. However, the tzizit may interfere or obstruct a fielder, batter or runner and in such case interference or obstruction may be called.

IAB APPROVED RULING: The batter shall not be considered to have been touched by a pitched ball for the purposes of Official Rule 5.05 (b) (2), if the pitched ball only strikes the batter's tzitzit. The umpire may call the ball dead when the pitched ball strikes the batter's tzitzit, if in his judgment the circumstances so warrant.

14.03.07 Any Fielder's Glove

The second sentence of Official Rule 3.07 (a) which imposes a PANTONE color set for any fielder's glove does not apply to Premier League play.

14.03.08 Helmets

The Professional League Helmet Rule at Official Rule 3.08 is not adopted by the Premier League.

14.03.13 (Additional Rule) Helmets and Personal Protective Gear

(a) Batters and base runners shall wear double ear-flap helmets designed for baseball. Players under the age of 16 must wear helmets when they are coaching bases. When on the field, bat boys and girls must also wear helmets.

(b) Base coaches shall wear helmets which may be non-earflap helmets.

(c) Catchers must wear a helmet, mask with throat extension or throat guard, chest protector, cup and shin guards. Hockey-style helmets satisfy the mask and helmet requirements.

(d) All infielders must wear protective cups.

14.03.14 (Additional Rule) Prohibition against Casts

(a) *Definition*
A "player" is a fielder, batter, or a runner.

(b) Casts may not be worn by a player during the game. A player wearing a cast must not enter the playing field during a game. During a game, a player should remain in the dugout area.

14.04 -- GAME PRELIMINARIES

14.04.01 Game Baseballs

The umpire-in-chief shall receive from the Premier League, rather than the "home club" as specified in Official Rule 4.01 (c) and 4.01 (d), a supply of game and reserve regulation baseballs in a quantity and make determined by the Premier League.

14.04.03 Lineup Cards

The written batting order must be legible and shall be written in either Hebrew or English. As a courtesy, potential substitute players should also be listed (whether present or not).

14.04.04 Weather and Field Conditions

(a) The Premier League Commissioner/Coordinator or in his absence, the Chief Umpire, shall be the sole judge as to whether a game shall be started because of unsuitable weather conditions or the unfit condition of the playing field, except for the 2nd game of a doubleheader. The Chief Umpire may further delegate this authority. A game's umpire-in-chief acquires this authority when he arrives at the playing field, if the Premier League Commissioner/Coordinator or the Chief Umpire has not cancelled a game in sufficient time to ensure that the teams and/or the umpire-in-chief do not arrive at the playing field.

14.04.05 Special Ground Rules

(a) Official Rule 4.05 will **not** apply to Premier League play, except as specified in IAB Rule 14.04.05 (c).

(b) The ground rules for baseball fields used by the Premier League are prepared and approved by the Premier League Commissioner/Coordinator and Chief Umpire. These rules may be amended or rescinded by the Chief Umpire after coordination with the Premier League Commissioner/Coordinator. The Premier League Commissioner/Coordinator will provide them to the manager of each team. The Chief Umpire will provide them to the senior umpires.

(c) Rule 4.05 will apply in its entirety if ground rules which have **not** been approved are presented by the manager of the home team.

(d) Official Rule 8.03 (a) (9) will apply if unforeseen circumstances or conditions arise at a baseball field for which ground rules have been approved.

14.04.07 Security

Official Rule 4.07 (b), Security, does not apply to the Premier League. Instead, the following guidance applies to the Premier League:

To the extent needed, the IAB will provide police and/or security protection sufficient to preserve order, to prevent spectators from entering the playing field, and to protect life and limb. The IAB may promulgate a playing rule, regulation, policy, or safety procedure for any type of security risk. Either team may refuse to play until the field is cleared or if there is a risk to life and limb.

14.05 -- PLAYING THE GAME

14.05.04 Batting

(b) **The Batter's Box**

(2) **The Pitcher and the Batter**

The following two rules which were extracted from *Rule 5.04 (b) (2) Comment* for Major League play in the Official Baseball Rules shall apply to the Premier League:

If pitcher delays once the batter is in his box and the umpire feels that the delay is not justified he may allow the batter to step out of the box momentarily.

If after the pitcher starts his windup or comes to a "set position" with a runner on, he does not go through with his pitch because the batter has inadvertently caused the pitcher to interrupt his delivery, it shall not be called a balk. Both the pitcher and batter have violated a rule and the umpire shall call time and both the batter and pitcher start over from "scratch."

(e) **Premier League Batting Orders**

The batting order may consist of an 8-man batting order, 9-man batting order, or a 10-man batting order, as follows:

(1) **8-Man Batting Order**

A. A team may use an 8-man batting order only if no other players are available. (There is **no** automatic out if only 8 players are available.)
B. Under no circumstances may a team field or bat only 8 players if a substitute is present.
C. A player who is not present at the field may not be listed in the starting line-up. However, the player may be listed as a substitute (see Rule 14.05.10 (d)) and enter the game as the 9th batter in the batting order upon his arrival. (This may only happen when there are no other players available to start the game other than the remaining 8 players.) As a substitute and not a starter, the late arriving player may not re-enter the game once removed (see Rule 14.05.10 (d)).
Example: *Team A has 8 starters with 2 players on the way; Ira and Jacob. They may list the 2 players on the way as substitutes. When the substitute players arrive, Ira enters the game in the 9th batting position. If the 2nd substitute (Jacob) enters the game in place of Ira, under Rule 14.04.03 Ira will not be able to re-enter the game.*

(2) **9-Man Batting Order**

A. A team may use a 9-man batting order. A team with a 9-man batting order may use a Designated Hitter for any of its fielding players (see Rule 14.05.10 (d)). If for any reason, a team loses a player and no longer has 9 players, the team will without penalty, skip over the lost player when his time at bat comes up (i.e., the batting order will condense to 8 players).
B. A team starting the game with a 9-man batting order and a Designated Hitter may not change to an 8-man batting order with a Designated Hitter. If a team with a 9-man

batting order and a Designated Hitter lose a player and that player is neither the Designated Hitter, nor the fielder for whom he is hitting, then the fielder will take the place in the batting order of the lost player and the Designated Hitter will become a fielding player. Should the Designated Hitter be the lost player, then the fielder for whom he was batting will take his place in the batting order. Should the fielder for whom the Designated Hitter is batting be the lost player, then the Designated Hitter will become a fielder and will retain his place in the batting order. As specified in Rule 14.05.11 (e), there will be no Designated Hitter for the remainder of the game if the fielder for whom the Designated Hitter is batting becomes a batter, or the Designated Hitter himself plays the field.

C. Once the line-up is given to the umpire-in-chief, a team may not switch to a 10-man batting order.

D. If for any reason, a team with a 9-man batting order loses a player, the team will condense around the place in the batting order left vacant, and continue with an 8-man batting order. If a late substitute arrives, he will immediately take the place in the batting order left vacant by the player who left and the batting order will expand back to 9 players.

(3) **10-Man Batting Order**

A. A team may use a 10-man batting order. If a team uses a 10-man batting order, they may use a Designated Hitter with the same restrictions as specified in Rule 14.05.04 (e) (2).

B. A 10-man batting order may only be used when at least 10 players from the team's current roster are physically present at the game's venue prior to the start of the pre-game conference. An injured player who chooses to come to a game only to be with his teammates is not included in the count for this 10 player minimum.

C. In a 10-man batting order, the "bench" will be considered a field position for one of the batters, except the pitcher. If the pitcher goes to the "bench" position, he may no longer pitch in the game.

D. A team starting the game with a 10-man batting order and a Designated Hitter may not change to a 9-man batting order with a Designated Hitter. If a team with a 10-man batting order and a Designated Hitter lose a player and that player is neither the Designated Hitter, nor the fielder for whom he is hitting, then the fielder will take the place in the batting order of the lost player and the Designated Hitter will become a fielding player. Should the Designated Hitter be the lost player, then the fielder for whom he was batting will take his place in the batting order. Should the fielder for whom the Designated Hitter is batting be the lost player, then the Designated Hitter will become a fielder and will retain his place in the batting order. As specified in Rule 14.05.11 (e), there will be no Designated Hitter for the remainder of the game if the fielder for whom the Designated Hitter is batting becomes a batter, or the Designated Hitter himself plays the field.

E. A pitcher, once taken off of the field, may not re-enter the game as a pitcher. A player will be considered a pitcher once he takes his place on the pitcher's plate and delivers a pitch (preparatory or otherwise).

F. If for any reason, a team with a 10-man batting order loses a player or players and no longer has 10 players, the batting order will condense to 9 or 8 players (i.e., without penalty, the team will skip over the lost players when their time at bat comes up).

14.05.07 Pitching

(b) **Warm-Up Pitches**

(1) When a pitcher takes his position at the beginning of the first inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed 8 preparatory pitches to his catcher during which play shall be suspended. When a pitcher takes his position between innings, he shall be permitted to pitch not to exceed 5 preparatory pitches also during which

play shall be suspended. The plate umpire shall ensure that the pitches are thrown without undue delay. If a team fails to complete the warm-up pitches in a reasonable length of time, the umpire may terminate them and call "Play Ball." Teams shall be directed to have a catcher ready to warm up the pitcher as soon as an inning is completed.

(2) If a sudden emergency causes a pitcher to be summoned into the game without any opportunity to warm up, the umpire-in-chief shall allow him as many pitches as the umpire deems necessary.

(3) A pitcher returning to the mound (i.e., he was replaced, but did not leave the field and can therefore return to the mound to pitch) --
A. Will **not** be permitted any preparatory pitches, if it is in the same inning in which he has already pitched; or
B. Will be permitted 5 preparatory pitches, if it is in a different inning.
Example 1: Ira is pitching. Joe replaces Ira in the 2nd *inning with one out and Ira goes to play* 2nd *base. Joe pitches to 2 batters, walking both and Ira then returns to the mound. Ira will not get warm-up pitches.*
Example 2: Ira is pitching. Joe replaces Ira in the 2nd inning with one out and Ira goes to play 2nd base. Joe pitches to 2 batters and retires the side. In the next inning, Joe walks 3 batters in a row. Ira then returns to the mound. Ira will get 5 warm-up pitches.

(c) **Pitcher Delays**

Official Rule 5.07 (c), Pitcher Delays, does <u>not</u> apply to the Premier League.

14.05.10 Substitutions and Visits to the Mound

(d) **Substitutions**

Substitutions may be made under the following conditions:

(1) As specified in Official Rule 5.10 (a) and 5.04 (a) (2), the batting order may never be changed in Premier League play.

(2) As specified in Official Rule 5.10 (a) and 5.10 (e), a player may enter the game once. EXCEPTION: Starting players can re-enter the game once and only in the same place in the batting order in which they started the game.

(3) A pitcher removed from the **field** may not return to the mound.

(4) A. The opposing manager shall pick a player from the bench who will play in an injured or ill player's position only (i) if a team loses a player due to injury or illness, (ii) the team will forfeit the game under Rule 14.07.03 (e), and (iii) the team has no eligible substitute player. The opposing manager shall pick a player from the bench who will play in the injured or ill player's position and the game shall continue without forfeit. A player who has been ejected or suspended is not eligible to enter or re-enter the game.
B. The phrase "unavailable players on the bench" means those starters and substitutes who are not available to enter the game under this Rule 14.05.10 (d) and Rule 14.05.10 (o).

(5) The following PENALTY applies to Premier League play when a team is using a 9-man or 10-man batting order for a violation of Official Rule 5.10 (d) if a player who is not eligible to play re-enters the game. A non-eligible player is:
- A substitute who was previously removed from the game, or
- A starting player who was removed a second time for a substitute in violation of Rule 14.05.10 (d) (2).

A. If noticed before a pitch or play, the umpire-in-chief shall direct the player's manager to insert a correct player into the game. A "correct player" shall either be the player who was in the game or a legal substitute. There is no further penalty.

B. If after a pitch or play, the umpire-in-chief shall direct the player's manager to:
(i) Remove the illegal substitute;
(ii) Replace the illegal substitute with a player legally allowed to enter the game.
a. A substitute that has yet to enter the game, or
b. The starter that previously batted in that place in the batting order *provided* he is eligible to re-enter.
(iii) If no legal substitute is available and a team is using a 9-man or 10-man batting order, the umpire will declare the illegal substitute out if he is batting or if he is a base runner. Thereafter, the batting order condenses under Rule 14.05.04 (e) (2) and 14.05.04 (e) (3) F.
(iv) If no legal substitute is available and a team is on defense, the illegal substitute will be removed from the game. When the team comes up to bat, the removed player's place is the batting order will be skipped over (i.e., the batting order will condense for the remainder of the game).

C. The umpire-in-chief shall apply the Penalty immediately upon noticing or being informed of the ineligible player's presence. The opposing manager or any base umpire may bring the violation to the attention of the umpire-in-chief at any time.

D. Any pitch or play while an illegal substitute is in the game shall be legal.

E. This Penalty has no effect on the status of "unannounced substitutes" under Official Baseball Rule 5.10 (j) until such time as the umpire-in-chief notices or is informed of the violation. At such time, paragraphs (5) A or (5) B shall apply.

(*l*) **Visits to the Mound**

The "Visits to the Mound" Rule at Official Rule 5.10 (*l*) is adopted for Premier League play with the following three additions which supplement Official Rule 5.10 (*l*) for the Premier League:

(1) A manager may request permission from an umpire to visit the mound in the case of injury to the pitcher and, if the umpire grants permission, the trip will <u>not</u> be counted as a trip to the mound. The umpire-in-chief shall so inform the opposing manager.

(2) In Premier League play, the pitcher will be removed from the mound rather than removed from the game as required under Official Rule 5.10 (*l*) (2) and 5.10 (*l*) Comment, if such removal from the game will result in a game forfeiture under Rule 14.07.03 (e). A pitcher who is removed from the mound under this Rule 14.05.10 (*l*) (2) shall not be permitted to pitch during the remainder of the game.

(3) In Premier League play, a player/manager will not be ejected from the game under Official Rule 5.10 (*l*) Comment if such removal from the game will result in a game forfeiture under Rule 14.07.03 (e). However, the violation of the rule by the player/manager will be reported under Rule 14.08.04. The Premier League Commissioner/Coordinator may impose such penalty as he deems justified.

(o) **Injured Runner**

(1) An injured runner will be replaced by the last proceeding batter who is not on base if (1) a team with no substitutes is using a 9-man or 10-man batting order, (2) the runner is injured

while legally occupying a base, and (3) the injury forces that runner to be removed from the game.

Rule 14.05.10 (o) (1) Comment: If a player replacing an injured runner is on base when it is his turn to bat, the provisions of Official Rule 6.03 (b) Approved Ruling, Play 6 Ruling will apply.

(2) If a team is using an 8-man batting order and a runner is injured while legally occupying a base, forcing that runner to be removed from the game, the runner will be replaced by the last proceeding batter who is not on base. The team will forfeit the game when the injured player cannot resume his position (1) if the team needs to take the field, or (2) if the injured player's turn at bat comes around again.

Rule 14.05.10 (o) Comment: The "last proceeding batter who is not on base" may be from the last inning at bat or revert around the batting order if in the 1st inning.
Example: Al, Bob, Charles, David, Eric, Frank, George, Hank, Ira are the 9-man batting order. In the 2nd inning, Hank leads off and hits a single. After crossing 1st base, he sprains his ankle and can no longer play. George will replace Hank on the bases as the order condenses to an 8-man order.

(p) **Courtesy Runner for Catcher**

A team may use a courtesy runner for the catcher if there are 2 outs in the half inning and the catcher is a base runner. The catcher will **not** be required to leave the game under this Rule 14.05.10 (p). The courtesy runner shall be:

(1) Any player that has not participated in the game in any other capacity. However, he may have participated in the game as base coach. If such a player is chosen as the courtesy runner, he may not be used as a substitute for another player in that half inning. (He may not run for the catcher and then pinch hit for another hitter later in that inning); or

(2) If such a player is not available, the courtesy runner may be the last offensive player to be put out. If his turn to bat comes up again in the inning, he may bat.

The umpire shall record and also announce to the opposing team's scorer, and if assigned, the official scorer, the use of a courtesy runner. A player who violates this Rule 14.05.10 (p) is considered an illegal substitute.

Rule 14.05.10 (p) Comment: A courtesy runner may only run for a player who has established his position as a catcher. If the offensive team pinch hits for the catcher, they cannot use a courtesy runner for the pinch hitter because he has yet to establish his defensive position, even though the offensive coach announced to the umpire that he is replacing the catcher.

14.05.11 Designated Hitter

(a) The Premier League has elected not to use the "Designated Hitter Rule" at Official Rule 5.11. Instead, this Rule 14.05.11 governs the use of a Designated Hitter in the Premier League.

(b) A team with a 9-man or 10-man batting order may use a Designated Hitter for any fielder (including the fielder playing the "bench" position in the 10-man order). The Designated Hitter will appear in the batting order in his hitting position and the fielder for whom he is hitting will appear in the 10th or the 11th place (depending on the length of the batting order). The Designated Hitter named in the starting lineup must come to bat at least one time, unless the opposing team changes pitchers. A substitute for the Designated Hitter need not be announced until it is the Designated Hitter's turn to bat.

(c) Any player on the roster who is not in the batting order can substitute for the Designated Hitter. The substitute becomes the Designated Hitter.
Example: Ira is the Designated Hitter and Jacob is the fielder for whom the Designated Hitter is hitting. John is not on the starting lineup and replaces Ira. John is now the Designated Hitter for Jacob.

(d) A runner may be substituted for the Designated Hitter and the runner assumes the role of Designated Hitter. A Designated Hitter may not pinch-run.

(e) Once substituted, a Designated Hitter may no longer play.
Example: Ira is the Designated Hitter and Jacob is the fielder for whom the Designated Hitter is hitting. John is not on the starting lineup and replaces Ira. John is now the Designated Hitter for Jacob. Ira may no longer play.

(f) There will be no Designated Hitter for the remainder of the game: (1) if the fielder for whom the Designated Hitter is batting substitutes for the Designated Hitter, or (2) if the fielder for whom the Designated Hitter is batting replaces any other player in the batting order, or (3) if the Designated Hitter plays the field.
Example 1: Ira is the Designated Hitter and Jacob is the fielder for whom the Designated Hitter is hitting. Jacob replaces Ira and comes to bat in Ira's place in the order. Ira may no longer play and the Designated Hitter is terminated for the remainder of the game.
Example 2: If Jacob replaces any other batter in the order, then Ira becomes a fielder and that will terminate the Designated Hitter for the remainder of the game.
Example 3: Should Ira play the field including the "bench" position, the Designated Hitter will be terminated for the remainder of the game.

(g) The Designated Hitter may take the field, but is locked into his place in the batting order.

(h) Should the Designated Hitter replace the fielder for whom he is batting, that fielder will not be allowed to return to the game. The fielder for whom the Designated Hitter is hitting may be substituted.
Example 1: Ira is the Designated Hitter (batting 5th) for Jacob, who is playing 2nd base. In the 2nd inning, John, who is on the bench and is not a starting player, replaces Jacob at 2nd base. John is not hitting. Ira remains the Designated Hitter (still batting 5th) now batting for John. In the 4th inning, Jacob as a starting player under Rule 14.05.10 (d) (2) re-enters the game and replaces John. Jacob does not bat and Ira is once again the Designated Hitter (and batting 5th) batting for Jacob.
Example 2: Ira is the Designated Hitter (batting 5th) for Jacob, who is playing 2nd base. In the 2nd inning, John, who is on the bench and is not a starter player, replaces Jacob at 2nd base. John is not hitting. Ira remains the Designated Hitter (still batting 5th) now batting for John. In the 4th inning Jacob, who was never in the batting order replaces Mark who is playing right field and is batting 7th. Jacob as a starting player under Rule 14.05.10 (d) (2) may re-enter the game. The Designated Hitter is now terminated for the remainder of the game. Ira can either play the field in place of John or go to the dugout. Or alternately, John can replace Ira at bat (in the 5th position) in the order.

14.06 -- IMPROPER PLAY, ILLEGAL ACTION, AND MISCONDUCT

14.06.01 Interference, Obstruction, and Catcher Collisions

(i) **Collisions at Home Plate**

Official Rule 6.01 (i), Collisions at Home Plate, does <u>not</u> apply to Premier League play.

EXCEPTION: If, in the judgment of the umpire, the catcher without possession of the ball blocks the pathway of the runner at home plate as the runner is attempting to score, the umpire shall call or signal the runner safe.

Rule 14.06.01 (i) Comment: The umpire will decide the play based on the Exception in this Rule 14.06.01 (i) rather than Obstruction Rule 6.01 (h).

This Exception does not apply if the catcher blocks the pathway of the runner with the ball in his possession or while attempting to field a thrown ball. Instead Illegal and Malicious Contact Rule 14.07.15 shall apply.

This Exception does not apply on a force play at home plate.

14.06.02 Pitcher Illegal Action

(d) **Penalty for Pitcher Altering Ball**

Section (1) in the Penalty at Official Rule 6.02 (d) for a pitcher delivering an altered ball does not apply to Premier League play. Instead, the following Section (1) applies to Premier League play:

(1) The umpire will issue a warning to the pitcher and the team manager. Thereafter, any recurrence by any pitcher of the team receiving the warning will result in the ejection of the pitcher violating this rule.

14.06.04 Unsportsmanlike Conduct

(d) **Conduct upon Ejection**

(1) If a manager, coach, trainer, or player is ejected from a game, he shall leave the field immediately, must vacate the bench, and will take no further part in the remainder of the game.

(2) As a privilege, the ejected manager, coach, trainer, or player may remain in uniform in the grandstands. The umpire-in-chief may forfeit the game if the ejected manager, coach, trainer, or player violates this privilege by issuing instructions to his team, harassing the umpire, showing disrespect to anyone in the game, or inciting the fans. The forfeit score will be 9-0 for 9 inning games and 7-0 for 7 inning games or the score at the time of the forfeit at the option of the opposing manager, who will inform the umpire-in-chief immediately upon notification of the forfeit.

(3) A manager, coach, trainer, or player ejected from a game is suspended from their next scheduled game, unless the suspension is waived by the Premier League Commissioner/Coordinator and Chief Umpire (1) after receiving a request for waiver from the suspended manager, coach, trainer, or player, and (2) after consultation with the game's umpires.

If the Chief Umpire takes part in the game as an umpire, scorer, player, manager or coach, a replacement umpire will be appointed by the Chief Umpire from among a pre-selected list of senior IAB umpires.

If the Premier League Commissioner/Coordinator takes part in the game as an umpire, scorer, player, manager or coach, a replacement will be appointed by the Premier League Commissioner/Coordinator from among the members of the Premier League Committee.

(e) **Post-Participation Ejection**

Players, coaches, and managers may not approach an umpire after a game to argue a call or dispute a ruling made during the game or verbally or physically abuse the umpire. Each umpire has authority to disqualify any player, coach, manager or substitute for such unsportsmanlike conduct toward the umpire after the last out of a game or after a game has been called. Such disqualified person is suspended from the next game played by his team.

14.06.07 (Additional Rule) Illegal and Malicious Contact

(a) **The Intent of this Rule**

(1) The intent of this rule is to avoid injury to a fielder. If there is no contact, there is no violation under this rule. Incidental or inconsequential contact is not to be viewed as contact for the purpose of this rule. (An example of incidental or inconsequential contact is when a runner attempts to go around a fielder blocking his route to the base and brushes the fielder or makes light contact with the fielder.) Dipping the shoulder and intentionally crashing into the fielder in order to cause him to drop the ball is considered "malicious" contact which will not only cause the runner to be declared out, but will also result in his ejection. Malicious contact is any willful or reckless action or behavior by a player with intent to harm or injure another player.

(2) Crashing a defensive player with intent to cause injury will be considered malicious even if that player is not in the act of catching a ball or in possession of the ball. Because the fielder is <u>not</u> in the act of catching a ball or in possession of the ball, such contact is outside the scope of this rule. However, the runner in this case will be ejected for unwarranted and unsportsmanlike conduct. Such unsportsmanlike conduct will also subject the player to suspension from further league play.

(b) **The Rule**

(1) A runner must slide or otherwise avoid making contact with a fielder when that fielder (1) is in possession of the ball, and (2) is making a tag play on the runner or tagging the base on a force play. If contact is imminent, runners must slide, go around, or otherwise seek to avoid contact with the fielder and/or catcher. Attempting to jump, leap, or dive over the fielder and/or catcher is not an act of avoiding contact, should contact occur. A runner may slide directly into a base *provided* he stays within his base path.

(2) A. A runner must avoid making hard contact with a fielder when that fielder (1) is in the act of catching a thrown ball, and (2) is on or next to the base. The runner must slide or otherwise avoid the defensive player.

B. The phrase "in the act of catching a thrown ball" means the ball is in the air and near enough to the defensive player so that he must take his defensive position to catch the ball and make the play. This is a judgment call by the umpire.

(c) Illegal contact shall supersede all "obstruction" penalties.

PENALTY: For violating Rule 14.06.07 (b), the runner is out, if the contact allows the runner to reach the base or plate safely. In addition, the runner may be ejected from the game at the umpire's discretion. When enforcing this rule, the umpire should judge the runner's intent. If the umpire adjudges that the contact was not intentional, then the runner shall only be called out. If the umpire adjudges the contact was intentional and/or malicious, the runner shall be called out and also ejected from the game.

Rule 14.06.07 Comment: Take-out slides are considered to be intentional and malicious contact. A take-out slide is a slide by the runner which in the umpire's judgment, is made without a genuine attempt to reach the base.
Example 1: If after the runner slides into the fielder, he cannot reach the base with his out-stretched hand.
Example 2: A rolling or cross-body slide.
Example 3: A slide feet-first in the air or with the spikes above the knee of the fielder. A take-out slide may occur when the fielder is in the act of catching a thrown ball, making a force play, or in the act of throwing a ball to a base in an attempt to retire a runner.

The runner will not be declared out under this Rule 14.06.07 if the fielder has caught the throw to the base or plate and then loses possession of the ball before contact is made. However, if the fielder subsequently regains possession of the ball and then contact is made, the runner will be declared out.

The runner shall not be called out or ejected if the contact was the result of an effort by the defensive player to "block the base without the ball".
Example: The defensive player is "blocking 1st base". The batter/runner shall not be penalized for not making an effort to avoid the defensive player. This is a judgment call by the umpire.

The umpire must be certain of the violation and the intent. Legal collisions do happen and runners must not be penalized for a legal collision with a fielder.
Example 1: Runner at 2nd base rounds 3rd base and is on his way to home when the throw from right field comes in 15 feet (5 meters) up the baseline towards 3rd base. The runner unintentionally collides with the catcher who has moved away from the plate towards the thrown ball and is in the act of catching the ball. In this case, the umpire shall judge the play a collision with no penalties on either the defense or offense.
Example 2: A runner attempting to score remains on his feet when the catcher is not in the baseline. The ball forces the catcher to move away from the plate and into the field. The catcher, after catching the ball, leaps with the ball toward home plate for the tag and both the runner and catcher collide at home plate. In this case, the umpire shall also judge the play a collision with no penalties on either the defense or offense.

14.06.08 (Additional Rule) Challenging an Illegal Player

(a) *Definitions*

The term "game challenge" means a manager's claim to the game's umpire-in-chief during a game that the opposing team is using an illegal player.

The term "illegal player" means any player whose name does not appear on the most current official team roster maintained by each team manager or a player who is not an authorized "exception" player. Each team manager will maintain their own roster on a site with access for all who need it including the opposing managers, the Premier League Committee members, the Premier League Commissioner/Coordinator, and any and all IAB officers.

(b) (1) As soon as the written batting order is given to the umpire-in-chief by the home team, this Rule 14.06.08 applies to the home team. As soon as the written batting order is given to the umpire-in-chief by the visiting team, this Rule 14.06.08 applies to the visiting team. Any time after, even if the illegal player is discovered before the game starts, this Rule 14.06.08 applies.
(2) This Rule 14.06.08 applies to any scheduled Premier League game as well as any exhibition games.

(c) An illegal player shall not play offensively or defensively, shall not be a substitute or courtesy runner under any circumstances, and shall not be a base coach.

(d) (1) A manager who suspects the use of an illegal player will first submit a game challenge to the game's umpire-in-chief. The umpire-in-chief will ask the opposing manager if indeed an

"illegal player" is being used. If the opposing manager affirms that the player is illegal, the manager will immediately remove the player from the game.

(2) If the opposing manager denies that an illegal player is being used, the umpire-in-chief will include the name of the player in question and when the challenge occurred in the Game Report submitted under Rule 14.08.04. Play will continue. A manager who still suspects the use of an illegal player may submit a challenge to the Premier League Commissioner/Coordinator after the game. If the challenging manager submits such challenge, the Premier League Commissioner/Coordinator shall rule on the challenge. If the Premier League Commissioner/Coordinator rules that the challenge is valid, the Premier League Commissioner/Coordinator may impose such penalty or penalties or take such action or actions he considers appropriate.

(3) Any previous offensive or defensive play or pitch before a game challenge will be legal. If a game challenge is not made during a game under Rule 14.06.08 (d) (1) or after a game under Rule 14.06.08 (d) (2), the illegal player becomes a legal player and the results of his play become legal for that game.

(e) If a challenge is not made during a game, but is submitted directly to the Premier League Commissioner/Coordinator by a team manager, the game results will be legal. Except for the game results, if the challenge is found to be valid, the Premier League Commissioner/Coordinator may take such action or actions he considers appropriate.

14.07 -- ENDING THE GAME

14.07.01 Regulation Game and Official Score

(a) **Seven Inning Regulation Game**

For those games the Premier League Committee has decided are to be seven innings, the following Rule 14.07.01 (a) (1) through Rule 14.07.01 (a) (5) apply:

(1) A regulation game consists of 7 innings, unless extended because of a tie score, or shortened (i) because the home team needs none of its half of the 7th inning or only a fraction of it, (ii) because the umpire-in-chief calls the game.

(2) Until the umpire calls the game because of light failure, weather, time limit, or any other reason, if the score is tied after 7 completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

(3) If a game is called, it is a regulation game:
A. If 4 innings have been completed,
B. If the home team has scored more runs in 3 or 3 and a fraction half-innings than the visiting team has scored in 4 completed half-innings,
C. If the home team scores one or more runs in its half of the 4th inning to tie the score.

(4) If a regulation game is called with the score tied, it shall not become a suspended game.

(5) If a game is called before it has become a regulation game, the umpire-in-chief shall declare it "No Game."

Rule 14.07.01 (a) Comment: All references to the "ninth inning" in Official Rule 7.01 (g) will mean the seventh inning for a regulation game of seven innings.

The forfeit score for a regulation game of 7 innings is 7-0 instead of 9-0 as is specified in the definition of "Forfeited Games".

(b) **Nine Inning Regulation Game**

For those games that the Premier League Committee has decided are to be nine innings, the following Rule14.07.01 (b) (1) through Rule 14.07.01 (b) (5) apply:

NOTICE: This Rule 14.07.01 (b) will also apply when there is a competition not involving Premier League teams in a championship season which will be played under these Premier League Playing Rules and the game is a regulation game of nine innings.

(1) A regulation game consists of 9 innings, unless extended because of a tie score, or shortened (i) because the home team needs none of its half of the 9th inning or only a fraction of it, (ii) because the umpire-in-chief calls the game.

(2) Until the umpire calls the game because of light failure, weather, time limit, or any other reason, if the score is tied after 9 completed innings play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.

(3) If a game is called, it is a regulation game:
A. If 5 innings have been completed;
B. If the home team has scored more runs in 4 or 4 and a fraction half-innings than the visiting team has scored in 5 completed half-innings;
C. If the home team scores one or more runs in its half of the 5th inning to tie the score.

(4) If a regulation game is called with the score tied, it shall not become a suspended game.

(5) If a game is called before it has become a regulation game, the umpire-in-chief shall declare it "No Game."

(g) **Official Score**

The official score of a regulation game will be the score when the game is called.

EXCEPTION: The score reverts to the score at the end of the last completed inning when the visiting team in their half inning scores a run or runs to tie the game, take the lead, or increase their lead; and the game is called before the home team has completed its half inning; and --
(1) The home team has not retaken the lead,
(2) The home team has not re-tied the game *provided* the game was tied at the end of the last completed inning or the visiting team was ahead, or
(3) The home team has not scored more runs in their uncompleted half inning than the visiting team did in their half inning.

A called game ends at the moment the umpire terminates play. Except as specified in Rule 14.07.02, a called game shall not become a suspended game.

Rule 14.07.01 (g) Comment: When the reported score of a game may have reverted to the score at the end of the last completed inning, individual and team actions in the incomplete inning (whether on offense or defense) are not to be compiled in regular season games for statistical purposes under the Rules of Scoring specified in Official Rule 9. If a regulation game is called after a completed inning (see NIWS time), the scorer shall include the record of all individual and team actions up to the time the game is called. If a game is called before it becomes a regulation game, the scorer shall include no records and shall report only the fact there was "No Game."

(h) **Tie Games in Regular Season and All Star Games**

Provided the game is a regulation game, **tie games are allowed** in regular season play and All Star games. However, they are not allowed in Playoff Series games (see Rule 14.07.02).

14.07.02 Suspended and Tie Playoff Series Games

(a) The Premier League Commissioner/Coordinator will announce an NIWS time for a Playoff Series game (see Rule 14.07.07). If the game is tied at the end of the inning, the game will continue under Rule 14.07.11, Playoff Series Game Tie Breaker Rule.

(b) The Score Reversion Rule at Rule 14.07.01 (g) will apply to a Playoff Series game if (A) a regulation game is called because of light failure, weather, time limit, or any other reason while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to tie the game or take the lead, and (B) the home team has not retaken the lead. After the Score Reversion Rule is applied, if the score is tied, the game shall be declared a suspended game. In such case, the game is to be resumed under Rule 14.07.11. A player ejected from the called game shall not play in the resumed game. The Premier League Commissioner/Coordinator or his designee will schedule the playing of these games and may issue instructions and any special rules for these games. The official score of a game when the Score Reversion Rule is applied and the score is not tied will be the score when the game is called.
EXCEPTION 1: All individual and team actions when compiled are to be compiled according to the Rules of Scoring specified in Official Rule 9, but see Rule 14.07.01 (g) Comment.
EXCEPTION 2: If a bronze medal game is scheduled during a Playoff Series, Rule 14.07.01 (g) will apply. The score is final and the game will not be continued at a later date.

NOTICE: Contrary to Official Rule 7.02 (c), someone who was not on a team's roster at the time of the suspended Playoff Series game may not play in the resumed Playoff Series game.

Rule 14.07 02 Comment: The score of a regulation game is the total number of runs scored by each team at the moment the game ends: (1) The game ends when the visiting team completes its half of an inning, if the home team is ahead, (2) The game ends when an inning is completed, if the visiting team is ahead, and (3) If the home team scores the winning run in its half of an inning (or its half of an additional inning after a tie), the game ends immediately when the winning run is scored. However, if the last batter in a game hits a home run out of the playing field, the batter-runner and all runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home plate.

When the score of a game may have reverted to the score at the end of the last completed inning resulting in a tied score under the Score Reversion Rule, individual and team actions in the incomplete inning (whether on offense or defense) are not to be compiled for statistical purposes under the Rules of Scoring specified in Official Rule 9.

(c) If called for any reason, a Playoff Series game continued under Rule 14.07.01 (a) (2) or Rule 14.07.01 (b) (2) will be subject to Rule 14.07.02 (a) or Rule 14.07.02 (b).

(d) A Playoff Series game shall be declared "No Game" if it is called for any reason before it becomes a regulation game. In such case, the game is to be replayed in its entirety. A player ejected from the called game shall not play in the replayed game. The Premier League Commissioner/Coordinator will schedule the playing of these games and may issue instructions and any special rules for these games.
EXCEPTION: If a bronze medal game is scheduled, the Premier League Commissioner/Coordinator may elect to not have a bronze medal game that was called before it became a regulation game continued at a later date.

14.07.03 Forfeited Games

(c) **Umpire Order to Groundskeepers**

Official Rule 7.03 (c) does not apply to Premier League play.

(e) **Forfeit for Less than Eight Players**

(1) **A team with less than 8 players will forfeit the game** with a score of 9-0 for 9 inning games and 7-0 for 7 inning games. The lending of players will not be allowed. The umpire-in-chief will wait 15 minutes before announcing the forfeit if a team has fewer than 8 players present by scheduled game time. At his discretion, the umpire-in-chief may extend the waiting period by an additional 15 minutes due to extenuating circumstances.

(2) The Premier League Committee may impose a penalty for last minute forfeits. A team will be penalized if they do not notify the Premier League Commissioner/Coordinator, the Premier League Scheduler and the Chief Umpire they are unable to play a game at least 24 hours before the scheduled game time.

(3) The minimum number of players fielding and batting is 8 at game time and thereafter. (This Rule 14.07.03 (e) (3) modifies Official Rule 7.03 (b).)

PENALTY: A team that cannot field and bat 8 players will forfeit the game with a score of 9-0 for 9 inning games and 7-0 for 7 inning games.

(4) If for any reason a team loses a player or players and can no longer bat and field 8 players, a forfeit will be declared and the forfeit score will be 9-0 for 9 inning games and 7-0 for 7 inning games or the score at the time of the forfeit. The winning manager may choose between the two.

14.07.04 Protests

(a) Protests must be made in accordance to Official Rule 7.04.

(b) (1) The protest must be submitted in writing by email, fax or registered mail within 48 hours after the game has ended. The written protest must be sent to the Premier League Commissioner/Coordinator.
(2) On a game-ending play, the manager must announce the protest to the umpire-in-chief before the umpires leave the playing field at the end of the game. The protesting manager must also submit a written protest to the Premier League Commissioner/Coordinator within 48 hours after the game has ended. (The requirement in Official Rule 7.04 Comment to file the protest on a game-ending play by noon the next day does not apply to the Premier League.)

(c) The written protest must include the following:
(1) Game particulars (home team, visiting team, venue, date and posted time),
(2) Game situation at time of infraction (inning, team at bat, number of outs, runners on base),
(3) Names of umpires and positions (Plate, Base),
(4) Description of infraction, and
(5) Rule violated.

(d) The Premier League Commissioner/Coordinator will appoint a Protest Committee. The Protest Committee, upon receiving a protest, will make one of the following decisions:
(1) The protest is not upheld, or
(2) The protest is upheld in which case:

A. The game will not be replayed or continued if the violation did not adversely affect the game's outcome (i.e., which team won).
B. The game will not be replayed or continued if the results of the game will not have any bearing on the Premier League championship or a team's berth in any post-regular season play.
C. The game will be continued from the exact point of the protest if the protest is proven to be legitimate and could have had a bearing upon the outcome of the game. Official Rule 7.02 (c), Rule 14.05.10 (d), and Rule 14.05.04 (e) apply to these resumed games. The only players who may play in the resumed game are those players who were on the team's roster during the original game. However, the only Senior National Team players who may play in the resumed game are those players who (1) were on the team's roster during the original game, and (2) were also in Israel during that original game. A player ejected from the protested game shall not play in the resumed game. The Premier League Commissioner/Coordinator will schedule the resumption of these games and may issue instructions and any special rules for these resumed games.
EXCEPTION: If the game is protested in the middle of a time at bat, the batter will begin the resumed game with no count. The pitcher will be allowed 8 preparatory pitches if the pitcher at the exact point of the protest is the same pitcher at the beginning of the resumed game.

14.07.07 (Additional Rule) Game Ending Times

(a) *Definition*
For the purpose of determining when "no inning will start", an inning will "start" when the 3rd out is made at the bottom of the last inning.
The "drop dead time" is that time when all play shall immediately cease.
EXCEPTION: If a batter has begun his time at bat when the "drop dead time" elapses, he will be allowed to complete his time at bat. For the purpose of this exception, the time at bat will be considered to have begun upon delivery of the 1st pitch to the batter.

(b) (1) For 9 inning regular season games, the "drop dead time" (DDT) will be 22:05.
(2) For 7 inning regular season games, the "no inning will start" (NIWS) time will be 21:45 with no DDT.
(3) The starting time for regular season and All Star games will generally be 19:15.
(4) The Premier League Commissioner/Coordinator will announce for any day games, the starting time, the "no inning will start" time, and/or the "drop dead time."
(5) For 9 inning All Star games, the "drop dead time" (DDT) will be 22:05.
(6) For 7 inning All Star games, the "no inning will start" time (NIWS) will be 21:45 with no DDT.
(7) The starting time for Playoff Series games will generally be 19:00.

Rule 14.07.07 (b) Comment: A game may end prior to the specified time limit *provided* both team managers and the umpire-in-chief agree.

Regular season games are scheduled for 7 or 9 innings and have a "drop dead time" and/or a "no inning will start" time as specified in Rule 14.07.07 (b) unless announced or specified otherwise. If the score is tied at the completion of 7 or 9 innings, the game will continue with extra innings or until the "drop dead time" or the completion of the inning at the "no inning will start" time. However, if by mutual agreement the managers decide to accept the tie (instead of continuing with extra innings), the umpire-in-chief shall call the game and the game will be declared a "tie game."

All individual and team actions when compiled are to be compiled according to The Rules of Scoring specified in Official Rule 9, but see Rule 14.07.01 (g) Comment.

(c) (1) Playoff Series games will be played with a NIWS time.
(2) The starting time and the NIWS time for Playoff Series games will be announced by the Premier League Commissioner/Coordinator.

14.07.08 (Additional Rule) No Contest

The manager of a team losing by 10 runs or more after completing at least 5 innings at bat or at the end of any time at bat thereafter may plead, "No Contest". The game will be called and the score will stand at the time the game is called.

14.07.10 (Additional Rule) Regular Season Game Tie Breaker Rule

In regular season games of a regulation 7 innings, if 7 innings are completed before the NIWS time and the score remains tied, the following will apply during extra innings until there is winner team or an inning ends after the NIWS time:

(a) Each team will begin the 8th inning (and any subsequent necessary extra innings) with a player on 1st base and 2nd base and no outs.

(b) The order of any extra innings will be determined by how the previous inning ended (i.e., if the 7th inning ends with the #6 hitter having the last plate appearance, the 8th inning begins with the #7 hitter at bat, and the #5 hitter at 2nd base and the #6 hitter at 1st base.)

Rule 14.07.10 Comment: With the exception of beginning the inning with runners on 1st base and 2nd base with no outs, all other "Official Baseball Rules" and this "IAB Rule 14" will remain in effect during the extra innings required to determine a winner.

Player re-entry is governed by Rule 14.05.10 (d) (2), i.e., once during the game.

The visiting team will continue to bat in the top of the inning and the home team will continue to bat in the bottom of the inning until a winner is determined.

All individual and team actions when compiled are to be compiled according to The Rules of Scoring specified in Official Rule 9. However, for this Game Tie Breaker Rule, the runners who start on 1st and 2nd base in the Tie Breaker will not be credited with a plate appearance or time at bat.

14.07.11 (Additional Rule) Playoff Series Game -- Tie Breaker Extra Innings Rule

NOTICE: *The Premier League Commissioner/Coordinator may make changes to this Game Tie Breaker Rule from one Playoff Series to another. If a change or changes are made, the alternations will be highlighted.*

(a) Applicability

(1) If any extra innings are started before the NIWS time because the score was tied at the completion of the 7th inning of the game, these extra innings will be played under this Playoff Series Game -- Tie Breaker Extra Inning Rule.
(2) If an inning ends after the NIWS time and the score is tied, these extra innings will be played under this Playoff Series Game -- Tie Breaker Extra Inning Rule.
(3) These Tie Breaker innings will continue until there is a winner.

(b) The Rule

(1) Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on 1st base and 2nd base and no outs.

(2) The order of any extra innings will be determined by how the previous inning ended (i.e., if the 7th inning ends with the #6 hitter having the last plate appearance, the 8th inning begins with the #7 hitter at bat, and the #5 hitter at 2nd base and the #6 hitter at 1st base.)

Rule 14.07.11 (b) Comment: With the exception of beginning the inning with runners on 1st base and 2nd base with no outs, all other "Official Baseball Rules" and this "IAB Rule 14" will remain in effect during the extra innings required to determine a winner.

Player re-entry is governed by Rule 14.05.10 (d) (2), i.e., once during the game.

The visiting team will continue to bat in the top of the inning and the home team will continue to bat in the bottom of the inning until a winner is determined.

All individual and team actions when complied are to be compiled according to The Rules of Scoring specified in Official Rule 9. However, for this Game Tie Breaker Rule, the runners who start on 1st and 2nd base in the Tie Breaker will not be credited with a plate appearance or time at bat.

14.08 -- THE UMPIRE

14.08.04 Reporting

The report specified in Official Rule 8.04 is to be submitted by the game's umpire-in-chief. Official Rule 8.04 which describes the report is modified as follows:

(a) In Official Rule 8.04 (a), delete the term "League President" and replace it with "Premier League Commissioner/Coordinator and Umpire Assignor"; and also delete the phrase "within twelve hours after the end of a game" and replace it with "the day after the game."

(b) Official Rule 8.04 (b) and 8.04 (c) do not apply to the Premier League.

14.09 -- THE OFFICIAL SCORER

14.09.01 Official Scorer

The Premier League Commissioner/Coordinator is not required to appoint an official scorer for each game.

14.09.02 Official Scorer Report

Unless the Premier League Commissioner/Coordinator directs otherwise for a game or games, the official scorer is not required to submit an Official Score Report.

14.09.20 Official Statistician

The Premier League Commissioner/Coordinator is not required to appoint an official statistician.

DEFINITION OF TERMS
(All definitions are listed alphabetically)

The term COACH when used colloquially within the IAB has the same meaning as the term "manager" as the term "manager" is defined and used in the Official Baseball Rules and as used in this IAB Rule 14.

ILLEGAL is contrary to these rules.

TEAMS (PREMIER LEAGUE)

(a) *Definitions*

The term "actual age" means the age of a player on or prior to the day a game is being played.

The term "baseball age" has two meanings. For the fall season, it means the age a player will be during the calendar year of the next spring season. For the spring season, it means the age a player is or will be during the current calendar year.

(b) The age group for the Premier League is 17 years old and over by baseball age.

(c) The regional directors and the Premier League Commissioner/Coordinator together with the Premier League Administrator may approve exceptions to the age limit for players who are at least 15 years old by actual age *provided* the player plays on an existing Cadet and/or Junior League team. Priority of play will be with the Cadet and/or Junior League team. No team shall have more than 2 "exception" players on the field or in the batting order at the same time in any game. The regional directors and the Premier League Commissioner/Coordinator together with the Premier League Administrator may rescind the exception for a player at any time if priority is not given to the Cadet and/or Junior League team.

(d) The minimum number of players registered on a team will be 9 and the maximum will be 22. This includes coaches and managers, if they are also players.

(e) All players must be registered in the IAB as a member of the team.

(f) All players must take the health test required by the Ministry of Sports.

(g) Adding players: After a season officially starts, a player's name may be added to the roster provided all payments and other obligations to the League and Sports Law have been met.

(h) Switching teams: A player may switch teams only once in a season (spring and fall are each separate seasons) provided both team managers and the Premier League Commissioner/Coordinator agree. A fee to be paid by the player or the new team will be set by the committee appointed to manage the finances of the Premier League. The current fee has been set at 50 NIS.

(i) A player must have played in at least 2 regular season games to be eligible for playoff games.
EXCEPTION 1: A player who has just returned to the country for the purpose of playing on a national team.
EXCEPTION 2: A player who is eligible to play in the Premier League at the time of the playoff games, but was not eligible to play in the Premier League for 2 regular season games.

Any reference in this Rule to "he", "him", "his" or "man" shall be deemed to be a reference to "she", "her", "hers" or "woman" as the case may be, when the person is a female.