

ISRAEL ASSOCIATION OF BASEBALL

**JUNIOR AND CADET LEAGUE
REGULATIONS
AND
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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IAB Rule 13
Junior and Cadet League Regulations

Regulation I Teams

(a) Junior League

The minimum number 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.

(b) Cadet League

The minimum number 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.

(c) Combined Junior and Cadet League

- (1) The Junior and Cadet League Commissioners 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.
- (4) The minimum number of players registered on a team will be 11 and the maximum will be 14. The Junior and Cadet League Commissioners may, in extenuating circumstances, grant exceptions to this minimum.

Regulation II Players

(a) Junior League

- (1) For details on age eligibility, see the current Leagues 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.
- (2) Potential players who are ineligible to play in the Junior League due to the age requirement may request an exception from the authority designated to approve such exceptions allowing them to play in the Junior League.
- (4) All players must be registered in the IAB as a member of the team.
- (5) All players must take the health test as required by the Ministry of Sports.
- (6) 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.
- (7) A player may switch teams only once in a season *provided* both team head coaches and the Junior League Commissioner agree. *Example:* A bona fide change of address to a different community is a valid reason for switching to the local team.

EXCEPTION: The Junior League Commissioner may grant exceptions to this Regulation II (a) (7) on a case-by-case basis.

(b) Cadet League

- (1) For details on age eligibility, see the current Leagues 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.
- (2) Potential players who are ineligible to play in the Cadet League due to the age requirement may request an exception from the authority designated to approve such exceptions allowing them to play in the Cadet League.

- (4) All players must be registered in the IAB as a member of the team.
- (5) All players must take the health test as required by the Ministry of Sports.
- (6) 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.
- (7) A player may switch teams only once in a season *provided* both team head coaches and the Cadet League Commissioner agree. *Example:* A bona fide change of address to a different community is a valid reason for switching to the local team.
EXCEPTION: The Cadet League Commissioner may grant exceptions to this Regulation II (b) (7) on a case-by-case basis.

(c) Combined Junior and Cadet League

- (2) For details on age eligibility, see the current Leagues 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.
- (3) 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 authority (s) designated to approve such exceptions allowing them to play on a combined Cadet and Junior League team.
- (5) All players must be registered in the IAB as a member of the team.
- (6) All players must take the health test as required by the Ministry of Sports.
- (7) 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.
- (8) A player may switch teams only once in a season *provided* both team head coaches and the Junior and Cadet League Commissioner agree. *Example:* A bona fide change of address to a different community is a valid reason for switching to the local team.
EXCEPTION: The Junior and Cadet League Commissioners may grant exceptions to this Regulation II (c) (8) on a case-by-case basis.

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; and
 - 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
Junior and Cadet League Play

This IAB Rule 13 is effective on 01 April 2020.

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, not a coach are required to be in uniform when on the playing field.
- (j) The wearing of a logo of a sponsor of one or more teams on the uniform of team members is permitted.

Rule 13.03.03 (j) Comment: This Rule 13.03.03 (j) overrides, in part, Official Rule 3.03 (j) which prohibits the wearing of commercial advertisements.

- (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, chest protector, protective cup (male only), and baseball protective shin guards.
- (2) When warming up a pitcher, catchers or any team member must wear a protective cup and mask, if they enter into the stooped position.

IAB HELMET OBJECTIVE: The Israel Association of Baseball intends to replace all helmets in all Leagues that do not meet the NOCSAE specification with helmets meeting the NOCSAE specification.

- (b) Catchers must wear either (1) a helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label with an attached mask and throat guard (turkey neck), or (2) a “Hockey Style” helmet. A “skull cap” catcher helmet with mask may not be worn.

Rule 13.03.13 (b) Comment: Subject to its condition, if a team has a hockey-style helmet, it need not replace it. However, if a team needs to replace the catcher’s helmet, it can be replaced with either a NOCSAE-tested helmet with an attached mask and throat guard or a hockey-style helmet catcher mask. A “skull cap” helmet is specifically prohibited because both sides of the head must be protected.

- (c) Every player must wear a double earflap helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label while batting, on deck, and running bases.
- (d) (1) Base coaches, 18 years old or younger in the Junior League, must wear a double earflap helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label. Base coaches over 18 years old in the Junior League should wear a helmet.
- (2) Base coaches in the Cadet League, 16 years old or younger, must wear a double earflap helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label. Base coaches over 16 years old should wear a helmet.
- (f) Bat/ball boys or girls must wear a helmet that meets the NOCSAE specification and bears a NOCSAE stamp and exterior warning label when on the playing field.

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

PENALTY: For not wearing a helmet or catcher’s gear, the offending player, bat/ball boys or girls, or base coach should be warned by the umpire and if they persist, they may be removed from the playing field.

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 Umpire Duties and Game Baseballs

- (c) The umpire-in-chief shall receive two game worthy baseballs from each team, rather than the baseballs being provided by “home club” as specified in Official Rules 4.01 (c) and (d).
- (f) The Junior and Cadet League do not provide rosin bags.

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, a more than 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, the Junior/Cadet League Commissioner, the Playing Rules Committee Chairman, the IAB Chief Umpire, 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 Double Headers

- (c) The second game of a double header 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 double header, 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 Official Baseball Rule 5.04 (b) (2) *Comment* are emphasized 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, 9-man or more batting order, or a continuous batting order, as follows:

REMINDER: As specified in Rule 13.05.10 (d) (1), the batting order may never be changed during a Junior and Cadet League game.

(1) 8-Man

- 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 under Official Rule 4.03 and enter the game upon their arrival. If the late arriving players allow a 9-man batting order, one of the late arriving players will be the 9th batter in the order. If the late arriving players allow a more than 9-man batting order or a continuous batting order, the late arriving players will be added to the end of the current lineup. (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 Official Rule 5.10

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, 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) **9-Man**

- A. A team may use a regular 9-man batting order.
- B. The Mandatory Play requirements specified in Rule 13.05.10 (d) (7) applies.
- C. 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.
- D. For pitchers, see Rule 13.05.10 (d) (3) and Official Rule 5.10 (d) (4) Comment.
- E. When a player is injured, becomes ill or must leave the game site after the start of the game and there is not an available substitute, the team will skip over such player when his time at bat comes up without penalty (i.e., the batting order condenses).). The umpire and the opposing head coach must be notified if a player drops out of the batting order. 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 and there is not an available substitute.
- F. 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) **More than 9-Man**

- A. A team may use a batting order of more than 9 players.
- B. A “more than 9-man” batting order may only be used when at least 10 players from the team’s current roster are physically present at the game’s venue prior to the start of the pre-game conference. An injured player who chooses to come to a game only to be with his teammates is not included in the count for this 10 player minimum.
- C. The Mandatory Play requirements specified in Rule 13.05.10 (d) (7) applies.
- D. For pitchers, see Rule 13.05.10 (d) (3) and Official Rule 5.10 (d) (4) Comment.
- E. In a “more than 9-man” batting order, the “bench” will be considered a field position for the batters, except the pitcher. If the pitcher goes to the “bench” position, he may no longer pitch in the game.
- F. When a player is injured, becomes ill or must leave the game site after the start of the game and there is not an available substitute, the team will skip over such player when his time at bat comes up without penalty (i.e., the batting order condenses). The umpire and the opposing head coach must be notified if a player drops out of the batting order. 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 and there is not an available substitute.
- G. A team starting a game with a more than 9-man batting order may not switch to a “continuous batting order” once the game has begun.

(4) **Continuous**

- A. A team may use a “continuous batting order.”
- B. In a “continuous batting order,” all players on the team roster present for the game are batting in order.
- C. The Mandatory Play requirements specified in Rule 13.05.10 (d) (7) applies.
- D. A player may be entered and/or re-entered defensively into the game anytime *provided* such player meets the requirements of Mandatory Play.
- E. There shall be a minimum of eight players and a maximum of nine players on the defensive team. If there are only eight players, two of them must be a catcher and a pitcher.
- F. In a “continuous batting order,” a pitcher who leaves the **field**, but remains in the batting order, cannot return to the mound. For pitchers, also see Official Rule 5.10 (d) (4) Comment.

- 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 such player when his time at bat comes up without penalty (i.e., the batting order condenses). The umpire and the opposing head coach must be notified if a player drops out of the batting order. If the injured, ill or absent player returns, they are merely inserted into their original spot in the batting order and the game continues.
- H. If a player arrives late to a game site and if the head coach chooses to enter him in the lineup, they would be added to the end of the current lineup.

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:

For your reference, the Definition of Terms in the Official Baseball Rules says, “A BASE ON BALLS is an award of first base granted to a batter who, during his time at bat, receives four pitches outside the strike zone **or following a signal from the defensive team’s manager to the umpire that he intends to intentionally walk the batter. If the manager informs the umpire of this intention, the umpire shall award the batter first base as if the batter had received four pitches outside the strike zone.**”

- (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;

For your reference, Official Rule 5.05 (b) (1) *Comment* says, “A batter who is entitled to first base because of a base on balls, including an award of first base to a batter by an umpire following a signal from a manager, must go to first base and touch the base before other base runners are forced to advance. This applies when bases are full and applies when a substitute runner is put into the game.”

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.

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

(1) Catch and Carry

Rule 5.09 (a) (1) Comment:

See Official Rule 5.06 (b) (3) (C) Comment, 5.09 (a) (1) Comment, and 5.12 (b) (6) for when a fielder catches a fair or foul fly ball on the playing field and then steps or falls into an out-of-play [dead ball] area.

If a fielder when on the playing field (fair and foul territory) catches a thrown or pitched ball and then steps or falls into any out-of-play area, the ball shall be dead and all runners shall advance one base, without liability to be put out, from the time the fielder entered such out-of-play area.

If a fielder when on the playing field, bobbles a fair bounding batted ball as the fielder enters dead ball territory, the ball is considered as deflected out-of-play under Official Rule 5.06 (b) (4) (F). However, if a fielder having complete possession of a fair bounding batted ball, steps or falls into any out-of-play area, the ball shall be dead and base runners shall advance one base, without liability to be put out, from the time the fielder entered such out-of-play area.

(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

The following Rule 13.05.09 (e) is adopted on an experimental basis for 2020-2021. This Rule 13.05.09 (e) is subject to written modification, if found to be necessary.

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**, whichever occurs first.

EXCEPTION 1: If the run limit has ended an inning for only one of the teams, the run limit shall not be in effect for that team during the last inning. (A team's offensive inning ends when the sixth run crosses the plate.)

Rule 13.05.09 (e) Exception 1 Comment: The "last inning" is 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 sixth 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 and Mandatory Play

Substitutions may be made under the following conditions:

(1) **Batting Order Never Changes**

As specified in 13.05.04 (e) (5) 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) **Player Re-Entry**

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.

(3) **Pitcher Removed from Field**

- (i) A pitcher removed from the **field** cannot return to the mound.
- (ii) A pitcher may change to another position only once during the same inning. See Rule 5.10 (d) Comment

(5) **Defensive Illness, Injury or Ejection**

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.

(6) **Penalty for Illegal Substitution**

The following **PENALTY** applies to Cadet and Junior League play when a team is using a “9-man” or “More than 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) (2).

- 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 (6) A or (6) B shall apply.

(7) **Mandatory Play**

Except for an injured player, every player on the team roster present at the start of a game will participate in each game for a minimum of three defensive outs and bat at least one time.

The Mandatory Play requirements specified in this Rule 13.05.10 (d) (7) apply to all starting players. A substitute may not be removed from the game prior to the completion of the Mandatory Play requirements specified in this Rule 13.05.10 (d) (7).

NOTE 1: The responsibility for adherence to the elements of this Rule 13.05.10 (d) (7) rests with each team's head coach. Every effort should be made to ensure that players play the appropriate amount of time.

NOTE 3: If a half-inning ends because of the Run Limit per Inning Rule 13.05.09 (e), and a player on defense has played for the entire half-inning, that player will be considered to have participated for three consecutive defensive outs for the purposes of this Rule 13.05.10 (d) (7). However, if the player has not played on defense for the entire inning, that player will be credited only as having played for the number of outs that occurred while the player was used defensively.

EXCEPTION 1: Subject to Rule 13.05.04 (e) (5), when injury forces the removal of a player, 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 2: A short game of not more than four full innings for a team with more than nine players or five full innings for a team with thirteen players or more.

APPROVED RULING: For the purpose of continuous batting order, all players listed in the batting order shall be considered starters. (A starter does not have to play three "consecutive" outs to meet Mandatory Play. By considering all players in a continuous batting order as "starters" they only need to play a total of three outs during the game. The outs do not have to be consecutive. This allows players to be entered and/or re-entered defensively into the game anytime.)

Rule 13.05.10 (d) (7) Comment:

For the purpose of this rule, "three defensive outs" is defined as a player enters the field in one of the nine defensive positions when his team is on defense and occupies such position

while three outs are made. A starter does not have to play a defensive position for three “consecutive” defensive outs because he has reentry rights under Rule 13.05.19 (d) (2), but he must get three defensive outs sometime during the game. A substitute must get three “consecutive” defensive outs before he is removed from the game.

For the purpose of this rule, “bat at least one time” is defined as a player enters the batter’s box with no count and completes that time at bat by being put out, called out by an umpire or by reaching base safely. If a Official Rule 6.03 (b), Batting Out of Turn, violation is discovered before a batter has completed his time at a bat and the proper batter replaces the improper batter who had a count on him, neither player has met the requirements of mandatory play and both players will have to complete a time at a bat sometime later in the game.

PENALTY for Rule 13.05.10 (d) (7): Upon receiving a complaint, a team in violation of Rule 13.05.10 (d) (7) shall insert the player in the line-up or place him in a defensive position in order for the player to meet the required mandatory playing time for the game.

If a player has not completed his mandatory playing time before a game has ended, a complaint may be made after the game has ended. In such case, the team shall have the player start the next game he attends and make up the missed playing time from the previous game and also complete 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 at bats and 3 defensive outs in the next game.

(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 or coach may make to a pitcher in any one inning for the Junior and Cadet League.

- (1) A second trip by a head coach or coach 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.

A request for water by a pitcher or catcher shall not be considered a visit for the purposes of this rule.

- (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 (I) Comment: A pitcher removed from the mound under this Rule 13.05.10 (I) may return to the mound to pitch in a subsequent inning.

At the time a pitcher is removed from the mound, a visit shall not be charged to the new pitcher.

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.

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.

(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** in the Junior and Cadet League are imposed to decrease the chance of life-long injury to our players:

(a) Maximum Pitches per Day

The player shall be limited to 95 pitches per day.

EXCEPTION: If a pitcher reaches the limit imposed in Rule 13.05.16 (a) while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs:

1. That batter reaches base;
2. That batter is put out;
3. The third 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) Days of Rest

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.

EXCEPTION: If a pitcher reaches a “days of rest” threshold while facing a batter, the pitcher may continue to pitch until any one of the following conditions occurs: (1) that batter reaches base; (2) that batter is retired; or (3) the third out is made to complete the half-inning or the game. The pitcher will only be required to observe the calendar day(s) of rest for the threshold he/she reached during that at-bat, provided that pitcher is removed or the game is completed before delivering a pitch to another batter.

(d) Two Games on Same Day

Rule 13.05.16 (d) Comment: If a player pitches in two games in one day, the total number of pitches that player may pitch in both games combined is the maximum of 95 per day.

(e) PENALTY

- (1) 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 (b), (c) or (d) is the removal of the pitcher from the mound.
- (2) A violation has not occurred until the ineligible pitcher has delivered a “Pitch” (see Definition of Terms).

(f) Head Coach Responsibility

- (1) The head coach is responsible for ensuring their pitchers compliance with the “per day” limit and the “days of rest” requirement. The head coach is responsible for removing a pitcher when a pitcher is no longer eligible to pitch and ensuring the required “days of rest” is met.

The head coach must provide the pitch count when requested by the opposing head coach or the umpire.

- (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 or other convincing proof to the game's umpire-in-chief when a challenge is made will be considered a good and sufficient basis for the umpire to order the removal of the pitcher from the mound.

(g) Applicability

- (1) As soon as the written batting order is given to the umpire-in-chief by the home team, this Rule 13.05.16 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.
- (2) If during the Exchange of Lineup Cards (see Official Rule 4.03), a head coach or umpire finds the opposing team has listed a name he suspects is an ineligible pitcher, that player will be removed and replaced with an eligible player without any penalty *provided* the opposing head coach acknowledges the player is ineligible. *Such replacement under this Rule 13.05.16 (g) will not be considered a "substitute."* If the opposing head coach denies an ineligible pitcher is listed, play will continue, but Rule 13.05.16 (f) applies once the game starts.

(f) Challenging an Ineligible Pitcher

- (1) Only the head coaches of competing teams shall have the right to challenge the use of an ineligible pitcher (or in their absence, coaches) once the game starts. A challenge to the game's umpire-in-chief claiming the opposing team is in violation of this Rule 13.05.16 may only be made while the game is in progress. If found that an ineligible pitcher is being used, see 13.05.16 (e) on the penalty.
- (2) A challenge shall not be considered if the pitcher who may be in violation of Rule 13.05.16 (a), (b), (c) or (d) has been substituted prior to the submission of the challenge. See Official Rule 5.10.

13.05.18 (Additional Rule) Pitcher Limit in Playoff Series Games

- (a) A pitcher who delivers 71 or more pitches in a 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) *Except for Rule 13.05.16 (d)*, 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 violating this Rule 13.05.18 will forfeit the next game of the Playoff Series.

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

Paragraph (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 grandstands 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.

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) *Definition*

A CHALLENGE is a head coach’s claim that the opposing team is in violation of these rules by using an ineligible player.

An INELIGIBLE PLAYER is any player whose name does not appear on the most current official team roster including a player who is not an authorized “exception” player and those who have not legally switched teams. 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 that game.

- (b) The **PENALTY** for the use of an ineligible player while a game is in progress is the removal of the player from the game.
- (c) (1) 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.
- (2) If during the Exchange of Lineup Cards (see Official Rule 4.03), a head coach or umpire finds the opposing team has listed a name he suspects is an ineligible player, that player will be removed and replaced with an eligible player without any penalty *provided* the opposing head coach acknowledges the player is ineligible. *Such replacement under this Rule 13.06.08 (c) will not be considered a “substitute.”* If the opposing head coach denies an ineligible player is listed, play will continue, but Rule 13.06.08 (d) or Rule 13.06.08 (e) applies once the game starts.
- (d) (1) Only the head coaches of competing teams shall have the right to challenge the use of an ineligible player (or in their absence, coaches).

- (2) A challenge may first be submitted to the game's umpire-in chief while the game is in progress. When receiving a challenge, the game's umpire will at least ask the opposing head coach if indeed an ineligible player is being used. If the head coach affirms the player is ineligible, he will be removed from the game. If the head coach answers that the player is not an ineligible player, a challenge to the Junior/Cadet League Commissioner under Rule 13.06.08 (d) (3) and Rule 13.06.08 (e) (1) will apply.
 - (3) If the player is not removed, the game shall be continued under challenge or not as the challenging head coach decides. The umpire will record when the challenge was made.
 - (4) The player will be immediately removed from the game and Rule 13.06.08 (e) (1) will not apply if a challenge to the Junior/Cadet League Commissioner or his/her designee is made either verbally or telephonically by a head coach or umpire during the game and the Junior/Cadet League Commissioner or his/her designee says the player is an ineligible player.
- (e) (1) A challenge of a possible ineligible player must be submitted to the Junior/Cadet League Commissioner within 72 hours after the game has ended.
- (2) Upon receiving a challenge after a game has ended, the Junior/Cadet League Commissioner will either uphold or not uphold the protest. If the protest is upheld, the Junior/Cadet League Commissioner may impose any one or combination of the following penalties:
 - A. Such individual and/or team penalties as he/she deems fit (e.g., game forfeit, banning player, suspending head coach);
 - B. Vacate team and/or individual records and performances of games in which the ineligible player competed;
 - C. The game's results will be official if the challenging team won the game;
 - D. Resume the game from the exact point when the infraction was challenged or replay the game in its entirety.
 The decision and the direction of the Junior/Cadet League Commissioner will be final and is not subject to further review, appeal or protest.

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

- (a) 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.

(b) Forfeit for Less than Eight Players

- (1) **A team with less than eight players will forfeit the game with a 7-0 score.**

Rule 13.07.03 (b) (1) Comment: A head coach 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.

- (2) The Junior/Cadet League Commissioner may impose other penalties for last minute forfeits.
- (3) A game shall be forfeited to the opposing team when:
- A. A team is unable or refuses to place eight players on the field, or
 - B. A team does not have eight offensive players present for the game and in the batting order at the time set for beginning the game and throughout the game.

Rule 13.07.03 (b) (3) Comment: This Rule 13.07.03 (b) (3) supplements and modifies Official Rule 7.03 (b) by also requiring eight offensive players to be present and in the batting order at the time set for beginning the game.

- (4) 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.
- (5) Unless specifically authorized elsewhere, the lending or borrowing of players among teams is prohibited. (The lending of players will not be allowed unless the borrowing of players is permitted and then only under the provisions for borrowing players.)
- (6) If during a game either team is unable to place eight players on the field due to illness, injury or ejection, the opposing head coach shall select a player to re-enter the lineup. A player ejected from the game is not eligible for re-entry. The game will be forfeit if no players are available for re-entry or if a team refuses to place eight players on the field.
- (7) 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.
 - (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 resumed if the violation did not adversely affect the game's outcome (i.e., which team won).
 - (ii) The game will not be resumed 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 Time

(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.
- (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) Early Termination for Large Leads

(a) No Contest Rule (Cadet League)

The head coach of a Cadet League 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.

(b) Mercy Rule (Junior League)

The umpire-in-chief shall call a regulation game and award the victory to the team that is ahead whenever:

- (1) Such Junior League team is ahead by 10 or more runs after 5 complete innings for the visiting team or 4½ innings for the home team, or
- (2) Such Junior League team is ahead by 15 or more runs after 4 complete innings for the visiting team or 3½ innings for the home team.

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 including reporting a forfeit under Official Rule 7.03 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) and Official Rule 7.03 is to be submitted by the game’s umpire-in-chief the day after the game. These umpires will receive instructions notifying them of where and when to send the report and its format. That part of Official Rule 8.04 (a) and Rule 13.08.04 (a) (1) specifying where and when to send the report do not apply.
- (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 and is used in these Junior and Cadet League Playing 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.

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.