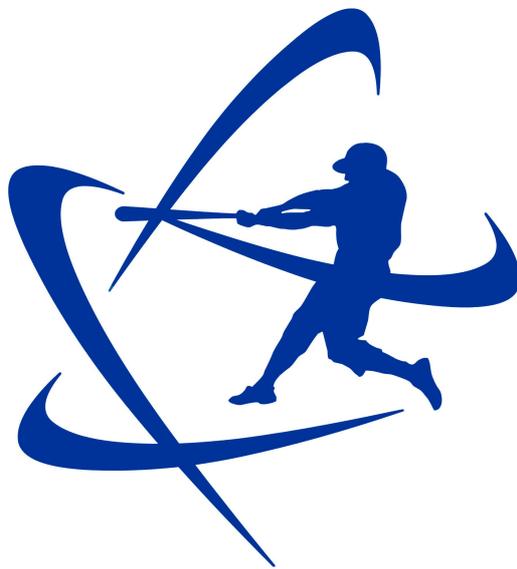


ISRAEL ASSOCIATION OF BASEBALL

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.

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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 posting of the latest edition of the Official Baseball Rules after the season has started does not affect the Junior and Cadet League during midseason, but will only take effect when Junior and Cadet League play resumes in the fall (or not at all, if the Playing Rules Committee decides a particular rule change is not suitable for the Junior and Cadet League).
- (4) 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. Official Rule 4.07 (b) is not relevant to the Junior and Cadet League.
 - D. The Infield Fly Rule at Official Rule 5.09 (a) (5) shall apply to all Cadet and Junior League regular season, playoff series and tournament games.
 - E. Balks at Official Rule 6.02 (a) 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.)

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

This IAB Rule 13 is effective on 10 October 2018.

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 head coaches and coaches of each team shall ensure the good and sportsmanlike behaviour of their players, as well as any parents accompanying the team. The head coach 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 head coach or coaches, shall be reported to the Junior/Cadet League Commissioner for investigation. If the abusive, intimidating, disrespectful or unsportsmanlike conduct or actions are confirmed, then:
 - (1) The team committing these acts will forfeit the game regardless of the actual score on the field, and/or
 - (2) The offending player(s) and/or head coach or coaches will be suspended from playing future game(s), and/or
 - (3) 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.
- (c) Parents accompanying the team are the responsibility of the team head coach. Should parents act in an unsportsmanlike manner toward the opposing team or the umpire, the umpire-in-chief will warn the appropriate head coach 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, protest, or complaint.

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.

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.

13.02.05 Team Benches

Except to the extent benches might be furnished as a part of the playing field, team benches will generally not be provided to the teams by Junior or Cadet League or the Israel Association of Baseball.

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 head coach. 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 Official 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.
 - (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.
- (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) Comment: A bat which is broken, cracked, bent, warped or dented is illegal.

(b) BATS used in CADET LEAGUE play:

- (1) May be aluminum or aluminum alloy, composite or laminated, or made from one piece of solid wood and 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 and laminated 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 is 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 Uniforms

- (a) (1) All players participating in a game must be in a uniform conforming to Official Rule 3.03 during the game. They shall wear a baseball cap and sport shoes with their uniform shirt tucked into their pants.
- (2) Junior and Cadet League team members are not required to wear numbers on their uniforms.
- (3) Neither a head coach, nor a coach are required to be in uniform when on the playing field.
- (j) Contrary to Official Rule 3.03 (j) which prohibits commercial advertisements, the wearing of a logo of a sponsor of one or more teams on the uniform of team members is permitted.
- (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, head coach or coach should be warned by the umpire and if they persist, they may be removed from the game.

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

13.03.13 (Additional Rule) Protective Equipment

- (a) (1) Catchers must wear a helmet, face mask with throat extension or throat guard, chest protector, cup and shin guards. "Hockey Style" helmets satisfy the mask and helmet requirements.

- (2) When warming up a pitcher, catchers or any team member warming up the pitcher, must wear a cup and mask, if they enter into the stooped position.
- (b) Every player shall wear a double earflap protective helmet while batting, on deck, and running bases.
- (c) Base coaches, 16 years old or younger in the Cadet League and 18 years old or younger in the Junior League, shall wear a helmet, but such helmets need not be earflap helmets.
- (d) All bat/ball boys or girls must wear helmets when on the playing field.

Rule 13.03.13 Comment: Helmets that are cracked, deformed, split, broken, damaged or deteriorated shall not be worn.

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) Players and Protective Cups

All male players must wear a protective cup during practices and games.

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 Official Rule 4.01 (c) and (d).

13.04.02 Field Manager

Official Rule 4.02, Field Manager, does not apply to the Junior and Cadet League. See HEAD COACH in the Definition of Terms:

13.04.03 Lineup Cards

- (f) The written batting order given by each team’s head coach 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 head coach of each team shall announce at the pre-game conference to both the opposing head coach and the umpire-in-chief, whether his team is using an 8-man batting order, a 9-man batting order, 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 Official Rule 7.04.

13.04.04 Weather and Field Conditions

- (a) Except for the 2nd game of a doubleheader, both team’s head coaches shall agree on the suitability of the weather conditions and/or the fitness of the playing field before starting the game if the

game has not been canceled in sufficient time to ensure that the teams and/or the umpire do not arrive at the playing field. If both head coaches cannot agree, the game's umpire-in-chief shall make the decision to start or not start the game.

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

13.04.08 Doubleheaders

- (c) The second game of a doubleheader may start at any time after the first game is completed.
- (f) At the discretion of the Junior/Cadet League Commissioner or his designee, when a rescheduled game is part of a doubleheader, the rescheduled game may be the first game, and the second game will be the regularly scheduled game for that date.
- (g) See Rule 13.07.03 (c), Umpire Order to Groundskeepers.

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

13.05.03 Base Coaches

NOTICE: In Junior or Cadet League games, base coaches' boxes may not be marked as prescribed in Official Rule 2.01 and/or the boxes may not be laid out as prescribed in Appendix 1 of the Official Baseball Rules. In these cases, Official Rule 6.01 (b) requires any member of the offensive team to "vacate any space needed by a fielder who is attempting to field a batted or thrown ball."

Under Official Rule 6.01 (b) for this interference:

- (1) If a base coach "hinders a fielder's attempt to catch or field a batted ball, the ball is dead, the batter is declared out and all runners return to the bases occupied at the time of the pitch."
- (2) If a base coach "hinders a fielder's attempt to field a thrown ball, the ball is dead, the runner on whom the play is being made shall be declared out and all runners return to the last legally occupied base at the time of the interference."

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

Official 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.
- (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 head coach 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.

13.05.05 When the Batter Becomes a Runner

- (b) The batter becomes a runner and is entitled to first base without liability to be put out (provided he advances to and touches first base) when:

- (1) Four “balls” have been called by the umpire or following a signal from the defensive team’s head coach to the umpire that he intends to intentionally walk the batter;

The following implements for the Junior and Cadet League, the “No Pitch Intentional Walk” coverage in the “Definitions of Terms” for a “Base on Balls” and Official Rule 5.05 (b) (1) Comment:

- A. If a head coach or his/her designee elects to intentionally walk a batter, the head coach shall signal the umpire-in-chief and request “time.” Upon the umpire recognizing the head coach’s signal, the umpire will call “time,” the ball is dead, and no runners may advance except a runner forced to advance by the batter becoming a runner. The umpire shall award the batter 1st base and advance any runner forced to advance by the batter becoming a runner.

Rule 13.05.05 (b) (1) A Comment: The head coach is responsible for giving the “signal” and requesting “Time” in such a manner as to ensure the umpire knows a “signal” was given and “Time requested.”

- B. The head coach may signal an intentional walk at any time regardless of how many pitches have already been delivered to the batter.
- C. Intentional walks shall not be included in the pitch count under Rule 13.05.16 (a), Rule 13.05.16 (c), or Rule 13.05.16 (d). Pitches will not be added to the pitch count.

EXCEPTION: If any pitches have been delivered before the head coach signals, those pitches shall be included in the pitch count. See Rule 13.05.05 (b) (1) B.

Rule 13.05.05 (b) (1) A Comment: An intentionally walked batter specified in this Rule 13.05.05 (b) (1) shall not be considered to have reached 1st base under Official Rules 5.10 (f) and 5.10 (g). Consequently, a starting or substitute pitcher may not be relieved until they have actually pitched to a batter and that batter has been put out or reaches at least 1st base. 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.

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, each runner may advance one base under Official Rule 5.06 (b) (4) (H). The Junior/Cadet League Commissioner will determine from time to time which fields have an “ineffective backstop.”
- (2) Each team will be limited to only 2 runs per inning when applying Rule 13.05.06 (f) (1).
- (3) 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 Official 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) Official Rule 5.06 (b) (4) (H) would apply.

13.05.07 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 eight 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 five preparatory pitches also during which play shall be suspended.
- (3) 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.

- (4) 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 five 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 not apply to the Junior and Cadet League.

13.05.09 Making an Out

(a) Retiring the Batter

(5) Infield Fly Erroneously Not Declared

Whether the ball is an infield fly or not is solely the judgment of the umpire and may not be protested. However, if the umpires forget to call the Infield Fly because of absent-mindedness the situation must be corrected. The defense must not be allowed to get a double play when the Infield Fly should have been called. Make the belated call and get the situation corrected the way the rule was intended.

(e) Six Run Limit per Inning

In Junior and Cadet League Play, the side is retired when three offensive players are legally put out or when the **offensive team scores six runs in their half-inning**. (A team's offensive inning ends when the sixth run crosses the plate.)

EXCEPTION 1: The Six Run Limit per Inning will not apply in the seventh inning or in any inning commencing within 20 minutes of the NIWS time in the Junior and Cadet League.

EXCEPTION 2: When a home run is awarded to the batter under Official Rule 5.05 (a) (5) which allows more than the sixth run to score, the batter and all runners will be permitted to score.

Rule 13.05.09 (e) Exception 2 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 2 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 remains in the playing field.

13.05.10 Substitutions, Mandatory Play, and Visits to the Mound

(d) Substitutions

Substitutions may be made under the following conditions:

- (1) As specified in Rule 13.05.04 (e) and Official Rules 5.10 (a) and 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 Official Rules 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 eligible players on the field due to illness, injury or ejection, the opposing head coach 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 three 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 head coach of the opposing team. Failure by the head coach 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 Official Baseball 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 Junior/Cadet League Commissioner. If the complaint is found to be valid, the head coach 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 when a team is using a 9-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 13.05.10 (d) (3).
- A. If noticed before a pitch or play, the umpire-in-chief shall direct the player's head coach 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 head coach 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 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 to an 8-man batting order under Rule 13.05.04 (e) (5).
 - (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 in 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 head coach 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 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.

(k) Scorekeeping or Pitch Counting Application

A head coach or coach is permitted to use a scorekeeping or pitch counting application which may be installed on an electronic communications device.

(l) Visits to the Mound

Official Rule 5.10 (l), Visits to the Mound Requiring a Pitcher's Removal from the Game, is not adopted for either the Junior or Cadet League. This Rule 13.05.10 (l) limits the number of trips a head coach, coach or infielder may make to a pitcher in any one inning for the Junior and Cadet League.

- (1) A second trip to the same pitcher in the same inning will cause this pitcher's automatic removal from the mound;

Example: If a head coach 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.

EXCEPTION: 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 head coach or coach should advise the umpire of such a conference, and the umpire should monitor the conference.

- (2) The head coach or coach is prohibited from making a second visit to the mound while the same batter is at bat, but
- (3) if a pinch-hitter is substituted for this batter, the head coach or coach may make a second visit to the mound, but must remove the pitcher from the mound.

A trip to the mound begins when the head coach or coach crosses the foul line. A head coach or coach is considered to have concluded his visit to the mound when he leaves the 18-foot circle surrounding the pitcher's rubber.

Rule 13.05.10 (l) Comment: At the time a pitcher is removed from the mound, a visit shall not be charged to the new pitcher.

If the head coach or coach goes to the catcher or infielder and that player then goes to the mound or the pitcher comes to him at his position before there is an intervening play (a pitch or other play) that will be the same as the head coach or coach going to the mound. Any attempt to evade or circumvent this rule by a head coach or coach going to the catcher or an infielder and then that player going to the mound to confer with the pitcher shall constitute a trip to the mound.

A head coach or coach shall not be considered to have concluded his visit to the mound if he temporarily leaves the 18-foot circle surrounding the pitcher's rubber for purposes of notifying the umpire that a double-switch or substitution is being made.

- (4) Only one infielder at a time can go the pitcher's mound, and only two such infielder trips per inning shall be allowed. After the second trip in an inning by either an infielder or the catcher, the pitcher shall be removed from the mound. The duration of any trip must be brief.

Cross Up in Signs. If a team has exhausted its allotment of mound visits in an inning and the home plate umpire determines that the catcher and pitcher did not have a shared understanding of the location or type of pitch that had been signaled by the catcher (otherwise referred to as a "cross up"), the home plate umpire may, upon request of the catcher, allow the catcher to make a brief mound visit. However, any mound visit resulting from a "cross up" prior to a team exhausting its allotted number of visits shall count against a team's total number of allotted mound visits.

Rule 13.05.10 (b) (4) Comment: In this Rule 13.05.10 (l) (4), the catcher is an infielder. After two trips by an infielder, the pitcher shall be removed from the mound. After two trips by a catcher, the pitcher shall be removed from the mound. After one trip by an infielder and one trip

by a catcher, the pitcher shall be removed from the mound. If the catcher joins an infielder in a trip to the mound or an infielder joins the catcher in a trip to the mound that will be considered one trip. If two infielders go to the mound together, that will be considered on one trip.

(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**

Provided both head coaches agree and the umpire-in-chief is notified of the agreement, a "courtesy runner" shall be used for the catcher if there are two outs in the half inning and the catcher is a base runner. The courtesy runner shall be the player who made the last out in the previous offensive half-inning.

Rule 13.05.10 (p) Comment: The use of a "courtesy runner" for the catcher is meant to speed up the pace of the game by having the catcher ready to play defense when the offensive half inning is completed. **If a "courtesy runner" for the catcher not be used, the head coaches are expected to have the catcher ready to warm up the pitcher and play defense. If the catcher will not be ready, the head coaches need to have someone else warm up the pitcher.**

If this Rule 13.05.10 (p) is implemented after the start of a game, it should go into effect only at the start of a complete inning.

If the offensive team's head coach 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 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

The Junior League and the Cadet League have elected not to use the "Designated Hitter Rule" at Official Rule 5.11.

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.

Rule 13.05.16 (a) Comment: If a balk or illegal pitch is called under Official Rule 8.05 (a) and (b), but no pitch is actually delivered, a pitch will not be charged to the pitcher's pitch count. If a pitch is actually delivered, it will be charged to the pitcher's pitch count.

- (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 delivers 71 or more pitches in the 1st game may not pitch in the 2nd game on that same day.
- (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 head coach is responsible for tracking the pitch count for his pitchers. The head coach must provide the pitch count when requested by the opposing head coach or the umpire-in-chief. The pitcher's head coach should inform the umpire-in-chief and the opposing head coach when a pitcher has thrown 80 pitches. The head coach is responsible for removing a pitcher when a pitcher is no longer eligible to pitch. The head coach should 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 head coach is required to maintain a written record of the pitch count for each of their pitchers for at least one week 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 written record 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.
- (i) (1) The term CHALLENGE means a head coach's claim that the opposing team is in violation of these rules by using an ineligible pitcher.
 - (2) 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 head coach of the opposing team who has been counting the number of pitches thrown by each pitcher from the opposing 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 Official Rule 5.10 (b), 5.10 (c), and 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 be legal. 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 head coach to remove the pitcher from the mound will be sufficient cause for the game to be declared immediately forfeit under Official Rule 7.03 (a) (5).

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

- (a) A pitcher who throws 71 or more pitches in a tournament or playoff series game will not be eligible to pitch in the next game of the entire competition, regardless of the number of days between games.
- (b) This Rule 13.05.18 shall not take precedence, in whole or in part, to Pitch Count and Days of Rest Rule 13.05.16.

PENALTY: A team in violation of this Rule 13.05.18 will forfeit the next game of the series.

The following Rule 13.05.20 has been adopted on an experimental basis for 2018-2019. Rule 13.05.20 is subject to written modification, if found to be necessary.

13.05.20 (Additional Rule) Half-Inning Break Time Limit

- (a) Within 2 minutes and 30 seconds after the last out of the preceding half-inning, the players of the home team shall take their defensive positions, and the first batter of the visiting team shall be at the on-deck position wearing a helmet with bat in hand. See Rule 13.07.07 (d).
- (b) Pitchers may take as many warm-up pitches as permitted, but regardless of how many warm-up pitches have been thrown, the pitcher must deliver his final warm-up pitch prior to the end of the time limit specified in Rule 13.05.20 (a). Pitchers are not guaranteed their permitted warm-up pitches under Warm-up Pitches Rule 13.05.07 (b), but see Rule 13.05.20 (d). If a pitcher fails to complete the permitted warm-up pitches prior to the end of the time limit specified in Rule 13.05.20 (a), the umpire will terminate them and call "Play Ball." Teams shall have a catcher ready to warm up the pitcher as soon as the half inning is completed.
- (c) A player will be excused from this time limit if the umpire determines that any of the following special circumstances are present:
 - (1) There is a delay in normal warm-up activities during the inning break due to no fault of the players and/or head coach (e.g., injury or other medical emergency, equipment issues, playing field issues);
 - (2) The umpire believes the pitcher is at a legitimate risk of injury if he does not receive additional time to throw warm-up pitches;
 - (3) The umpire believes the batter is at a legitimate risk of injury if he does not receive additional time to enter the batter's box;
 - (4) Any other special circumstances which, in the umpire's judgment, warrant allowing the pitcher to throw after the deadline.

PENALTY: If the players of the home team have not taken their defensive positions, or the first batter of the visiting team is not at the on-deck position wearing a helmet with bat in hand within 2 minutes and 30 seconds after the last out of the preceding half-inning, the umpire shall assess a ball or a strike, depending upon which team is culpable and shall continue to assess a penalty for each 10 seconds the team is not ready.

13.06 -- IMPROPER PLAY, ILLEGAL ACTION, AND MISCONDUCT

13.06.01 Interference, Obstruction, and Catcher Collisions

(i) Collisions at Home Plate

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

13.06.02 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 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's head coach. 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 head coach, 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/she 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 head coach, 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 head coach, 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 head coach, who will inform the umpire-in-chief immediately upon notification of the forfeit.

13.06.07 (Additional Rule) Illegal and Malicious Contact

(a) Definitions

Malicious contact is any willful or reckless action or behavior by a player with intent to harm or injure another player. The umpire will determine whether the intent was malicious more often than not by the action of the player in determining whether the player meant to harm or injure.

(b) The Rules

- (1) The runner must slide or attempt to get around a fielder who is in possession of the ball when that fielder is making a tag on the runner or tagging the base on a force play.
- (2) The runner must slide or attempt to get around a fielder who has the ball and is waiting to make the tag.

Rule 13.06.07 (b) (1) and (b) (2) Comment: Hurdling or going over a fielder who has the ball and is making a tag is a legal maneuver. This Rule 13.06.07 (b) (1) and (b) (2) do not prevent or make hurdling illegal. However, should contact occur, attempting to jump, leap, or dive over the fielder is not an act of getting around a fielder.

- (3) The runner must avoid making contact with a fielder when that fielder (i) is in the act of catching a thrown ball, and (ii) is on or next to the base.

Rule 13.06.07 (b) Comment: The following additional guidance applies to this Rule 13.06.07:

- (a) The intent of this Rule 13.06.07 is to avoid injury to a fielder. If there is no contact, there is no violation under this Rule 13.06.07. Incidental or inconsequential contact is not to be viewed as contact for the purpose of this Rule 12.07.08.
- (b) Crashing into a defensive player with intent to injure will be considered malicious even if that fielder is not in the act of catching a thrown ball or is not in possession of the ball. Because the fielder is not in the act of catching a thrown ball or is not in possession of the ball, such contact is outside the scope of this Rule 13.06.07. However, the runner in this case will be ejected for unwarranted and unsportsmanlike conduct.

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

PENALTY: For violating this Rule 13.06.07, the runner is out, only if the contact on the play hinders or impedes the fielder in making the play. Also, see *Rule 13.06.07 (b) Comment*. In addition, the runner may be ejected if the umpire adjudges the contact was malicious; the runner shall be called out and also ejected from the game. If the umpire adjudges the contact was not malicious, the runner shall only be called out.

13.06.08 (Additional Rule) Challenging an Illegal Player

(a) Definitions

The term “game challenge” means a head coach’s claim to the umpire-in-chief during a game that the opposing team is using an illegal player.

The term “challenge to the Junior/Cadet League Commissioner” means a head coach’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 including those who have not legally switched teams or those who are not an authorized “exception” player. If the borrowing of players is specifically authorized elsewhere, a legally borrowed player will be considered to be on “the most current official team roster” for the game.

- (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) 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.
- (d)
 - (1) The use of an illegal player is the basis for a challenge to the Junior/Cadet League Commissioner under this Rule 13.06.08. The challenge will be submitted by the head coach of either team to the Junior/Cadet League Commissioner within 72 hours after the game has ended. A copy should also be sent to the Head of IAB Baseball Operations.
 - (2) A head coach 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 head coach if indeed an “illegal player” is being used. Should the head coach affirm that the player is illegal, he will immediately remove the player from the game. If the head coach answers that the player is not an illegal player, a challenge to the Junior/Cadet League Commissioner under Rule 13.06.08 (d) (1) will apply. The player will be immediately removed from the game and Rule 13.06.08 (e) will not apply if a challenge to the Junior/Cadet League Commissioner under Rule 13.06.08 (d) (1) is then made either verbally or telephonically by the head coach during the game and the Junior/Cadet League Commissioner rules that the player is an illegal player. Any previous offensive or defensive play or pitch before a challenge will be legal.
- (e) Upon receiving a challenge after a game has ended, the Junior/Cadet League Commissioner will either uphold or not uphold the challenge. If the challenge is upheld, the Junior/Cadet League Commissioner may impose such individual and/or team penalties as he deems fit and/or make one of the decisions described in Rule 13.07.04 (c) (3) B. Without the participation of the “illegal player”, the game may be replayed in its entirety 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 Junior/Cadet League Commissioner will be final and is not subject to further review.

13.07 -- ENDING THE GAME

13.07.01 Regulation Game, Official Score, and Tie Game or Tournament Option for Winner

(a) Regulation Game

- (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, or
 - (ii) because the umpire calls the game.

Rule 13.07.01 (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.

- (2) Until the umpire calls the game because of light failure, darkness, 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.

Rule 13.07.01 (a) (2) Comment: 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.

- (3) Unless Rule 13.07.01 (a) (4) applies, if a game is called, it is a regulation game:
 - (i) If 4 innings have been completed,
 - (ii) 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,
 - (iii) If the home team scores one or more runs in its half of the 4th inning to tie the score.
- (4) When daylight ends early, the Junior/Cadet League Commissioner may declare that if a game is called, it is a regulation game:
 - (i) If 3 innings have been completed,
 - (ii) 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,
 - (iii) If the home team scores one or more runs in its half of the 3rd inning to tie the score.
- (5) If a regulation game is called with the score tied, it shall not become a suspended game in regular season play.
- (6) 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 game that has progressed far enough to become a regulation game will be the score when the game is called.

EXCEPTION: If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning in each of the following situations:

- (1) The visiting team scores one or more runs to tie the score in the incomplete inning, and the home team does not score in the incomplete inning.
- (2) The visiting team scores one or more runs to take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.

A called game ends at the moment the umpire terminates play. Except as specified in Rule 13.07.02 and Rule 13.07.01 (j) (2), a called game shall not become a suspended game.

Rule 13.07.01 (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.”

(j) Tie Game or Tournament Option for Winner

- (1) *Provided* the game is a regulation game, **tie games are allowed** in Cadet and Junior League regular season play. However, Playoff Series games must have a winning team (see Rule 13.07.02).
- (2) *Provided* the game is a regulation game, **tie games are allowed** in Junior and Cadet League All Star, Chanukah and other Tournament games. For Tournament games that may end in a tie, Rule 13.07.10 will apply. However, the Tournament Director upon approval or under the direction of the Leagues Committee may decide these games must have a winning team. This decision will apply to some or 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 game may be suspended under Rule 13.07.02 (a) and resumed under Rule 13.07.02 (d). The Tournament Director will schedule the resumption of the suspended game.

13.07.02 Suspended and Tie Playoff Series or Tournament Games

(a) Suspended Playoff Series Game

- (1) The Score Reversion Rule at Rule 13.07.01 (g) will apply to a Playoff Series game if (A) a regulation game is called for any 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 result is a tie score, play shall continue at the actual score at the time the game was called, even if the game is subsequently suspended, until (A) the visiting team has scored more total runs than the home team at the end of a completed inning, or (B) the home team scores the winning run in an uncompleted inning. A suspended tie game will be resumed under Rule 13.07.02 (d). The Junior/Cadet League Commissioner or his designee will schedule the resumption of these suspended Playoff Series games.

Rule 13.07.02 (a) 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 winning team after the application of 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.

- (2) If called for any reason, a Playoff Series game continued under Rule 13.07.01 (a) (2) will be a suspended game resumed under Rule 13.07.02 (d).

- (3) If a Playoff Series 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.

(d) Resumed Playoff Series or Tournament Games

[This playing rule for Resumed Playoff or Tournament Games does not apply to protested games when the protest is upheld and the game is to be resumed.]

- (1) A suspended game shall be resumed at the exact point of suspension of the original game. The completion of a suspended game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of suspension, subject to the rules governing substitution.

EXCEPTION: 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.

- (2) Any player may be replaced by a player who was not in the game prior to the suspension. No player once removed before the game was suspended may be returned to the lineup unless covered by Substitution Rule 13.05.10 (d) that applies to both the suspended and resumed game. In addition, Batting Order Rule 13.05.04 (e) applies to both the suspended and resumed game.

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 13.07.02 (d) (2) Comment: If immediately prior to the call of a suspended game, a substitute pitcher has been announced but has not retired the side or pitched until the batter becomes a base runner, such pitcher, when the suspended game is later resumed may, but is not required to start the resumed portion of the game. However, if he does not start he will be considered as having been substituted for and may not be used in that game.

- (3) If a game is suspended, any pitcher may continue pitching in the same game on any subsequent date *provided* said pitcher has observed the required Days of Rest under Pitch Count and Days of Rest Rule 13.05.16.

EXCEPTION: If the player pitched 40 or fewer pitches in the suspended game, that player may pitch in the resumed game on any day. However, the total number of pitches on any day may not exceed 95 in the Cadet and Junior League.

NOTICE: If there are a limited number of pitchers available during a competition, a waiver to the “days of rest” for a pitcher under this Rule 13.07.02 (d) (3) may be granted. Such waiver must be approved by the Junior/Cadet League Commissioner or the Tournament Director. Before the waiver is approved, the well-being of the players will be taken into consideration.

- (4) A player ejected from the suspended game shall not play in the resumed game.

Rule 13.07.02 (d) Comment: For scorekeeping purposes, the resumed game shall be considered the same game, and all batting, fielding and pitching records will count.

If a game is suspended, the exact situation at the time of the suspension must be recorded. Before everyone leaves the venue, the following information must be recorded and agreed upon by both head coaches:

- (1) The number of outs at the moment the game is suspended.
- (2) The names and bases of any runners on base.
- (3) The name of the batter at the moment the game is terminated.
- (4) The next batter for the other team.
- (5) The number of pitches thrown by each and every pitcher from both teams who has pitched in the suspended game.
- (6) The lineup from the suspended game for the resumed game.
- (7) When a 9-man batting order is being used:
 - (a) Those starters who have already re-entered the game once.
 - (b) Players who entered the game as substitutes and who were taken out of the suspended game.

In addition, the head coaches will need to keep their copy of their and the opposing team's line-up cards. The umpire's copy of the line-up cards needs to be collected so that they can be provided to the umpire for the resumed game.

Both head coaches must agree and sign off on the validity of their information and the validity of the opposing team's information. The sign off may be on the team's score books or on whatever document the head coaches agree.

13.07.03 Forfeited Games

(b) Forfeit for Less than Eight Players

- (1) A team can request rescheduling a game *provided* the opposing team and the Junior/Cadet League Commissioner agree. If the date is not rescheduled by at least 24 hours before the scheduled game time, the team may be subject to a forfeit.
- (2) A. **A team with less than eight players will forfeit the game with a 7-0 score.**
 B. Unless specifically authorized elsewhere, the lending or borrowing of players will not be allowed. (The lending of players will not be allowed unless the borrowing of players is permitted and then only under the provisions for borrowing players.)
 C. The umpire will wait 15 minutes before announcing the forfeit if a team has fewer than eight players present by scheduled game time. At his discretion, the umpire may extend the waiting period by an additional 15 minutes due to extenuating circumstances.
 D. The Junior/Cadet League Commissioner may impose other penalties for last minute forfeits.

Rule 13.07.03 (b) (2) Comment: The head coaches 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 is paramount.

- (3) A game shall be forfeited to the opposing team when a team is unable or refuses to place eight players on the field or is unable or refuses to have eight players present and in the batting line-up once the umpire starts the game and throughout the game. (This Rule 13.07.03 (b) (3) supplements and modifies Official Rule 7.03 (b).)
- (4) If there are only eight players, one will be a pitcher and one will be a catcher.
- (5) If for any reason a team loses a player or players and can no longer field and bat eight players, a forfeit will be declared and the score will be 7-0 or the score at the time of the forfeit. The winning head coach may choose between the two.
- (6) A team with less than eight players has 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 are to have at least one time at bat.

(c) Umpire Order to Groundskeepers

Official Rule 7.03 (c), Umpire Order to Groundskeepers, does not apply to either Cadet or Junior League play.

13.07.04 Protests

- (a) Protests must be made in accordance to Official Rule 7.04.
- (b)
 - (1) The protesting head coach 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 head coach, the umpire, and the opposing head coach. The decision is final. If the protesting head coach is unable to contact the protest resolution authority or the protest resolution authority declines to make a decision, the protesting head coach 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 head coaches 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 head coaches leave the playing field or its immediate surroundings. The announcement will be made to the protesting head coach, the umpire, and the opposing head coach. The decision is final. Play may begin again depending on the protest resolution authority's decision. If the protesting head coach is unable to contact the protest resolution authority or the protest resolution authority declines to make a decision, the protesting head coach may submit the protest in writing under Rule 13.07.04 (c) for a decision.
- (c)
 - (1) The protesting head coach must submit the protest in writing by email, fax or registered mail within 48 hours after the game has ended. The written protest must be sent to the Junior/Cadet League Commissioner. A copy should also be sent to the Head of IAB Baseball Operations.
 - (2) 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 Junior and Cadet League.
 - (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 Junior/Cadet League Commissioner will appoint a Protest Committee. 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; or
 - B. 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 resumed from the exact point of the protest if the protest could have had a bearing upon the outcome of the game. The completion of a protested game is a continuation of the original game. The lineup and batting order of both teams shall be exactly the same as the lineup and batting order at the moment of protest, subject to the rules governing substitution. Any player may be replaced by a player who was not in the game prior to the protest. No player once removed before the game was protested may be returned to the lineup unless covered by Substitution Rule 13.05.10 (d) that applies to both the protested and resumed game. In addition, Batting Order Rule 13.05.04 (e) applies to both the protested and resumed game. A player ejected from the protested game shall not play in the resumed game. 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.

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 protest is the same pitcher as at the beginning of the resumed game.

13.07.07 (Additional Rule) Game Ending Times

(a) Definitions

An "inning" starts the moment the third out is made completing the preceding inning. (See "no new inning will start" time)

- (b) (1) The head coaches in coordination with the umpire-in-chief are required to set, and the umpire should publicly announce, the no new inning will start (NIWS) time at the pre-game conference.
- (2) In some cases, the NIWS time may be imposed by the Junior/Cadet League Commissioner. Such an NIWS time is to be publicly affirmed at the pre-game conference.

Rule 13.07.07 (b) Comment: Regardless of the specific time limit for the game, the time limit is intended to remain unchanged throughout the game unless the head coaches mutually agree and with the explicit agreement of the umpire-in-chief and then only for circumstances beyond the control of the teams and/or umpire (e.g., a suspension of play because of weather conditions).

A game may end prior to the specified time limit, *provided* both team head coaches 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 "no new inning will start" time or the Score Reversion Rule at Rule 13.07.01 (g) 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 "no new inning will start" time, the umpire's first action should be to extend the "no new inning will start" time. If this is not possible because of time constraints, 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.

- (4) If there is an oversight and the time limit is inadvertently not set at the pre-game conference, the umpire-in chief using his best judgment, shall have sole authority to set the time limit for that game. The umpire should, but is not required to, seek the advice of both head coaches before exercising this authority. The umpire's announcement correcting this oversight is to be made as soon as the umpire realizes the oversight. The exercise of this authority may not be protested under Official Rule 7.04.
- (d) For the enforcement of this Game Ending Time Rule 13.07.07 and Half-Inning Break Time Limit Rule 13.05.20, the umpire-in-chief at the pre-game conference -- at his sole discretion -- shall designate an official timepiece, kept either in an umpire's custody or in the custody of a person (who may even be a coach of one of the competing teams) specified by the umpire-in-chief. If the official timekeeper is not the umpire-in-chief, the timekeeper is to be supervised by the umpire-in-chief because only the umpire can enforce the penalties.
- (e) A game ends 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, *provided* the game has progressed far enough to become a regulation game. However, if the home team is batting and in the lead when the NIWS time elapses, any batter in the middle of his time at bat should be allowed to complete his time at bat until he is put out or becomes a runner and all play has stopped.
- (f) The Score Reversion Rule at Rule 13.07.01 (g) will apply if a regulation game is called for any 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.

13.07.08 (Additional Rule) No Contest

The head coach 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.

13.07.11 Game Tie Breaker Rule for Playoff Series Games

(a) Cadet League

- (1) Each team's offensive inning will begin with a runner on 2nd base and no outs. This runner on 2nd base will be the last player who had completed his time at bat in the previous inning. A game that is under the two hour time limit and having completed 7 full innings and the teams are tied, will then go to this Tie Breaker rule in the 8th inning. When there are fewer than 15 minutes until the two hour time limit will elapse and less than 8 innings have been played, the next complete inning will start using this Tie Breaker rule.

NOTICE: From field-to-field and game-to-game, the "two hour time limit" may be changed at the discretion of the Cadet League Commissioner or his designee. If a change is made, the alterations should be highlighted.

- (2) If the game is still tied after the one or two Tie Breaker innings specified in Rule 13.07.11 (a), the game will be suspended under Rule 13.07.02 (a) and resumed under Rule 13.07.02 (d). The resumed game will start with this Game Tie Breaker Rule.

Rule 13.07.11 (a) Comment: With the exception of beginning the inning with a runner on 2nd base with no outs, all other "Official Baseball Rules" and this "IAB Rule 13" will remain in effect during the extra innings required to determine a winner.

Player re-entry is governed by Rule 13.05.10 (d) (3), 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 runner who starts on 2nd base in the Tie Breaker will not be credited with a plate appearance or time at bat.

(b) Junior League

If the game remains tied after the completion of seven innings, even if the game is resumed at a later date, or with a time limit, the game remains tied after the completion of an inning, even if the game is resumed at a later date; the following procedures will be implemented during extra innings or in the next inning of a resumed game and during any subsequent innings:

- (1) Each team will begin the inning (and any subsequent necessary extra innings) with a player on 1st base and 2nd base and no outs.
- (2) The order of any tie breaker innings will be determined by how the previous inning ended (i.e., if the inning ends with the #6 hitter having the last plate appearance, the next inning begins with the #7 hitter at bat, and the #5 hitter at 2nd base and the #6 hitter at 1st base.)

Rule 13.07.11 (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 13” will remain in effect during the innings required to determine a winner.

Player re-entry is governed by Rule 13.05.10 (d) (3), 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.

13.08 -- THE UMPIRE

13.08.04 Reporting

- (a) (1) At their discretion, each City or Regional Director may request umpires to report violations of rules and other incidents worthy of comment, including the disqualification of any head coach, coach or player, and the reasons therefore. Such reporting and its specifics will be communicated to the umpires to the extent such reporting is expected. Such reporting will only be required when expected.
 - (2) For senior umpires appointed to Junior League evening games at Yarkon Sports Complex, the report specified in Rule 13.08.04 (a) (1) is to be submitted by the game’s umpire-in-chief the day after the game. Contrary to Official Rule 8.04 (a) and Rule 13.08.04 (a) (1), these umpires will receive instructions notifying them of where to send the report and its format.
- (b) Official Rule 8.04 (b) and 8.04 (c) do not apply to either the Junior or Cadet League.

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.

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.

13.09.20 Official Statistician

The Junior/Cadet League Commissioner is not required to appoint an official statistician.

DEFINITION OF TERMS (All definitions are listed alphabetically)

The term HEAD COACH replaces the term “manager” in the Official Baseball Rules. See the definition of HEAD COACH in these Definitions of Terms.

A HEAD COACH is a person responsible for the team’s actions on the field, and to represent the team in communications with the umpire and the opposing team.

- (a) The head coach shall always be responsible for the team’s conduct, observance of the playing rules and deference to the umpires.
- (b) If a head coach leaves the field or is not available for the game, that head coach shall designate a coach as a substitute and such substitute head coach shall have the duties and responsibilities of the head coach.

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, see the current Age Chart posted on the IAB website and/or distributed to the Leagues and others 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 Head of IAB Baseball Operations or his designee allowing them to 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 Cadet League Commissioner may in extenuating circumstances, grant exceptions to this minimum.
- (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) 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) A player may switch teams only once in a season *provided* both team head coaches and the Cadet League Commissioner 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 Cadet League Commissioner 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, see the current Age Chart posted on the IAB website and/or distributed to the Leagues and others 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 Head of IAB Baseball Operations or his designee allowing them to 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 may in extenuating circumstances, grant exceptions to this minimum.
- (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) 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) A player may switch teams only once in a season *provided* both team head coaches and the Junior/Cadet League Commissioner 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 may grant exceptions to this paragraph (h) on a case-by-case basis.

TEAMS (JUNIOR LEAGUE)

- (a) For details on age eligibility, see the current Age Chart posted on the IAB website and/or distributed to the Leagues and others 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 Head of IAB Baseball Operations or his designee allowing them to 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 League Commissioner may in extenuating circumstances, grant exceptions to this minimum.
- (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) 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) A player may switch teams only once in a season *provided* both team head coaches and the Junior League Commissioner 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 League Commissioner 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.