

ISRAEL ASSOCIATION OF BASEBALL

CADET AND JUNIOR LEAGUE
PLAYING RULES

(IAB RULE 13)



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.

INTRODUCTION

(a) Official Baseball Rules

These Cadet and Junior League Playing Rules (IAB Rule 13) are for Cadet and Junior League play in the Israel Association of Baseball (IAB).

- (1) Where this IAB Rule 13 differs or conflicts with any rule in the Official Baseball Rules as published by Major League Baseball, this Rule 13 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 following rules from the Official Baseball Rules are discussed here for emphasis:
 - A. Distances between Bases (see Rule 13.02.01)
 - B. Pitchers Plate (see Rule 13.02.04)
 - C. The Infield Fly Rule at Rule 5.09 (a) (5) shall apply to all Cadet and Junior League regular season, playoff and tournament games.
 - D. Balks at Rule 6.02 (a) and Rule 13.06.02 (a) (14) shall be called in all Cadet and Junior League regular season, playoff and tournament games.

(b) Numbering in this Rule

Rules are numbered as follows:

- (1) The first two digits (i.e., 13) specify that the rule applies to the Cadet and Junior 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 uniform items. Where the Cadet and Junior League are providing additional rules for uniform items, then 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.)

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IAB Rule 13
Amendments to the Official Baseball Rules for
Cadet and Junior League Play

This IAB Rule 13 is effective on 01 December 2015.

This IAB Rule 13 supersedes in its entirety all previous editions of IAB Rule 13.

13.01 -- OBJECTIVES OF THE GAME

13.01.09 (Additional Rule) Sportsmanship

- (a) Sportsmanship, fair play and mutual respect are essential elements of the game of baseball. Adherence to these qualities is equally important as the outcome of the game. Therefore, the managers and coaches of each team shall ensure the good and sportsmanlike behaviour of their players, as well as any parents accompanying the team. The manager should be a role model for his players and refrain from questioning and arguing umpire judgement calls (e.g., safe or out, strike or ball).
- (b) The conduct of players, coaches or parents who act in a disrespectful, abusive, intimidating or unsportsmanlike manner towards members of the other team (e.g., players spitting on hands prior to shaking hands at the end of the game) or towards the umpire or the opposing managers or coaches, shall be reported to the Junior/Cadet League Commissioner or his designee for investigation. If the abusive, intimidating, disrespectful or unsportsmanlike conduct or actions are confirmed, then: (a) the team committing these acts will forfeit the game regardless of the actual score on the field, and/or (b) the offending player(s) and/or manager or coaches will be suspended from playing future game(s), and/or (c) such other action will be taken by the IAB as deemed appropriate under the circumstances. All these IAB actions will be determined by the President of the IAB in coordination with the Junior/Cadet League Commissioner or his designee.
- (c) Parents accompanying the team are the responsibility of the team manager. Should parents act in an unsportsmanlike manner toward the opposing team or the umpire, the umpire-in-chief will warn the appropriate manager that he should restrain the parents. Failure to do so or a continuation of the unsportsmanlike actions by the parents may result in a forfeit. The umpire's declaration of a forfeit is not subject to appeal or protest.

13.02 -- THE PLAYING FIELD

13.02.01 Layout of the Field in the Cadet and Junior League

- (a) The INFIELD in JUNIOR LEAGUE play is the same as specified in the Official Baseball Rules (i.e., a 90 feet or 27.43 meter square). The distances for 1st and 3rd base are the same as specified in the Official Baseball Rules (i.e., 90 feet or 27.43 meters)
- (b) The INFIELD in CADET LEAGUE play is a 75 feet or 22.86 meter square. All bases are within the infield. The distances for 1st and 3rd base are 75 feet or 22.86 meters, measured from the rear point of home plate to the outside corner of the bag. The distance for 2nd base is 106 feet and 1 inch or 32.33 meters, measured from the rear point of home plate. In CADET LEAGUE play, a HOME RUN will be when "a fair ball passes over a fence or into the stands at a distance from home base of 250 feet (76.20 meters) or more" as specified in the Official Baseball Rules.

- (c) The base coaches' boxes need not be 15 feet from the foul line when the available area on the playing field does not permit the implementation of Rule 2.01.

13.02.04 Pitcher's Plate in the Cadet and Junior League

- (a) The PITCHERS PLATE in JUNIOR LEAGUE play is the same as specified in the Official Baseball Rules (i.e., 60 feet 6 inches or 18.44 meters, the front of which is measured from the rear point of home plate).
- (b) The PITCHERS PLATE in CADET LEAGUE play is 53 feet or 16.15 meters, the front of which is measured from the rear point of home plate.

13.03 -- EQUIPMENT AND UNIFORMS

13.03.01 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).

13.03.02 The Bat

- (a) The following applies to BATS used in JUNIOR LEAGUE play:
 - (1) Aluminum and aluminum alloy bats are permitted in Junior League play *provided* they have:
 - A. A length-to-weight ratio of not more than -5 (i.e., a bat may not weigh, numerically, more than five units less than the length of the bat). Such bats shall be labeled with a permanent mark specifying the length-to-weight ratio. These bats shall be marked as being aluminum.
 - B. A maximum length of 36 inches.
 - C. A maximum diameter of 2 ¾ inches at its thickest part.
 - D. A safety grip which does not extend more than 18 inches from the base of the knob.
 - E. The following components:
 - (i) The entire bat must be round with a constant radius at any point and the finish of the hitting area smooth.
 - (ii) There must be a direct line from the center of the knob to the center of the large end.
 - (iii) The knob and the end plug must be firmly attached.

Rule 13.03.02 (a) (1) Comment: A bat which is broken, cracked, bent, warped or dented will be illegal.

- (2) Composite bats including laminates are permitted in Junior League play *provided* they:
 - A. Have a length-to-weight ratio of not more than -3 (i.e., a bat may not weigh, numerically, more than three units less than the length of the bat). Such bats shall be labeled with a permanent mark specifying the length-to-weight ratio.
 - B. Meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be labeled with a silkscreen or other permanent certification mark. The certification mark shall be rectangular, a minimum of a half-inch on each side and located on the barrel of the bat in any contrasting color. These composite bats shall also be marked as being composite. This marking shall be silkscreen or other permanent

- certification mark, a minimum of one-half-inch on each side and located on the barrel of the bat in any contrasting color.
- C. Have a maximum length of 36 inches.
- D. Have a maximum diameter of $2\frac{5}{8}$ inches at its thickest part.
- E. Have a safety grip which does not extend more than 18 inches from the base of the knob.
- F. Have the following components:
 - (i) The entire bat must be round with a constant radius at any point and the finish of the hitting area smooth.
 - (ii) There must be a direct line from the center of the knob to the center of the large end.
 - (iii) The knob and the end plug must be firmly attached.

Rule 13.03.02 (a) (2) Comment: A bat which is broken, cracked, bent, warped or dented will be illegal.

- (3) Any and all bats made of one piece of solid wood used in Junior League play:
 - A. Must conform to Official Baseball Rule 3.02, or
 - B. Must conform to the following specifications:
 - (i) Shall have a maximum length not exceeding 36 inches.
 - (ii) Shall have a maximum diameter at its thickest part not exceeding $2\frac{3}{4}$ inches.
 - (iii) Shall have a safety grip which does not extend more than 18 inches from the end of the bat handle.
 - (iv) Shall have 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 bat handle to the center of the large end.

Rule 13.03.02 (a) (3) Comment: A bat which is broken, cracked, bent, warped or dented will be illegal.

(b) BATS used in CADET LEAGUE play:

- (1) Shall not be more than 34 inches in length; nor more than $2\frac{5}{8}$ inches in diameter, and if wood, not less than $\frac{15}{16}$ inch in diameter ($\frac{7}{8}$ inch for bats less than 30") at its smallest part. All composite bats shall meet the Batted Ball Coefficient of Restitution (BBCOR) performance standard, and such bats shall be so labeled with a silkscreen or other permanent certification mark. The certification mark shall be located on the barrel of the bat in any contrasting color.
- (2) Shall have a safety grip which does not extend more than 18 inches from the base of the knob. (The knob is adjacent to the handle.)
- (3) Shall have 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. For bats made from other than one piece of solid wood, the knob and end plug (if applicable) must be firmly attached.

Rule 13.03.02 (b) Comment: A bat which is broken, cracked, bent, warped, dented or that defaces the ball will be illegal. Bats having rivets, pins, rough or sharp edges or any form of exterior fastener that would present a hazard are likewise illegal.

(c) Softball bats are not permitted in Junior and Cadet League play.

PENALTY: A bat which does not comply with Rule 13.03.02 must be removed from the game. If the umpire discovers that the bat does not comply with Rule 13.03.02 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. Any pitch, play or attempted play before the discovery will stand.

13.03.03 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)
 - (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.
- (r) No player may wear a white wrist band when batting, playing defense or coaching a base.
- (s) Jewelry and watches shall not be worn by Junior and Cadet League players.
EXCEPTION: Jewelry that alerts medical personnel to a specific medical condition is permissible.
- (t) The wearing of **pointed** metal cleats is prohibited.

PENALTY: For violation of Rule 13.03.03, the offending player, manager or coach should be warned by the umpire and if they persist, they may be ejected at the umpire's discretion.

IAB APPROVED RULING: Should a runner or player use a batting glove to interfere with play, it will be judged interference or obstruction accordingly with no need of intention 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 Rule 5.05 (b) (2), if the pitched ball only strikes the batter's tzizit. The umpire may call the ball dead when the pitched ball strikes the batter's tzizit, if in his judgment the circumstances so warrant.

13.03.07 Any Fielder's Glove

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

13.03.08 Helmets

The Professional League Helmet Rule at Rule 3.08 is not adopted by the Cadet and Junior League.

13.03.13 (Additional Rule) Helmets and Personal Protective Gear

- (a) Catchers must wear a helmet, face mask with throat extension or throat guard, chest protector, cup and shin guards.

- (b) All players must wear protective cups during practices and games.
- (c) Batters and base runners will wear double ear-flap helmets designed for baseball. Players acting as base coaches must also wear the same type of helmet. Bat boys and girls when on the field must wear the same type of helmet.
- (d) When warming up a pitcher, catchers or any team member acting as a catcher, must wear a cup and mask, if they enter into the stooped position.
- (e) All base coaches shall wear helmets. Base coaches who are 16 years old or Junior League may wear non-earflap helmets.

13.03.14 (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.

13.03.15 (Additional Rule) Team First Aid Kit

Every team must have a **first aid kit** as part of their equipment bag. One coach or the manager from each team must have taken a 4 hour or longer, approved **first aid course with CPR** within the past 3 years. The contents of the first aid kit and the first aid course will be specified by the Regional Director.

PENALTY: Each Regional Director will impose any penalties they believe appropriate for violations in their regions.

13.04 – GAME PRELIMINARIES

13.04.01 Game Baseballs

The umpire-in-chief shall receive 2 game worthy baseballs from each team, rather than the baseballs being provided by “home club” as specified in Rule 4.01 (c) and Rule 4.01 (d).

13.04.03 Lineup Cards

- (f) The written batting order given to the umpire-in-chief 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).
- (g) The manager of each team shall announce at the pre-game conference to both the opposing manager and the umpire-in-chief, whether his team is using an 8-man batting order, a 9-man batting order, a 9-man batting order with a designated hitter, or a continuous batting order. If this announcement is not made, the umpire-in-chief shall have sole authority to designate the batting order for each team. This designation may not be protested under Rule 7.04.

13.04.04 Weather and Field Conditions

- (a) The Regional Director 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. A game's umpire-in-chief acquires this authority when he arrives at the playing field, if the Regional Director 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.

13.04.05 Special Ground Rules

- (a) The following applies to Cadet and Junior League games other than those played at Baptist Village field:
- (1) The manager of the home team shall bring to the game a copy of the ground rules which have been approved by the Regional Director. He shall present them to the opposing team manager and the umpire-in-chief at the pre-game conference and will have them available for referral during the game. The opposing manager may not object in whole or in part to those ground rules which have been approved by the Regional Director. Upon request by the umpire-in-chief or the opposing team manager, the home team manager shall allow them to review the ground rules during the game.
 - (2) When ground rules that have **not** been approved by the Regional Director are presented either verbally or in writing, Rule 4.05 of the Official Baseball Rules will apply.
 - (3) Rule 8.03 (a) (9) will apply if unforeseen circumstances or conditions arise at a baseball field for which ground rules have been approved.
- (b) The following applies to Junior League games played at Baptist Village field:
- (1) Rule 4.05 will **not** apply to Junior League games at the Baptist Village field.
 - (2) The ground rules for Baptist Village field for Junior League play are prepared and approved by the Chief Umpire. These rules may be amended by the Chief Umpire. The regional directors will provide them to the manager of each team. The Chief Umpire will provide them to the senior umpires.
 - (3) Rule 8.03 (a) (9) will apply if unforeseen circumstances or conditions arise at Baptist Village field.

13.04.07 Security

Official Baseball Rule 4.07 (b) does not apply to the Junior and Cadet League. Instead, the following guidance applies to the Junior and Cadet 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. Either team may refuse to play until the field is cleared or if there is a risk to life and limb.

13.04.11 (Additional Rule) Defensive Coach

The defensive team may have a single coach sitting or standing outside the dugout at an arm's length from the dugout fence. He must retire to the dugout with all paraphernalia (e.g., a chair) when his team vacates the field. Any abuse of this privilege may result in canceling it for a particular team. A game's umpire-in-chief may also rescind this privilege for both teams, if (1) there are any abuses of this privilege, (2) there are any complaints, or (3) this privilege interferes with the proper administration of a game.

13.05 -- PLAYING THE GAME

13.05.04 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 Cadet and Junior 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."

(4) The Batter's Box Rule

Rule 5.04 (b) (4) which requires the batter to remain in the batter's box does not apply to the Cadet and Junior League.

(e) Cadet and Junior League Batting Orders

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

- (1) 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. Players who are not present at the field may not be listed in the starting line-up. However, the players may be listed as substitutes (see Rule 13.05.10 (d)) and enter the game upon their arrival. In a 9-man batting order, one of them will be the 9th batter in the order. In a continuous batting order, all such players will be added at the end of the current line-up. (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 13.05.10 (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 with a 9-man batting order. If the 2nd substitute (Jacob) enters the game in place of Ira, under Rule 13.05.04 (e) (5) Ira will not be able to re-enter the game or Ira and Jacob will enter the game in the 9th and 10th batting positions in a continuous batting order.
- (2) A. A team may use a regular 9-man batting order.
 - B. If the team already has 9 starters and is not using a "continuous batting order", those players who are not present at the field may only be listed as substitutes.
 - C. A team starting a game with a 9-man batting order may not switch to a "continuous batting order" once the game has begun.
 - D. A team with a 9-man batting order may use a Designated Hitter for any of its fielding players (see Rule 13.05.11). If for any reason, a team loses a player and no longer has 9 players, the batting order will condense to 8 players. Should a team with a 9-man

batting order and a Designated Hitter lose a player and that player is not the Designated Hitter or 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 hitting will take his place in the batting order. As specified in Rule 13.05.11, 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.

- (3) A. A team may use a “continuous batting order”. If the team is using a “continuous batting order” and has 9 or more players when starting, the late players will be added to the end of the batting order.
B. When using a “continuous batting order”, there shall be a minimum of 8 players and a maximum of 9 players of the defensive team on the field. If there are only 8 players, 2 of them must be a catcher and a pitcher. All the players on a team’s written batting order specified in Rule 13.04.03, shall play at least 3 outs in the field.
- (4) The batting order may not be changed during the course of the game.
- (5) The umpire must be notified if a player drops out of the batting order. If for any reason (e.g., when a player is injured, becomes ill, or must leave the game site after the start of the game), the team will skip over him when his time at bat comes up without penalty (i.e., the batting order will condense). If the injured, ill or absent player returns, he may re-enter the batting order only in his original spot in the order and the game will continue *provided* the player was a starting player or the team is using a continuous batting order. The player who has dropped out of the batting order may not re-enter the order unless the opposing manager agrees. This rule may not be abused for the purpose of improving the batting order.
- (6) Subject to Rule 13.05.10 (d), there may be unlimited substitutions in a regular 9-man batting order or in a continuous batting order. Substitutions are determined by batting order in a 9-man batting order and by field position in a continuous batting order.

13.05.06 Running the Bases

(f) Ineffective or No Backstop

- (1) At those playing fields without a backstop or those playing fields having an ineffective backstop, runners will be awarded one base under Rule 5.06 (b) (4) (H). However, each team will be limited to only 2 runs per inning when applying this Rule 13.05.06 (f) (1). The Junior/Cadet League Commissioner or his designee will determine from time to time which fields have an “ineffective backstop.”
- (2) Rule 13.05.06 (f) (1) does not apply to Junior League games played at Baptist Village field.

Rule 13.05.06 (f) (1) Comment: A runner on 3rd base will be removed without scoring and all other runners, including the batter, will advance one base when **all** the following conditions apply:

- (1) if 2 runs have already scored under Rule 5.06 (b) (4) (H),
- (2) on a 3rd strike by the batter which is not caught,
- (3) when bases are loaded and there are 2 outs, and
- (4) Rule 5.06 (b) (4) (H) would apply.

13.05.07 Pitching

(b) Warm-Up Pitches

- (1) At the start of the game and all new pitchers will be permitted 8 preparatory (warm-up) pitches. Between innings, pitchers will **only** be permitted 5 preparatory pitches. There is no change in the “sudden emergency” rule at Rule 5.07 (b).
- (2) 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

Rule 5.07 (c) does not apply to the Junior and Cadet League. (Rule 5.07 (c) requires the pitcher when the bases are unoccupied to deliver the ball within a specified number of seconds after he receives the ball.)

13.05.10 Substitutions and Visits to the Mound

(d) Substitutions

Substitutions may be made under the following conditions:

- (1) As specified in Rule 13.05.04 (e), Rule 5.10 (a), and Rule 5.04 (a) (2), the batting order may never be changed in Cadet and Junior League play.
- (2) The mandatory play requirements specified in Rule 13.05.10 (d) (7) apply to a starting player. A substitute may not be removed from the game prior to the completion of the mandatory play requirements specified in Rule 13.05.10 (d) (7).
- (3) As specified in Rule 5.10 (a) and 5.10 (e), a player may enter the game once.
EXCEPTION: Starting players can re-enter the game, but only in the same place in the batting order in which they started the game.
- (4) A pitcher removed from the **field** cannot return to the mound.
- (5) A team using a continuous batting order may substitute freely in the field. When using a continuous batting order, a pitcher who leaves the **field**, but remains in the batting order, cannot return to the mound.
- (6) If during a game either team is unable to place eight (8) eligible players on the field due to illness, injury or ejection, the opposing manager shall select a player previously used in the lineup, to re-enter the game, but only if use of all eligible players has exhausted the roster. A player ejected from the game is not eligible for re-entry.

- (7) Except for injured players, all players present at the playing field, whether starting or substitute players, shall play defensively for a minimum of 3 consecutive outs and shall have completed at least one time at bat.

EXCEPTION 1: A short game of not more than 3 full innings for a team with more than 9 players, or 4 full innings for a team with 13 players or more.

EXCEPTION 2: When injury forces the removal of a player. Subject to Rule 13.05.04 (e) (5), the injured player may be removed and may only return later in the game in the same spot in the batting order if his substitute has completed his mandatory play requirement and if there is sufficient game time to allow the injured player to complete his mandatory play requirement.

EXCEPTION 3: A game called because of weather, light failure, or any other such similar circumstance beyond the control of the teams. (The NIWS time and the DDT are not considered a “circumstance beyond the control of the teams.”)

Rule 13.05.10 (d) (7) Comment: The mandatory defensive play requirement may be satisfied by the scoring of offensive runs as follows:

(a) A player starts a defensive half inning and plays the entire half inning which ends because the opposing team has reached the 6 run limit under Rule 13.05.15.

(b) A player starts an inning after the offensive team has scored a run or runs and the defensive half inning ends because of the 6 run limit under Rule 13.05.15. The player will continue the next defensive half inning until he either completes 3 outs or the opposing team reaches the 6 run limit.

(c) A player enters after an out or outs have been made and the defensive half inning ends because of the 6 run limit under Rule 13.05.15. In this case, the player will continue the next defensive half inning to either complete his minimum defensive outs or the opposing team reaches the 6 run limit.

PENALTY for Rule 13.05.10 (d) (7): Except for an injured player, a team in violation of Rule 13.03.03 (h) shall insert the player in the line-up or place him on the field in a defensive position when ordered by the umpire after the umpire has received a complaint of the violation from the manager of the opposing team. Failure by the manager to obey the umpire’s order by inserting the player in the line-up or placing him on the field in a defensive position will be cause for the game to be declared forfeit under Rule 7.03 (a) (5).

If a player has not completed his mandatory playing time before a game has ended, a complaint may be submitted after the game has ended to the Cadet/Junior League Commissioner or his designee. If the complaint is found to be valid, the team manager is required to have the player start the next game he attends and make up the missed playing time from the previous game and the mandatory playing time for that game.

Example: The player played 3 defensive outs, but did not bat in a game. He is to start the next game and is guaranteed a minimum of 2 times at bat and 3 defensive outs in the next game.

- (8) The following PENALTY applies to Cadet and Junior League play for a violation of Rule 5.10 (d) in the Official Baseball Rules if a player who is not eligible to play (i.e., a starting player who was removed a second time for a substitute or a substitute who was removed from the game for another substitute) re-enters the game:

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) Remove the original player for whom the illegal substitute entered the game; and

(iii) Enter a new substitute into that position, if a legal substitute is available. An automatic out will be declared under Rule 5.04 (b) (3) when that position is due up in the batting order, if no legal substitute is available and a team is using a 9-man batting

order. The umpire may declare the batter out under Rule 5.04 (b) (3) without the need for any pitches to actually be thrown.

Rule 13.05.10 (8) B Penalty Comment: If the player who was originally in the batting order was a starting player who had not been previously removed for a substitute, such starting player may remain in the game. A new substitute need not be entered into that position. If this starting player remaining in the game is subsequently removed for another substitute, this starting player may not re-enter 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 stand.
- E. This Penalty has no effect on the status of "unannounced substitutes" under Rule 5.10 (j) until such time as the umpire-in-chief notices or is informed of the violation. At such time, paragraphs (8) A or (8) B shall apply.

(l) Visits to the Mound

- (1) The "Visits to the Mound" Rule at Rule 5.10 (l) of the Official Baseball Rules is not adopted by the Cadet and Junior League. This Rule 13.05.10 (l) governs Visits to the Mound in the Cadet and Junior League.
- (2) This rule, which applies to each pitcher who enters a game, governs the visits of the manager or coach to the pitcher at the mound.
 - A. A manager or coach may come out once in one inning to visit with the pitcher, but the second time out, the player must be **removed as a pitcher**.
Example: If a manager visits Pitcher A once in the 1st inning, then makes a pitching change in the same inning, Pitcher B would be allowed one visit in that inning before being removed on the second visit.
 - B. A manager or coach may come out twice in one game to visit with the pitcher, but the third time out, the player must be **removed as a pitcher**.
Example: If a manager visits Pitcher A twice in the first three innings, then makes a pitching change in the 4th inning, Pitcher B would be allowed two visits in that game before being removed on the third visit, subject to the limits in Rule 13.05.10 (2) A.
 - C. The manager or coach is prohibited from making a second visit while the same batter is at bat.
 - D. A manager or coach may confer with any other player(s), including the catcher, during the visit with the pitcher. A manager or coach who is granted a time out to talk to any defensive player will be charged with a visit to the pitcher.

APPROVED RULING: At the time a pitcher is removed, a visit shall not be charged to the new pitcher.

APPROVED RULING: A conference with the pitcher or any other fielder to evaluate the player's condition after an injury shall not be considered a visit for the purposes of this rule. The manager or coach should advise the umpire of such a conference, and the umpire should monitor the conference.

(o) **Injured Runner**

If there are no available substitutes for a runner who has been injured (or for medical reasons may bat, but not run the bases) and needs to be replaced after safely reaching and occupying a base, the batter who last batted before him and is not a runner will run in his stead. A doctor's authorization is required in order to be replaced "for medical reasons".

(p) **Courtesy Runner for Catcher**

- (1) *Provided* it is agreed to by both managers and the umpire-in-chief is notified of the agreement, a "courtesy runner" shall be used for the catcher if there are 2 outs in the half inning and the catcher is a base runner. The courtesy runner shall be the player who made the last out. If the offensive team manager announces to the umpire that he is replacing the catcher, he shall use a courtesy runner for the batter who will be catching in the following inning. The purpose of this Rule 13.05.10 (p) is to have the catcher ready to play defense when the offensive half inning is completed.
- (2) If this rule is implemented after the start of a game, it will go into effect only at the start of an inning.
- (3) The umpire-in-chief may approach the managers any time during the game and suggest implementing this rule.

Rule 13.05.10 (p) Comment: While this rule is optional, the use of a "courtesy runner" for the catcher is meant to speed up the game. Managers are strongly urged to use this option.

The umpire should remind the managers in the pre-game plate conference of this option. **Should it not be used, the umpire is to ensure the managers know that he expects the catcher to be ready to warm up the pitcher and play defense.** The manager or the team's coaches should help the catcher into his equipment. If the catcher will not be ready in a timely fashion, the manager needs to have someone else warm up the pitcher.

The phrase "replacing the catcher" means the substitute catcher will be taking the catcher position after completing his time at bat and is not solely a pinch hitter. The umpire will require the substitute catcher play the catcher's position for at least one out unless he is injured and requires replacement.

13.05.11 Designated Hitter

- (a) The "Designated Hitter Rule" in Rule 5.11 of the Official Baseball Rules does not apply to Cadet and Junior League play. This Rule 13.05.11 governs the use of a Designated Hitter in the Cadet and Junior League.
- (b) A team with a 9-man batting order may use a Designated Hitter for any fielder. 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 place. The Designated Hitter named in the starting lineup must come to bat at least one time, unless the opposing club 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) 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 batting order and replaces Ira. John is now the Designated Hitter for Jacob. Ira may no longer play.

- (e) 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.

- (f) The Designated Hitter may take the field, but is locked into his place in the batting order.
- (g) 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 13.05.10 (d) (3) 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) (3) 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.

13.05.15 (Additional Rule) Run Limit per Inning

In Cadet and Junior League play, there is a **6 run limit per team per inning**. A team's offensive inning will end when the 6th run has crossed the plate.

EXCEPTION 1: The run limit shall **not be** in effect during the last inning if the run limit has **not** ended an offensive inning for either team prior to the last inning.

EXCEPTION 2: If the run limit has ended an inning for **only one** of the teams and not the other, and **the former** team is behind going into its offensive half of the last inning, the run limit shall **not** be in effect for **that** team during the last inning.

EXCEPTION 3: When a home run is awarded to the batter under Rule 5.05 (a) (5) which allows more than the 6th run to score, the batter and all runners will be permitted to score.

Rule 13.05.15 Exception 3 Comment: If a field does not have a fence 250 feet from home base, a fair fly ball home run will be determined by the ground rules in effect at that field under Rule 13.04.05.

A home run under this Exception 3 does not include a hit ball which stays in the playing field and for any reason allows the batter or runner to touch all four bases. Any runs which may score after the 6th run shall not be counted when the ball stays in the playing field.

13.05.16 (Additional Rule) Pitch Count and Days of Rest

The following **pitching limits** are imposed to decrease the chance of life-long injury to our players:

- (a) The player shall be limited to 95 pitches per day.
EXCEPTION: If a player reaches this limit while facing a batter, the pitcher may continue to pitch until (1) that batter reaches base; (2) that batter is put out; or (3) the 3rd out is made to complete the half inning.
- (b) If a manager wishes to intentionally walk a batter, the manager shall inform the umpire-in-chief. The batter will be awarded 1st base without the pitcher having to pitch to the batter. Intentional walks shall not count towards the pitch count under Rule 13.05.16 (a), Rule 13.05.16 (c), or Rule 13.05.16 (d). The ball is dead.

Rule 13.05.16 (b) Comment: An intentionally walked batter specified in this Rule 13.05.16 (b) shall not be considered to have reached 1st base under Rule 5.10 (f) and Rule 5.10 (g). Consequently, a starting or substitute pitcher may not be relieved until they have actually pitched to a batter. An intentional base on balls is not considered as having “actually pitched to a batter”. Once a starting or substitute pitcher has actually pitched to a batter, they may be relieved.

- (c) The following rest periods between pitching appearances are required:
- If a player pitches 61 or more pitches in a day, 3 calendar days of rest must be observed.
 - If a player pitches 41-60 pitches in a day, 2 calendar days of rest must be observed.
 - If a player pitches 21-40 pitches in a day, 1 calendar day of rest must be observed.
 - If a player pitches 1-20 pitches in a day, no rest is required.
- (d) A pitcher who throws 71 or more pitches in the 1st game of a doubleheader will not be eligible to pitch in the 2nd game of the doubleheader.
- (e) The penalty for the use of a pitcher who has exceeded the maximum number of pitches under paragraph (a) or the use of an ineligible pitcher under paragraphs (c) or (d) is the immediate removal of the pitcher from the mound.
- (f) As soon as the written batting order is given to the umpire-in-chief by the home team, this Rule 13.05.16 and its penalty 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 13.05.16 and its penalty applies to the visiting team. Any time after, even if the ineligible pitcher is discovered before the game starts, this Rule 13.05.16 and its penalty applies.
- (g) (1) The manager is responsible for tracking the pitch count for his pitchers. The manager must provide the pitch count when requested by the opposing manager or the umpire-in-chief. The pitcher’s manager shall inform the umpire-in-chief and the opposing manager when a pitcher has thrown 80 pitches. The manager is responsible for removing a pitcher when a pitcher is no longer eligible to pitch. The manager shall inform the umpire-in-chief (1) when a pitcher has delivered his limit of pitches for the game, and (2) the name of the substitute pitcher.
- (2) Each manager is required to obtain the signature of the game’s umpire-in-chief on their sheets which record the count of each pitch for each pitcher used during the game immediately after the last out of the game. The umpire’s signature does not verify that the pitch count was correct; it does verify that the pitch count sheet submitted to the IAB Discipline Committee under Rule 13.05.16 (g) (5) was the same sheet used during the game.
- (3) Each manager is required to maintain the pitch count sheets signed by the game’s umpire-in-chief for each of their pitchers for at least three weeks after that pitcher’s last pitching appearance. If there is a challenge to a pitcher’s eligibility under the “days of rest”

requirement in Rule 13.05.16 (c), this pitch count sheet shall be presented promptly to the game's umpire-in-chief. Failure to provide this written record to the game's umpire-in-chief will be considered a sufficient basis for the umpire to order the immediate removal of the pitcher from the mound.

- (4) Managers who violate the restrictions in this Rule 13.05.16 are subject to additional penalties as may be imposed by the IAB Discipline Committee. As a minimum, an offending manager will be suspended for at least one game. If a complaint is submitted to the IAB Discipline Committee, the manager must immediately submit that game's pitch count sheet signed by the umpire to the IAB Discipline Committee upon the request of the IAB Discipline Committee.
- (h) Israel Association of Baseball officials are urged to take precautions to prevent infractions under this Rule 13.05.16. When an infraction is imminent, the manager of the potential offending team should be notified immediately. Such action should not be delayed until the infraction has occurred. Once notified, the manager is expected to remove the pitcher from the mound once he reaches the pitch count limit. Once notified that a pitcher is ineligible at the beginning of the game, the manager is also expected to ensure that the player does not pitch in that game. However, the failure of these personnel to notify the manager of the infraction does not affect the validity of any challenge.
Example: Should a manager, official scorer, or league official discover that a pitcher is ineligible at the beginning of the game, or will exceed the maximum number of pitches during the game; that fact should be brought to the attention of the manager of the team involved.
- (i) (1) The use of a pitcher who has exceeded the maximum number of pitches under paragraph (a) or the use of an ineligible pitcher under paragraphs (c) or (d) is the basis for a CHALLENGE under this Rule 13.05.16. The challenge shall be made to the game's umpire-in-chief by the manager of the opposing team who has been counting the number of pitches thrown by each pitcher from the opposing defensive team. A challenge shall not be considered if the pitcher in violation of paragraphs (a), (c) or (d) has been substituted prior to the submission of the challenge (see Rule 5.10 (b), Rule 5.10 (c), and Rule 5.10 (j)). Any pitch or play before the challenge to the game's umpire-in-chief, either by the offense or the defense, will stand. Whenever it is found that a pitcher in violation of paragraphs (a), (c) or (d) is being used, said pitcher shall be immediately removed from the mound. Failure by the manager to remove the pitcher from the mound will be sufficient cause for the game to be declared immediately forfeit under Rule 7.03 (a) (5).
- (2) The term CHALLENGE means a manager's claim that the opposing team is in violation of these rules by using an ineligible pitcher.
- (3) For the purpose of Rule 5.10 (j) specified in Rule 13.05.16 (i) (1), the pitcher shall be considered as having entered the game when he takes his place on the pitcher's plate prior to delivering a pitch (preparatory or otherwise).
- (4) The umpire's order to remove the pitcher from the mound or the umpire's decision to not remove the pitcher from the mound may be protested under Rule 7.04 and Rule 13.07.04. This protest shall be made before the next pitch, play or attempted play. If a protest is made, the game's umpire-in-chief shall announce the game is under protest.

13.05.17 (Additional Rule) Stealing Home

The runner must slide if he is stealing home on a pitched ball.

EXCEPTION: This Rule 13.05.17 does not apply to a passed ball or wild pitch (see Rule 9.07).

PENALTY: The runner shall be declared out if he does not slide.

13.05.18 (Additional Rule) Pitch Limit in a Tournament or Playoff Game

A pitcher who throws 71 or more pitches in a tournament or playoff game will not be eligible to pitch in the next game of the entire competition, regardless of the number of days between games.

PENALTY: A team in violation of this Rule 13.05.17 will forfeit the next game of the series.

13.05.19 (Additional Rule) Manager's Injury Report

The home team manager shall file a report with the Regional Director if there is an injury to a player, coach, umpire, or spectator.

13.06 -- IMPROPER PLAY, ILLEGAL ACTION, AND MISCONDUCT

13.06.01 Interference, Obstruction, and Catcher Collisions

(i) Collisions at Home Plate

Collisions at Home Plate Rule 6.01 (i) does not apply to Junior and Cadet League play.

13.06.02 Pitcher Illegal Action

(a) Balks

- (14) A **balk** shall be called if, while not in possession of the ball, the pitcher stands with one or both feet within a 5 feet radius of the pitcher's plate during a hidden-ball-trick attempt. (The hidden-ball-trick is a play in which the runner is deceived about the location of the ball in an effort to tag him out.)

EXCEPTION: During the first 4 weeks of a season in Cadet League play, the pitcher will be given one warning for any and all balks before the penalty specified in Rule 6.02 (a) is enforced.

(d) Penalty for Pitcher Altering Ball

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

13.06.04 Unsportsmanlike Conduct

(d) Conduct upon Ejection

- (1) If a manager, coach, trainer or player, is ejected or removed from a game, he shall leave the field immediately and must vacate the bench and take no further part in that game. He may either leave the park or take a seat in the grandstand either in or out of uniform well removed from the vicinity of his team's bench or bullpen. If there are no grandstands, the ejected manager, coach, trainer, or player may remain in an area where spectators normally congregate or have congregated. Remaining in the grandstands or an area where spectators have congregated is a privilege.

- (2) The umpire-in-chief may forfeit the game if the ejected manager, coach, trainer, or player violates the privilege of remaining in the grandstands 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 7-0 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.

13.06.07 (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 not 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 13.06.07 (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 13.06.07 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 IAB Rule 13.06.07 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.

13.06.08 (Additional Rule) Challenging an Illegal Player

(a) Definitions

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

The term "challenge to the Regional Director" means a manager's claim during the game or after the game has ended 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 the Regional Director or a player who is not an authorized "exception" player. The Regional Directors will maintain the current official league rosters for their teams. An illegal player shall not play offensively or defensively, shall not be a "courtesy runner" or a substitute runner under any circumstances, and shall not be a base coach if the child is within the same age group as the team's players.

(b) As soon as the written batting order is given to the umpire-in-chief by the home team, this Rule 13.06.08 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 13.06.08 applies to the visiting team. Any time after, even if the illegal player is discovered before the game starts, this Rule 13.06.08 applies.

(c) (1) The use of an illegal player is the basis for a challenge to the Regional Director under this Rule 13.06.08. The challenge will be submitted by the manager of either team to the challenging team's Regional Director within 72 hours after the game has ended.

- (2) A manager who suspects the use of an illegal player may also 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. Should the manager affirm that the player is illegal, he will immediately remove the player from the game. If the manager answers that the player is not an illegal player, a challenge to the Regional Director under Rule 13.06.08 (c) (1) will apply. The player will be immediately removed from the game and Rule 13.06.08 (d) will not apply if a challenge to the challenging team's Regional Director under Rule 13.06.08 (c) (1) is then made either verbally or telephonically by the manager during the game and the Regional Director rules that the player is an illegal player. Any previous offensive or defensive play or pitch before a challenge will stand.
- (3) The umpire-in-chief will report the challenge to --
 - A. The home team's Regional Director under Rule 13.08.04, and
 - B. The challenging team's Regional Director unless the challenge is made to the challenging team's Regional Director during the game.
- (d) Upon receiving a challenge after a game has ended, the Regional Director will make one of the decisions described in Rule 13.07.04 (c) (4) and direct one of the actions described in Rule 13.07.04 (c) (4) C. Without the participation of the "illegal player", the game may be replayed or continued from the moment the "illegal player" was used. In the case of a player whose first participation cannot be determined, the game may be replayed in its entirety. The decision and the direction of the Regional Director will be final and is not subject to further review.

13.07 -- ENDING THE GAME

13.07.01 Regulation Game and Official Score

- (a) A regulation game consists of 7 innings, unless extended because of a tie score, or shortened (1) because the home team needs none of its half of the 7th inning or only a fraction of it, or (2) because the umpire calls the game.
- (b) 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; or the umpire calls the game under Rule 13.07.07.

Rule 13.07.01 Comment: All references to the "ninth inning" in Rule 7.01 (g) will mean the seventh inning for a regulation game of seven innings.

- (c) Unless paragraph (d) applies, if a game is called, it is a regulation game:
 - (1) If 4 innings have been completed,
 - (2) If the home team has scored more runs in 3 or 3 and a fraction half-innings than the visiting team has scored in four completed half-innings,
 - (3) If the home team scores one or more runs in its half of the 4th inning to tie the score.
- (d) When daylight ends early, the Junior/Cadet League Commissioner or his designee may declare that if a game is called, it is a regulation game:
 - (1) If 3 innings have been completed,
 - (2) If the home team has scored more runs in 2 or 2 and a fraction half-innings than the visiting team has scored in 3 completed half-innings,
 - (3) If the home team scores one or more runs in its half of the 3rd inning to tie the score.
- (e) If a regulation game is called with the score tied, it shall not become a suspended game in regular season play.

- (f) If a game is called before it has become a regulation game, the umpire-in-chief shall declare it “No Game.”
- (g) The official score of a regulation game will be the score when the game is called.

EXCEPTION: If the game is called in the middle of an inning in which the visiting team has scored a run or runs to go ahead in the game and the home team has not tied the game during its half inning, the official score will revert to the score at the end of the last completed inning.

A called game ends at the moment the umpire terminates play. Except as specified in Rule 13.07.07 (g), a called game shall not become a suspended game.

- (i) As specified in Rule 13.07.01 (a), a complete regulation game is 7 innings. However, play may continue if the score is tied at the end of 7 innings and time under Rule 13.07.07 allows for additional innings to be played. If the teams play 9 innings and are still tied, the game shall be declared a tie.
- (j) (1) *Provided* the game is a regulation game, **tie games are allowed** in Cadet and Junior League regular season play. However, they are not allowed in playoff games (see Rule 13.07.07).
(2) *Provided* the game is a regulation game, **tie games are allowed** in Cadet and Junior League All Star Tournament and Chanukah Tournament games. However, the Tournament Director for an All Star Tournament or a Chanukah Tournament is delegated the authority to decide whether All Star Tournament or Chanukah Tournament games must have a winning team. The Tournament Director shall announce his decision to the Junior/Cadet League Commissioner or his designee, all team managers, area coordinators, and regional directors prior to the start of the tournament. This decision will apply to any and all games in that tournament. If a tie game results in a suspended game because the Tournament Director decided there must be a winning team, the Tournament Director will schedule the resumption of the suspended game, and, if applicable, will issue instructions, playing rules, and a rule for a resumed game.
- (k) If a game continued under Rule 13.07.04 or Rule 13.06.08 precedes a regularly scheduled game between the two teams, the regularly scheduled game may be played for fewer than the 7 innings specified in Rule 13.07.01 (a) at the discretion of the Junior/Cadet League Commissioner or his designee. The number of innings which will constitute a “regulation game” may also be fewer than those specified in Rule 13.07.01 (c) at the discretion of the Junior/Cadet League Commissioner or his designee for the regularly scheduled game.

13.07.02 Suspended Games

(b) Score of an Uncompleted Game

A game to be continued under Rule 13.07.04 or Rule 13.06.08 which is not completed prior to the last scheduled game between the two teams during the championship season shall become a called game. If such game becomes a called game and

- (1) has progressed far enough at the exact point of the protest or challenge to become a regulation game, and one team is ahead, the team that is ahead shall be declared the winner (unless the game is called while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to take the lead, and the home team has not retaken the lead, in which case the score upon the completion of the last full inning shall stand for purposes of this Rule 13.07.02);
- (2) has progressed far enough at the exact point of the protest or challenge to become a regulation game, and the score is tied, the game shall be declared a “tie game” (unless the game is called

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, and the home team has not retied the game, in which case the score upon the completion of the last full inning shall stand for purposes of this Rule 13.07.02); or

- (3) has not progressed far enough at the exact point of the protest or challenge to become a regulation game, the game shall be declared “No Game.”

13.07.03 Forfeited Games

(c) Umpire Order to Groundskeepers

Official Baseball Rule 7.03 (c) does not apply to Cadet and Junior League play.

(e) Forfeit for Less than Eight Players

- (1) A team can request rescheduling a game *provided* the opposing team and the Junior/Cadet League Commissioner or his designee agree. The Junior/Cadet League Commissioner or his designee must notify the umpire(s) and any other Cadet and Junior League personnel of the change. If the date is not rescheduled by at least 24 hours before the scheduled game time it will be considered a forfeit.
- (2) The Junior/Cadet League Commissioner or his designee is responsible for notifying the umpires and the team managers of cancellations and postponements.
- (3) **A team with less than 8 players will forfeit the game** with a 7-0 score. The lending of players will not be allowed. The umpire will wait 15 minutes before announcing the forfeit should a team show up with less than 8 players by the scheduled game time. At his discretion, the umpire may extend the waiting period by an additional 15 minutes due to extenuating circumstances. The Junior/Cadet League Commissioner or his designee may set fines and/or impose other penalties for last minute forfeits.

Rule 13.07.03 (e) (3) Comment: The managers and coaches should not force an injured or unhealthy player to play just to keep the team from forfeiting. The health and safety of the players are paramount.

- (4) The minimum amount of players to be fielded is 8.

PENALTY: A team that cannot field 8 players will forfeit the game with a score of 7-0.

- (5) If there are only 8 players, one will be a pitcher and one will be a catcher.
- (6) If for any reason a team loses a player or players and can no longer bat 8 players, a forfeit will be declared and the score will be 7-0 or the score at the time of the forfeit. The winning manager may choose between the two.
- (7) A team with less than 8 players shall have forfeited the game, but should make an effort to continue informal play with players from the other team. All players on both teams present at the field shall have at least one time at bat.

13.07.04 Protests

- (a) Protests must be made in accordance to Rule 7.04.
- (b)
 - (1) The protesting manager must submit a protest to the protest resolution authority (i.e., the Junior/Cadet League Commissioner or his designee) either verbally or telephonically before the next pitch, play, or attempted play. If the protest resolution authority makes a decision on the verbal or telephonic protest, that decision will be announced verbally or telephonically before the next pitch, play or attempted play to the protesting manager, the umpire, and the opposing manager. The decision is final. If the protesting manager is unable to contact the protest resolution authority or the protest resolution authority declines to make a decision, the protesting manager may submit the protest in writing under Rule 13.07.04 (c) for a decision. Play will restart (1) once the protest resolution authority announces his decision, (2) there was an unsuccessful attempt to contact the protest resolution authority, or (3) the protest resolution authority declines to make a decision.
 - (2) A protest arising on a game-ending play must be submitted to the protest resolution authority either verbally or telephonically before the umpire and both contesting teams and their managers leave the playing field or its immediate surroundings. If the protest resolution authority makes a decision on the verbal or telephonic protest, that decision will be announced verbally or telephonically before the umpire and both contesting teams and their managers leave the playing field or its immediate surroundings. The announcement will be made to the protesting manager, the umpire, and the opposing manager. The decision is final. Play may begin again depending on the protest resolution authority's decision. If the protesting manager is unable to contact the protest resolution authority or the protest resolution authority declines to make a decision, the protesting manager may submit the protest in writing under Rule 13.07.04 (c) for a decision.
- (c)
 - (1) The protesting manager must submit the protest in writing by email, fax or registered mail within 48 hours after the game has finished with a check for the protest fee of 100 NIS. The check must be made out to the IAB and submitted within 96 hours after the game. The protest letter must be sent to a protest committee to be appointed by the Junior/Cadet League Commissioner or his designee.
 - (2) The protest fee will be returned to the team if:
 - A. The protest is upheld, or
 - B. The protest is not upheld, but found to be valid (i.e., submitted for good reason and based on sound reasoning in the judgment of the protest committee).
 - (3) The protest under Rule 13.07.04 (b) and Rule 13.07.04 (c) must include the following information:
 - A. Game particulars (home team, visiting team, venue, date and posted time),
 - B. Game situation at time of infraction (inning, team at bat, number of outs, runners on base),
 - C. Names of umpires and positions (Plate, Base),
 - D. Description of infraction, and
 - E. Rule violated.
 - (4) The protest committee, upon receiving a protest under Rule 13.07.04 (c), will make one of the following decisions:
 - A. The protest is not upheld and is not valid;
 - B. The protest is not upheld, but found to be valid; or
 - C. The protest is upheld in which case:
 - (i) The game will not be replayed or continued if the violation did not adversely affect the game's outcome (i.e., which team won).

- (ii) The game will not be replayed or continued if the results of the game will not have any bearing on the Cadet or Junior League championship or a team's berth in any post-regular season play.
- (iii) 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. Rule 7.02 (c), Rule 13.05.10 (d), and Rule 13.05.04 (e) apply to these resumed games. The Junior/Cadet League Commissioner or his designee will schedule the resumption of these games and may issue instructions and any special rules for these resumed games. 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.

13.07.07 (Additional Rule) Game Ending Times

(a) Definitions

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.

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.

- (b) **No inning will start** (NIWS) after 2 hours and 20 minutes of the scheduled game time. However, the umpire may at his discretion, add time if there are delays in starting a game. If time is added, the amount should be announced prior to the start of the game. If a drop dead time (DDT) is needed for the end of the game, it will be 2 hours and 40 minutes after scheduled game time.

Example 1: Games starting at 14:00 will have a NIWS time of 16:20 and a DDT of 16:40. Should time be added at the umpire's discretion, a game starting at 14:10 will have a NIWS time of 16:30 and a DDT of 16:50.

Example 2: Games starting at 19:15 will have a NIWS time of 21:35 and a DDT of 21:55. Should time be added at the umpire's discretion, a game starting at 19:30 will have a NIWS time of 21:50 and a DDT of 22:10.

Rule 13.07.07 (b) Comment: A game may end prior to the specified DDT, *provided* both team managers and the umpire-in-chief agree.

A team may not employ any strategy or tactic whose purpose is to slow play to win a game by taking advantage of the "drop dead time" or the "no inning will start" time even if such strategy or tactic is otherwise permissible. Except for a game forfeiture, the umpire may issue any order or take any action he sees fit to implement this prohibition. If a team is slowing play to win a game by taking advantage of the "drop dead time", the umpire's first action should be to extend the "drop dead time." If this is not possible because of time constraints on the use of the field, the umpire may then issue other orders or take other actions as he sees fit. The umpire's decision that a prohibited strategy or tactic has occurred are based on his judgment and is therefore, not subject to protest.

- (c) (1) If the DDT is dictated because of field requirements, Erev Shabbat, or other "outside influence" and is less than 2 hours and 40 minutes after scheduled game time, the NIWS time will be 20 minutes before the DDT. If the DDT is less than 2 hours and 20 minutes after scheduled game time, the NIWS time specified in paragraph (b) and this paragraph (c) does not apply.
- (2) Rule 13.07.06 (c) (1) does not apply to Junior League games played at Baptist Village field.
- (d) (1) If the NIWS time and/or the DDT are different than those specified in Rule 13.07.07 (b), the umpire-in-chief will inform the managers at the pre-game conference of the NIWS time and the DDT for that game.
- (2) If a DDT is not needed during the regular season, both team managers with the concurrence of the umpire-in-chief may agree at the pre-game conference to waive a DDT for that game.

- (3) Rule 13.07.07 (d) (1) and Rule 13.07.07 (d) (2) do not apply to Junior League games played at Baptist Village field.
- (e) If the game is tied after the NIWS time but before the DDT, one more inning may be added. However, the game will be called at the DDT.
- (f) The game will be called at any time after the NIWS time has elapsed, if the visiting team has completed its time at bat and the home team is ahead or has taken the lead. However, if the home team is at bat, and in the lead when the NIWS time elapses, any batter up to bat will be allowed to complete his turn until he is put out or becomes a runner and all play has stopped.
- (g) (1) A playoff game will be a suspended game if (1) a regulation game is called because of light failure, weather, 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 (2) the home team has not retaken the lead. Except as specified in Rule 13.07.07 (g) (2), the suspended game will be resumed at the exact point of suspension of the original game and that inning will be completed. If the score is tied after that completed inning, 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. Rule 7.02 (c), Rule 13.05.10 (d), and Rule 13.05.04 (e) apply to these resumed suspended games. The Tournament Director will schedule the resumption of these suspended playoff games and may issue instructions and any special rules for these resumed suspended playoff games.
- (2) If the game is called 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 suspension is the same pitcher as at the beginning of the resumed game.

Rule 13.07.07 (g) 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.
- (4) If a playoff game is called for any reason before it becomes a regulation game, the umpire shall declare it “No Game”. The game will be replayed in its entirety as a new game.

13.07.08 (Additional Rule) No Contest

The manager of a team losing by 12 runs or more at the end of 5 complete times at bat or any complete 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. Even if a game is called under this “No Contest” rule, all the players on the losing team who have not had an opportunity to bat at the time of such declaration will be given an opportunity to bat, without affecting the score or the previously declared outcome.

13.08 -- THE UMPIRE

13.08.04 Reporting

- (a) (1) The game's umpire-in-chief shall report to the Junior/Cadet League Commissioner or his designee in a timely manner all violations of rules and other incidents worthy of comment, including the disqualification of any trainer, manager, coach or player, and the reasons therefore.
- (2) For Junior League games at Baptist Village field, the information in Rule 13.08.04 (a) (1) will be reported to both the Junior/Cadet League Commissioner or his designee and the Chief Umpire.
- (b) (1) When any trainer, manager, coach or player is disqualified for a flagrant offense such as the use of obscene or indecent language, or an assault upon an umpire, trainer, manager, coach or player, the umpire shall forward full particulars to the Junior/Cadet League Commissioner or his designee in a timely manner.
- (2) For Junior League games at Baptist Village field, the information in Rule 13.08.04 (b) (1) will be reported to both the Junior/Cadet League Commissioner or his designee and the Chief Umpire.
- (c) Rule 8.04 (c) is deleted in its entirety.
- (d) While the report is to be submitted to the Junior/Cadet League Commissioner or his designee who may impose such penalty as he deems justified, the IAB President is the final authority on any disciplinary matter. Any authorities delegated by this rule to any other position are still retained by the IAB President and he may choose to exercise those authorities or recall them at any time.

13.09 -- THE OFFICIAL SCORER

13.09.01 Official Scorer

The Junior/Cadet League Commissioner is not required to appoint an official scorer for each game. (This Rule modifies Rule 9.01)

13.09.02 Official Scorer Report

Unless the Junior/Cadet League Commissioner directs otherwise for a game or games, the official scorer is not required to submit an Official Score Report. (This Rule modifies Rule 9.01 and Rule 9.02)

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 13.

The terms FULL TEAM BATTING ORDER and ENTIRE TEAM BATTING ORDER when used colloquially within the IAB, has the same meaning as the term CONTINUOUS BATTING ORDER as the term "continuous batting order" is used in this IAB Rule 13. The term "continuous batting order" means "all players on the team roster present at the game batting in order". (An injured player

who chooses to come to a game to be with his team is not required to appear on the written batting order and not required to bat or play defensively.)

ILLEGAL is contrary to these rules.

A PENALTY is the application of these rules following an illegal act.

TEAMS (CADET LEAGUE)

- (a) For details on age eligibility, please see the age chart at http://www.baseball.org.il/images/Age_table_2015_6.jpg which specifies by birth month and year the age requirements for eligibility to play in each league.
- (b) Potential players who are ineligible to play in the Cadet League due to the age requirement may request an exception from the National Director allowing them to be play in the Cadet League.
- (c) The minimum amount of players registered on a team will be 11 and the maximum will be 14. The Junior/Cadet League Commissioner or his designee may in extenuating circumstances, grant exceptions to this minimum, but under no circumstances will a team have fewer than 10 players.
- (d) All players must be registered in the IAB as a member of the team.
- (e) All players must take the health test as required by the Ministry of Sports.
- (f) Adding players: During the season, a player may be added to the roster *provided* all payments and other obligations to the League and Sports Law have been met.
- (g) Switching teams: A player may switch teams only once in a season *provided* both team managers and the Junior/Cadet League Commissioner or his designee agree. A bona fide change of address to a different community is an example of a valid reason for switching to the local team.
EXCEPTION: The Junior/Cadet League Commissioner or his designee may grant exceptions to this paragraph (g) on a case-by-case basis.

TEAMS (COMBINED JUNIOR AND CADET LEAGUE)

- (a) The Junior/Cadet League Commissioner or his designee may approve the formation of a combined Cadet and Junior League team in extenuating circumstances. However, such a combined team shall only play in the Junior League.
- (b) For details on age eligibility, please see the age chart at http://www.baseball.org.il/images/Age_table_2015_6.jpg which specifies by birth month and year the age requirements for eligibility to play in each league.
- (c) Potential players who are ineligible to play on a combined Cadet and Junior League team due to the age requirement may request an exception from the National Director allowing them to be play on a combined Cadet and Junior League team.
- (d) The minimum amount of players registered on a team will be 11 and the maximum will be 14. The Junior/Cadet League Commissioner or his designee may in extenuating circumstances, grant exceptions to this minimum, but under no circumstances will a team have fewer than 10 players.
- (e) All players must be registered in the IAB as a member of the team.
- (f) All players must take the health test as required by the Ministry of Sports.
- (g) Adding players: During the season, a player 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 *provided* both team managers and the Junior/Cadet League Commissioner or his designee agree. A bona fide change of address to a different community is an example of a valid reason for switching to the local team.
EXCEPTION: The Junior/Cadet League Commissioner or his designee may grant exceptions to this paragraph (h) on a case-by-case basis.

TEAMS (JUNIOR LEAGUE)

- (a) For details on age eligibility, please see the age chart at http://www.baseball.org.il/images/Age_table_2015_6.jpg which specifies by birth month and year the age requirements for eligibility to play in each league.
- (b) Potential players who are ineligible to play in the Junior League due to the age requirement may request an exception from the National Director allowing them to be play in the Junior League.

- (c) The minimum amount of players registered on a team will be 11 and the maximum will be 14. The Junior/Cadet League Commissioner or his designee may in extenuating circumstances, grant exceptions to this minimum, but under no circumstances will a team have fewer than 10 players.
- (d) All players must be registered in the IAB as a member of the team.
- (e) All players must take the health test as required by the Ministry of Sports.
- (f) Adding players: During the season, a player may be added to the roster *provided* all payments and other obligations to the League and Sports Law have been met.
- (g) Switching teams: A player may switch teams only once in a season *provided* both team managers and the Junior/Cadet League Commissioner or his designee agree. A bona fide change of address to a different community is an example of a valid reason for switching to the local team.
EXCEPTION: The Junior/Cadet League Commissioner or his designee may grant exceptions to this paragraph (g) on a case-by-case basis.

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.