

ISRAEL ASSOCIATION OF BASEBALL

PREMIER LEAGUE REGULATIONS

AND

PLAYING RULES (IAB RULE 14)



PREFACE

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

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

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IAB Rule 14 Premier League Regulations

Regulation I Teams

This Regulation I is effective on 1 September 2020

(a) Number of Players

- (1) The minimum number of players registered on a team will be nine. The maximum will be 16 including head coaches and coaches, if they are also players.
- (2) After a season officially starts, a player may be added to a team's roster provided all payments and other obligations to the Premier League and Sports Law have been met.

(b) Current Team Roster

- (1) Each team's head coach will maintain their own team's most current official team roster.
- (2) The roster must be available to the opposing head coaches and the Premier League Commissioner.

Regulation II Players

This Regulation II is effective on 25 November 2018

- (a) *Definitions* The term "actual age" means the age of a player on or prior to the day a game is being played. The term "baseball age" has two meanings. For the fall season, it means the age a player will be during the calendar year of the next spring season. For the spring season, it means the age a player is or will be during the current calendar year.
- (b) The age group for the Premier League is 17 years old and over by baseball age.
- (c) The City and Regional Directors and the Premier League Commissioner may approve exceptions to the age limit for players who are at least 15 years old by actual age *provided* the player plays on an existing Cadet and/or Junior League team. Priority of play will be with the Cadet and/or Junior League team. No team shall have more than two "exception" players on the field or in the batting order at the same time in any game. The City and Regional Directors and the Premier League Commissioner may rescind the exception for a player at any time if priority is not given to the Cadet and/or Junior League team.
- (e) All players must be registered in the IAB as a member of the team.
- (f) All players must take the health test required by the Ministry of Sports.
- (h) A player may switch teams only once in a season (spring and fall are each separate seasons) *provided* both team's head coaches and the Premier League Commissioner agree. A fee to be paid by the player or the new team will be set by the committee appointed to manage the finances of the Premier League. The current fee is 50 NIS.
- (i) A player must have played in at least two regular season games to be eligible to play in Playoff Series games.

EXCEPTION 1: A player who has just returned to the country for the purpose of playing on a national team.

EXCEPTION 2: A player who is eligible to play in the Premier League at the time of the Playoff Series games, but was not eligible to play in the Premier League for two regular season games.

Regulation III Security

This Regulation III is effective on 25 November 2018

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

Regulation IV Thunder and Lightning During Games

This Regulation IV is effective on 25 November 2018

Because lightning is a danger which may cause serious injury or death:

- Head coaches will cease all batting practice whether in the cage or on the field.
- Umpires will not start games when a lightning storm is in progress or about to break.
- Umpires will immediately suspend a game and order all team personnel off the field and into a shelter when they hear loud thunder and/or see lightning. When thunder is heard or a lightning bolt is seen, the thunderstorm is close enough to strike their location with lightning.
- If the danger is imminent, team members are to leave their metal bats in the dugout, on the field, or in the cage when they move to a shelter.
- Once play has been suspended, players may return to collect any equipment left behind and the umpire may resume the game 20 minutes after the last thunder is heard or the last flash of lightning is seen.

Taking Shelter:

- The shelter at the Baptist Village is in the main building.
- The shelter at the Sportek is under the bridge away from the openings.
- Automobiles may also be used as a shelter.
- The dugouts at the Baptist Village and at the Sportek in Tel Aviv are not considered adequate shelter from lightning.
- A shed is not considered adequate shelter from lightning.

Regulation V Exhibition Games Due to Forfeit

This Regulation V is effective on 25 November 2018

- (a) If a head coach knows in advance he cannot field a team, he must notify the Premier League Commissioner, and receive permission to have an exhibition game. This cannot be a decision between two head coaches alone. The head coaches need to know in advance they can field 16 players amongst themselves or with additional Premier League players before they go forward with an exhibition game.
- (b) Head coaches should do all that is necessary to cancel or reschedule games in which they cannot field a team so the Premier League does not incur unnecessary expenses (e.g., for the field, for umpires). However, where the forfeit is unforeseen, an exhibition game may be played subject to the conditions specified in Regulation V (c).

(c) An exhibition game may be played under the following conditions:

- (1) If a game is forfeited because one team cannot field 8 players.
- (2) Both teams are at the field along with the umpires.
- (3) Players may be lent from one team to the other for the entire game so that both teams will have at least 8 players.
- (4) If there are other Premier League players available at the venue, they can join one of the teams to make up 16 to 18 players. These “other” players can only participate if they are needed to fill in up to 18 players. *All players must be registered to play in the Premier League.*
- (5) The minimum number of players for each team is 8.
- (6) If one or both of the teams can only field 7 players (i.e., there are less than 16 available players), a head coach or coach (who is not a player/coach) can act as a player under the following provisions:
 - A. The head coach or a coach can only play an outfield position and will not appear in the batting order.
 - B. The head coach or a coach is needed to fill in the 16 player minimum requirement.
 - C. The head coach or a coach can only play on his own team.
- (7) Players shall play the entire game on one team or the other, but shall not switch teams during the game.
- (8) If there are 16 players, both teams will play with 8-man rosters. If there are 17 players, one team will play 9 and the other 8. If there are 18, both teams will play 9. If there are over 18 players, the players will be divided equally as substitutes for each team allowing the odd numbered player to remain on his original team.
- (9) The game will end after 2 hours and 30 minutes or 7 innings whichever comes first, unless the two head coaches agree at the pre-game conference to end the game earlier. However the NIWS time will be no later than 21:45. The batter at-bat at the agreed time will be allowed to complete his time at bat until he is put out or becomes a runner and all play has stopped.
- (10) A written batting order must be given to the umpire-in-chief. The teams must adhere to their written batting order.
- (11) The official Game Report will contain the information required under Premier League Playing Rule 14.08.04. The forfeit score is 7-0 or 9-0 depending on whether Regulation Game Rule 14.07.01 (a) or (b) is in effect.
- (12) If both teams are not able to field 8 players it will be a “double forfeit.” Each team will receive a loss. For tie breaker statistics, each team will receive no runs scored in 7 or 9 innings depending on the scheduled length of the forfeited game, and 7 or 9 runs scored against it in 7 or 9 innings depending on the scheduled length of the forfeited game.
- (13) Only Game Worthy Used Baseballs (GWUB) should be used if possible.
- (14) The umpires are not required to stay at the playing field if there are not enough players to form two 8-man teams. However, the umpires are still required to be paid their full fee.

- (15) Except as modified by this Regulation, these exhibition games will be played under the Official Baseball Rules and the Premier League Playing Rules (IAB Rule 14).
- (16) Protests shall not be made under Official Rule 7.04 and Rule 14.07.04. However, after the game a head coach may seek the opinion of the IAB Chief Umpire when an umpire's decision may have been in violation of the rules. The IAB Chief Umpire may disseminate his opinion to the interested parties as well as any other parties who may find the information useful.

Regulation VI Tie Breaker Rule for Participation in a Playoff Series

This Regulation VI is effective on 08 February 2012

Participation in a Premier League playoff series at the end of the regular season is determined by each team's standing at the conclusion of the regular season. If two or three teams are tied at the end of the regular season for any of the Playoff Series places, the Premier League Committee decided on 08 February 2012 to resolve the tie by using the following formula:

2-way tie:

- Step 1: The win/loss record between the tied teams.
- Step 2: If still tied, the TQB* in games between the tied teams. Step
- 3: If still tied, a coin toss.

3-way tie:

- Step 1: TQB* between the tied teams to see which team is the lower-placed.
- Step 2: If two teams are tied as lower-placed, the win/loss record between them.
- Step 3: If still tied, coin toss for lower-placed team.
- Step 4: Go to 2-way tie system for the remaining two teams.

* Teams Quality Balance (TQB) is the sum of runs scored divided by the number of offensive half innings played minus the number of runs given up divided by the number of defensive half innings played.

Regulation VII Cancellations, Forfeits, and Rescheduling Games

This Regulation VII is effective on 01 August 2021

- (a) Games cancelled due to rain or circumstances beyond the control of teams will be rescheduled only with permission of the Premier League Commissioner.
- (b) The score of a game forfeited after it starts will be the score at the time the forfeit is declared or the "by rule" forfeit score of 7-0. The winning manager may choose between the two.
- (c) If a team cannot bat or field 8 players, it will forfeit the game at a score of 7-0 for 7 inning games. If both teams cannot bat or field 8 players, it will be a double forfeit, each team adding a loss to their record, and each team giving up 7 runs in 7 innings and scoring 0 runs in 7 innings.
- (d) A team that does not give proper notification they cannot play a game by 12:00 the day of the game will have an added penalty of losing one game point in their record. The penalty may be waived by the Premier League Commissioner, if a team does not have eight players because a player that was scheduled to play was unexpectedly unable to attend, but there are enough players available to play an "Exhibition Game Due to Forfeit."
- (e) If both teams forfeit and give proper notification prior to 48 hours before game time, the Premier League Commissioner/Coordinator may declare it a "No Game" which will not be rescheduled.

However, he may use the scheduled date to reschedule a previously cancelled game as specified in Regulation VII (a) and only if both teams of the previously cancelled game agree to the date.

- (f) The head coach of each team is required to notify both of the following personnel of their inability to play a game. Such notification will be by e-mail, telephone or SMS and will include confirmation of receipt of the notification:

- (1) Premier League Commissioner, and (2) Co-Chief Umpire for Umpire Scheduling.

Contact information for these personnel as well as anyone acting for or designated by these personnel will be provided separately to the teams.

INTRODUCTION

(a) Official Baseball Rules

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

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

(b) Numbering in this Rule

Rules are numbered as follows:

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

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

This IAB Rule 14 is effective on 01 July 2021

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

14.02 -- THE PLAYING FIELD

14.02.05 Team Benches

The Premier League will furnish player’s benches, one each for the home and visiting teams. The Premier League will determine their distance from the base lines and whether they are roofed and/or enclosed.

14.03 -- EQUIPMENT AND UNIFORMS

14.03.01 The Ball

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

PENALTY: The umpire shall demand the ball and issue a warning to the player and the team 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).

14.03.02 The Bat

- (a) Composite wood bats including wood laminates are permitted in Premier League play *provided* they have:
 - (1) A maximum length of 36 inches and a maximum diameter of 2 ¾ inches at its thickest part. An indentation in the end of the bat up to an inch in depth is permitted (cupped bats).
 - (2) A safety grip which does not extend more than 18 inches from the base of the knob.
 - (3) The following components --
 - A. The entire bat must be round with a constant radius at any point and the finish of the hitting area smooth.
 - B. There must be a direct line from the center of the knob to the center of the large end.
 - C. The knob must be firmly attached.
- (b) Any and all bats made of a one piece of solid wood used in Premier League play:
 - (1) Must conform to Official Rule 3.02, or
 - (2) May have a maximum diameter at its thickest part not exceeding 2 ¾ inches, but must otherwise conform to Official Rule 3.02.

Rule 14.03.02 Comment: A bat which is broken, cracked, bent, warped or dented is illegal.

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

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

14.03.03 Player and Coaches Uniforms

- (a) (1) All players, a player/coach, and base coaches 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) The head coach and all other coaches shall also be in a uniform conforming to Official Rule 3.03 during the game.
 - (3) Premier League team members are not required to wear numbers on their uniforms.
- (j) The wearing of a logo of a sponsor of one or more teams on the uniform of team members is permitted.

Rule 14.03.03 (j) Comment: This Rule 14.03.03 (j) overrides, in part, Official Rule 3.03 (j) which prohibits the wearing of commercial advertisements.

- (q) No player may wear a white wrist band when batting, playing defense, or coaching a base.
- (r)
 - (1) The pitcher may not wear a batting glove on either hand.
 - (2) The pitcher may not wear reflecting sunglasses (mirror type).
 - (3) The pitcher may not wear a wrist band of any type or color on either hand and he may not wear any type or color of band on his throwing hand. He may not wear any white, off-white or gray band of any type on either hand.
- (s)
 - (1) Any jewelry which in the judgment of the umpire-in-chief might cause, might contribute to, or might exacerbate an injury is prohibited. The avoidance of injury to our players is paramount.
 - (2) Any jewelry worn by the pitcher and considered distracting by the batter or umpire is prohibited.
 - (3) The wearing of watches and other inappropriate jewelry by Premier League players is prohibited.

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

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

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

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

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

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

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

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

- (t)
 - (1) A compression or medical sleeve may be worn by any player including the pitcher *provided* it is a solid uniform color. In addition, all players on a team who wear one must wear the same color which must match any part of an undershirt that is visible.
 - (2) A compression or medical sleeve worn on the pitching arm of a pitcher may not extend below the elbow of the pitcher if it is white or gray. A compression sleeve which is neither white nor gray, nor considered distracting by the batter or umpire, may be of any length and may be worn by the pitcher on either arm.

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

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

IAB APPROVED RULING: The batter shall not be considered to have been touched by a pitched ball for the purposes of Official Rule 5.05 (b) (2), if the pitched ball only strikes the batter's 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.

14.03.07 Any Fielder's Glove

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

14.03.13 (Additional Rule) Protective Equipment

- (a) (1) Catchers must wear a helmet, chest protector, protective cup (male only), and shin guards.
(2) When warming up a pitcher between innings or in the bullpen, a team member must wear a protective cup and mask upon entering the stooped position.
- (b) All catchers must wear a protective helmet and face mask when fielding their position, when warming up the pitcher between innings, or catching in the bullpen. All catchers are required to have a built-in or attachable throat guard on their masks. Catchers must wear (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), (2) a "Hockey Style" helmet, or (3) a "skull cap" catcher helmet with mask and throat guard (turkey neck).
- (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) Base coaches, 17 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 17 years old must wear a helmet.
- (e) 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 14.03.13 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.

14.03.14 (Additional Rule) Prohibition against Casts

(a) Definition

A "player" is a fielder, batter, or a runner.

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

14.03.15 (Additional Rule) Players and Protective Cups

All male infielders including catchers must wear a protective cup during practices and games.

14.04 -- GAME PRELIMINARIES

14.04.01 Game Baseballs and Rosin Bags

- (c) The umpire-in-chief shall receive from the Premier League, rather than the “home club” as specified in Official Rules 4.01 (c) and (d), a supply of game and reserve regulation baseballs in a quantity and make determined by the Premier League.
- (f) The Premier League does not customarily provide rosin bags.

14.04.02 Head Coach

Official Rule 4.02, Field Manager, does not apply to the Premier League. Instead the following applies to the Premier League:

- (b) The head coach may advise the umpire-in-chief that he has delegated specific duties prescribed by the rules to a player or coach, and any action of such designated representative shall be official.
- (c) If a head coach leaves the field or is not available for the game, he shall designate a player or coach as his substitute, and such substitute head coach shall have the duties, rights and responsibilities of the head coach. If the head coach fails or refuses to designate his substitute, the umpire-in-chief shall designate a team member or coach as substitute head coach.
- (e) If the head coach is also a player/coach playing in a position which he believes may compromise his ability to play and coach at the same time, such as but not limited to pitching or catching, he may choose to designate a team member as a substitute head coach for the game.

Rule 14.04.02 (e) Comment: If a player/coach delegates his role as a head coach, he must refrain from communicating with the pitcher in any way which may be considered by the umpire as a charged trip to the mound under Official Rule 5.10 (I), Visits to the Mound Requiring a Pitcher’s Removal from the Game.

14.04.03 Lineup Cards

The written batting order given by each team’s head coach must be legible and shall be written in either Hebrew or English. As a courtesy, potential substitute players, whether present or not, should also be listed.

14.04.04 Weather and Field Conditions

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

14.04.05 Special Ground Rules

- (a) Official Rule 4.05 will **not** apply to Premier League play, except as specified in IAB Rule 14.04.05 (c).
- (b) The ground rules for baseball fields used by the Premier League are prepared and approved by the Premier League Commissioner and Co-Chief Umpire for Playing Rules. These rules may be amended or rescinded by the Co-Chief Umpire after coordination with the Premier League Commissioner. The Premier League Commissioner will provide them to the head coach of each team. The Co-Chief Umpire will provide them to the senior umpires.
- (c) Official Rule 4.05 will apply in its entirety if ground rules which have **not** been approved are presented by the head coach of the home team.
- (d) Official Rule 8.03 (a) (9) will apply if unforeseen circumstances or conditions arise at a baseball field for which ground rules have been approved.

14.04.07 Security

Official Rule 4.07 (b), Security, does not apply to the Premier League.

14.04.08 Double Header

- (c) The second game of a double header may start at any time after the first game is completed *provided* the “Exchange of Lineup Cards” (see Official Rule 4.03) for the second game commences five minutes prior to the starting time for the second game.
- (f) At the discretion of the Premier League Commissioner or his designee, when a rescheduled game or a resumed Playoff Series game is part of a double header, the rescheduled or resumed game may be the first game, and the second game will be the regularly scheduled game for that date.
- (g) See Rule 14.07.03 (c), Umpire Order to Groundskeepers.

14.05 -- PLAYING THE GAME

14.05.03 Base Coaches

NOTICE: In Premier 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.”

14.05.04 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 Premier League:

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

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

(e) Premier League Batting Orders

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

(1) 8-Man Batting Order

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

(2) 9-Man Batting Order

- A. A team may use a 9-man batting order.
- B. If for any reason a team loses a player and no longer has 9 players, the team will without penalty, skip over the lost player when his time at bat comes up (i.e., the batting order will condense to 8 players). If a late substitute arrives, he will immediately take the place in the batting order left vacant by the player who left and the batting order will expand back to 9 players.
- C. Once the line-up is given to the umpire-in-chief, a team may not switch to a 10-man batting order.
- D. A team with a 9-man batting order may use a Designated Hitter for any of its fielding players as specified in see Rule 14.05.10 (d). As specified in Rule 14.05.11 (e), there will be no Designated Hitter for the remainder of the game if the fielder for whom the Designated Hitter is batting becomes a batter, or the Designated Hitter himself plays the field. A team starting the game with a 9-man batting order and a Designated Hitter may not change to an 8-man batting order with a Designated Hitter.
- E. If a team with a 9-man batting order and a Designated Hitter lose a player and that player is neither the Designated Hitter, nor the fielder for whom he is hitting, then the fielder will take the place in the batting order of the lost player and the Designated Hitter will become a fielding player. If the Designated Hitter be the lost player, then the fielder for whom he was batting will take his place in the batting order. Should the fielder for whom the

Designated Hitter is batting be the lost player, then the Designated Hitter will become a fielder and will retain his place in the batting order.

(3) 10-Man Batting Order

- A. A team may use a 10-man batting order.
- B. A 10-man batting order may only be used when at least 10 players from the team's current roster are physically present at the game's venue prior to the start of the pre-game conference. An injured player who chooses to come to a game only to be with his teammates is not included in the count for this 10 player minimum.
- C. In a 10-man batting order, the "bench" will be considered a field position for one of the batters, except the pitcher. If the pitcher goes to the "bench" position, he may no longer pitch in the game.
- D. A pitcher, once taken off of the field, may not re-enter the game as a pitcher. A player will be considered a pitcher once he takes his place on the pitcher's plate and delivers a pitch (preparatory or otherwise).
- E. If for any reason, a team with a 10-man batting order loses a player or players and no longer has 10 players, the batting order will condense to 9 or 8 players (i.e., without penalty, the team will skip over the lost players when their time at bat comes up).
- F. If a team uses a 10-man batting order, they may use a Designated Hitter with the restrictions specified in Rule 14.05.04 (e) (2). As specified in Rule 14.05.11 (e), there will be no Designated Hitter for the remainder of the game if the fielder for whom the Designated Hitter is batting becomes a batter, or the Designated Hitter himself plays the field. A team starting the game with a 10-man batting order and a Designated Hitter may not change to a 9-man batting order with a Designated Hitter.
- G. If a team with a 10-man batting order and a Designated Hitter lose a player and that player is neither the Designated Hitter, nor the fielder for whom he is hitting, then the fielder will take the place in the batting order of the lost player and the Designated Hitter will become a fielding player. If the Designated Hitter be the lost player, then the fielder for whom he was batting will take his place in the batting order. Should the fielder for whom the Designated Hitter is batting be the lost player, then the Designated Hitter will become a fielder and will retain his place in the batting order.

14.05.05 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 Premier League, the “No Pitch Intentional Walk” coverage in the “Definitions of Terms” for “Base on Balls” and Official Rule 5.05 (b) (1) *Comment*:

- A. In Premier League play, any and all intentional walks **must** be made without pitches being delivered to the batter.
- B. If a defensive team’s head coach or his/her designee elects to intentionally walk a batter, the head coach must signal his intent to the plate umpire and request “Time.” The umpire shall award the batter 1st base without pitches being delivered to the batter.

The umpire will recognize the signal and the request for “Time” under the following:

- (i) The head coach will verbally signal his intent to the umpire and should say “intentional walk” in his verbal signal.

Rule 14.05.05 (b) (1) B (i) 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.

- (ii) The signal may be given at any time regardless of how many pitches have already been delivered to the batter.
- (iii) The head coach may only signal before the pitcher touches the pitcher’s plate or, if the pitcher is on the pitcher’s plate, the umpire will only recognize the signal after the pitcher legally disengages.
- (iv) Once the umpire recognizes the signal and the request for “Time,” 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 will then motion the batter to advance to 1st base and advance any runner forced to advance by the batter becoming a runner. After calling “Time,” the umpire-in-chief will put the ball back in play under Official Rule 5.12, Calling “Time” and Dead Balls.
- (v) Once the head coach signals, it will be considered a pitch for the purposes of a timely appeal or protest (i.e., an appeal or protest must be made before the next pitch, play or attempted play).

14.05.07 Pitching

(b) Warm-Up Pitches

- (1) When a pitcher takes his position at the beginning of the first inning, or when he relieves another pitcher, he shall be permitted to pitch not to exceed 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 Premier League.

14.05.09 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 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.

14.05.10 Substitutions and Visits to the Mound

(d) **Substitutions**

Substitutions may be made under the following conditions:

(1) **Batting Order Never Changes**

As specified in Official Rules 5.10 (a) and 5.04 (a) (2), the batting order may never be changed in Premier 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 once and 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

(4) Injured or Ill Player

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

(6) Penalty for Illegal Substitution

The following **PENALTY** applies to Premier League play when a team is using a 9-man or 10-man batting order for a violation of Official Rule 5.10 (d) if a player who is not eligible to play re-enters the game. A non-eligible player is:

- A substitute who was previously removed from the game, or
 - A starting player who was removed a second time for a substitute in violation of Rule 14.05.10 (d) (2).
- A. If noticed before a pitch or play, the umpire-in-chief shall direct the player's 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 or 10-man batting order, the umpire will declare the illegal substitute out if he is batting or if he is a base runner. Thereafter, the batting order condenses under Rule 14.05.04 (e) (2) and 14.05.04 (e) (3) F.
 - (iv) If no legal substitute is available and a team is on defense, the illegal substitute will be removed from the game. When the team comes up to bat, the removed player's place 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.

(g) Single-Batter Minimum

If a pitcher is replaced, the substitute pitcher shall pitch to the batter then at bat, or any substitute batter, until such batter is put out or reaches first base, or until the offensive team is put out, unless the substitute pitcher sustains injury or illness which, in the umpire-in-chief’s judgment, incapacitates him for further play as a pitcher.

Rule 14.05.10 (g) Comment: An intentional walk, regardless of whether pitches are or are not delivered, counts toward fulfilling the minimum batter requirement. Picking off a runner does not fulfill the minimum batter requirement, but would permit the early removal of the pitcher if the out recorded by the pickoff ends the inning.

NOTE: In light of this Rule 14.05.10 (g), Official Rules 5.10 (i) Note and 7.02 (c) Comment do not apply to the Premier League.

(l) Visits to the Mound

Official Rule 5.10 (l), “Visits to the Mound Requiring a Pitcher’s Removal from the Game” is adopted for Premier League play with the following three additions which supplement Official Rule 5.10 (l) for the Premier League:

- (1) A head coach may request permission from an umpire to visit the mound in the case of injury to the pitcher and, if the umpire grants permission, the trip will not be counted as a trip to the mound. The umpire-in-chief shall so inform the opposing head coach.
- (2) In Premier League play, the pitcher will be removed from the mound rather than removed from the game as required under Official Rule 5.10 (l) (2) and 5.10 (l) Comment, if such removal from the game will result in a game forfeiture under Rule 14.07.03 (e). A pitcher who is removed from the mound under this Rule 14.05.10 (l) (2) shall not be permitted to pitch during the remainder of the game.
- (3) In Premier League play, a player/coach will not be ejected from the game under Official Rule 5.10 (l) Comment if such removal from the game will result in a game forfeiture under Rule 14.07.03 (e). However, the violation of the rule by the player/coach will be reported under

Rule 14.08.04. The Premier League Commissioner/Coordinator may impose such penalty as he deems justified.

(o) Injured Runner

- (1) An injured runner will be replaced by the last proceeding batter who is not on base if (1) a team with no substitutes is using a 9-man or 10-man batting order, (2) the runner is injured while legally occupying a base, and (3) the injury forces that runner to be removed from the game.

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

- (2) If a team is using an 8-man batting order and a runner is injured while legally occupying a base, forcing that runner to be removed from the game, the runner will be replaced by the last proceeding batter who is not on base. The team will forfeit the game when the injured player

cannot resume his position (1) if the team needs to take the field, or (2) if the injured player's turn at bat comes around again.

Rule 14.05.10 (o) Comment: The “last proceeding batter who is not on base” may be from the last inning at bat or revert around the batting order if in the 1st inning.

Example: Al, Bob, Charles, David, Eric, Frank, George, Hank, Ira are the 9-man batting order. In the 2nd inning, Hank leads off and hits a single. After crossing 1st base, he sprains his ankle and can no longer play. George will replace Hank on the bases as the order condenses to an 8man order.

(p) **Courtesy Runner for Catcher**

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

- (1) Any player that has not participated in the game in any other capacity. However, he may have participated in the game as base coach. If such a player is chosen as the courtesy runner, he may not be used as a substitute for another player in that half inning. (He may not run for the catcher and then pinch hit for another hitter later in that inning); or
- (2) If such a player is not available, the courtesy runner may be the last offensive player to be put out. If his turn to bat comes up again in the inning, he may bat.

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

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

14.05.11 Designated Hitter

- (a) The Premier League has elected not to use the “Designated Hitter Rule” at Official Rule 5.11. Instead, this Rule 14.05.11 governs the use of a Designated Hitter in the Premier League.
- (b) A team with a 9-man or 10-man batting order may use a Designated Hitter for any fielder (including the fielder playing the “bench” position in the 10-man order). The Designated Hitter will appear in the batting order in his hitting position and the fielder for whom he is hitting will appear in the 10th or the 11th place (depending on the length of the batting order). The Designated Hitter named in the starting lineup must come to bat at least one time, unless the opposing team changes pitchers. A substitute for the Designated Hitter need not be announced until it is the Designated Hitter's turn to bat.
- (c) Any player on the roster who is not in the batting order can substitute for the Designated Hitter. The substitute becomes the Designated Hitter.
Example: Ira is the Designated Hitter and Jacob is the fielder for whom the Designated Hitter is hitting. John is not on the starting lineup and replaces Ira. John is now the Designated Hitter for Jacob.
- (d) A runner may be substituted for the Designated Hitter and the runner assumes the role of Designated Hitter. A Designated Hitter may not pinch-run.

- (e) Once substituted, a Designated Hitter may no longer play.

EXAMPLE: *Ira is the Designated Hitter and Jacob is the fielder for whom the Designated Hitter is hitting. John is not on the starting lineup and replaces Ira. John is now the Designated Hitter for Jacob. Ira may no longer play.*

- (f) There will be no Designated Hitter for the remainder of the game: (1) if the fielder for whom the Designated Hitter is batting substitutes for the Designated Hitter, or (2) if the fielder for whom the Designated Hitter is batting replaces any other player in the batting order, or (3) if the Designated Hitter plays the field.

EXAMPLE 1: *Ira is the Designated Hitter and Jacob is the fielder for whom the Designated Hitter is hitting. Jacob replaces Ira and comes to bat in Ira's place in the order. Ira may no longer play and the Designated Hitter is terminated for the remainder of the game.*

EXAMPLE 2: *If Jacob replaces any other batter in the order, then Ira becomes a fielder and that will terminate the Designated Hitter for the remainder of the game.*

Example 3: *Should Ira play the field including the "bench" position, the Designated Hitter will be terminated for the remainder of the game.*

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

- (h) If the Designated Hitter replaces the fielder for whom he is batting, that fielder will not be allowed to return to the game. The fielder for whom the Designated Hitter is hitting may be substituted.

EXAMPLE 1: *Ira is the Designated Hitter (batting 5th) for Jacob, who is playing 2nd base. In the 2nd inning, John, who is on the bench and is not a starting player, replaces Jacob at 2nd base. John is not hitting. Ira remains the Designated Hitter (still batting 5th) now batting for John. In the 4th inning, Jacob as a starting player under Rule 14.05.10 (d) (2) re-enters the game and replaces John. Jacob does not bat and Ira is once again the Designated Hitter (and batting 5th) batting for Jacob.*

EXAMPLE 2: *Ira is the Designated Hitter (batting 5th) for Jacob, who is playing 2nd base. In the 2nd inning, John, who is on the bench and is not a starter player, replaces Jacob at 2nd base. John is not hitting. Ira remains the Designated Hitter (still batting 5th) now batting for John. In the 4th inning Jacob, who was never in the batting order replaces Mark who is playing right field and is batting 7th. Jacob as a starting player under Rule 14.05.10 (d) (2) may re-enter the game. The Designated Hitter is now terminated for the remainder of the game. Ira can either play the field in place of John or go to the dugout. Or alternately, John can replace Ira at bat (in the 5th position) in the order.*

14.06 -- IMPROPER PLAY, ILLEGAL ACTION, AND MISCONDUCT

14.06.01 Interference, Obstruction, and Catcher Collisions

(i) Collisions at Home Plate

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

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

The reference to "the catcher" in this Exception shall apply equally to other players covering home plate. In addition, this Exception shall not apply to force plays at home plate.

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

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

14.06.02 Pitcher Illegal Action

(d) Penalty for Pitcher Altering Ball

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

- (1) The umpire will issue a warning to the pitcher and the 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.

14.06.04 Unsportsmanlike Conduct

(d) Conduct upon Ejection

- (1) If a head coach, coach, trainer, or player is ejected from a game, he shall leave the field immediately, must vacate the bench, and will take no further part in the remainder of the game.
- (2) As a privilege, the ejected head coach, coach, trainer, or player may remain in uniform in the grandstands. The umpire-in-chief may forfeit the game if the ejected head coach, coach, trainer, or player violates this privilege by issuing instructions to his team, harassing the umpire, showing disrespect to anyone in the game, or inciting the fans. The forfeit score will be 9-0 for 9 inning games and 7-0 for 7 inning games or the score at the time of the forfeit at the option of the opposing head coach, who will inform the umpire-in-chief immediately upon notification of the forfeit.
- (3) A head coach, coach, trainer, or player ejected from a game is suspended from their next scheduled game, unless the suspension is waived by the Premier League Commissioner/Coordinator (1) after receiving a request for waiver from the suspended head coach, coach, trainer, or player, and (2) after consultation with the game's umpires.

(e) Post-Participation Ejection

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

14.06.07 (Additional Rule) Illegal and Malicious Contact

(a) The Intent of this Rule

- (1) The intent of this Rule 14.06.07 is to avoid injury to a fielder. If there is no contact, there is no violation under this Rule 14.06.07. Incidental or inconsequential contact is not to be viewed as contact for the purpose of this Rule 14.06.07. (An example of incidental or inconsequential contact is when a runner attempts to go around a fielder blocking his route to the base and brushes the fielder or makes light contact with the fielder.) Dipping the shoulder and intentionally crashing into the fielder in order to cause him to drop the ball is considered "malicious" contact which will not only cause the runner to be declared out, but will also

result in his ejection. Malicious contact is any willful or reckless action or behavior by a player with intent to harm or injure another player.

- (2) Crashing a defensive player with intent to injure will be considered malicious even if that player is not in the act of catching a ball or in possession of the ball. Because the fielder is not in the act of catching a ball or not in possession of the ball, such contact is outside the scope of this Rule 14.06.07. However, the runner in this case will be ejected for unwarranted and unsportsmanlike conduct. Such unsportsmanlike conduct will also subject the player to suspension from further Premier League play.

(b) The Rules

- (1) A runner must slide or otherwise avoid making contact with a fielder when that fielder is in possession of the ball, and is making a tag play on the runner or tagging the base on a force play. If contact is imminent, runners must slide, go around, or otherwise seek to avoid contact with the fielder and/or catcher. A runner may slide directly into a base *provided* he stays within his base path.
- (2) The runner must slide or attempt to get around a fielder who has the ball and is waiting to make the tag. If contact is imminent, a runner must slide, go around, or otherwise seek to avoid contact with the fielder. A runner may slide directly into a base *provided* he stays within his base path.

Rule 14.06.07 (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. Rule 14.06.07 (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 and/or catcher is not an act of getting around a fielder.

- (3) A. A 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. The runner must slide or otherwise avoid contact with the fielder.
- B. The phrase “in the act of catching a thrown ball” means the ball is in the air and near enough to the defensive player so that he must take his defensive position to catch the ball and make the play. This is a judgment call by the umpire.

(c) Illegal contact shall supersede all “obstruction” penalties.

PENALTY: For violating Rule 14.06.07 (b), the runner is out, only if the contact on the play hinders or impedes the fielder in making the play. Also, see Rule 14.06.07 (a) (1) and (a) (2). 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. When enforcing this rule, the umpire should judge the runner’s intent. If the umpire adjudges the contact was not intentional, the runner shall only be called out.

Rule 14.06.07 Comment: Take-out slides are considered to be intentional and malicious contact. A take-out slide is a slide by the runner which in the umpire’s judgment, is made without a genuine attempt to reach the base.

Example 1: If after the runner slides into the fielder, he cannot reach the base with his outstretched hand.

Example 2: A rolling or cross-body slide.

Example 3: A slide feet-first in the air or with the spikes above the knee of the fielder. A take-out slide may occur when the fielder is in the act of catching a thrown ball, making a force play, or in the act of throwing a ball to a base in an attempt to retire a runner.

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

The runner shall not be called out or ejected if the contact was the result of an effort by the defensive player to “block the base without the ball.”

Example: The defensive player is “blocking 1st base.” The batter/runner shall not be penalized for not making an effort to avoid the defensive player. This is a judgment call by the umpire.

The umpire must be certain of the violation and the intent. Legal collisions do happen and runners must not be penalized for a legal collision with a fielder.

Example 1: Runner at 2nd base rounds 3rd base and is on his way to home when the throw from right field comes in 15 feet (5 meters) up the baseline towards 3rd base. The runner unintentionally collides with the catcher who has moved away from the plate towards the thrown ball and is in the act of catching the ball. In this case, the umpire shall judge the play a collision with no penalties on either the defense or offense.

Example 2: A runner attempting to score remains on his feet when the catcher is not in the baseline. The ball forces the catcher to move away from the plate and into the field. The catcher, after catching the ball, leaps with the ball toward home plate for the tag and both the runner and catcher collide at home plate. In this case, the umpire shall also judge the play a collision with no penalties on either the defense or offense.

14.06.08 (Additional Rule) Challenging an Ineligible Player

(a) Definitions

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

INELIGIBLE PLAYER means any player whose name does not appear on the most current official team roster including a player who is not registered on a team, a player who is not an authorized “exception” player or a player who have not legally switched teams.

- (b) (1) As soon as the written batting order is given to the umpire-in-chief by the home team, this Rule 14.06.08 applies to the home team. As soon as the written batting order is given to the umpire-in-chief by the visiting team, this Rule 14.06.08 applies to the visiting team.
- (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 14.06.08 (b) will not be considered a “substitute.”* If the opposing head coach denies an ineligible player is listed, play will continue, but Rule 14.06.08 (c) or Rule 14.06.08 (d) will apply once the game starts.
- (c) (1) A head coach who suspects the use of an ineligible player will first submit a challenge to the game’s umpire-in-chief while the game is in progress. The umpire-in-chief at least will ask the opposing head coach if indeed an “ineligible player” is being used. If the opposing head coach affirms the player is ineligible, the ineligible player will be removed from the game.
- (2) If the opposing head coach denies an ineligible player is being used, play will continue. A head coach who still suspects the use of an ineligible player may submit a challenge in writing to the Premier League Commissioner/Coordinator within 72 hours after the game. If the challenging head coach submits such challenge, the Premier League Commissioner shall rule on the challenge. If the Premier League Commissioner decides the challenge is valid, the game’s results will be official if the challenging team wins the game. The Premier League

Commissioner may impose such penalty or penalties or take such action or actions as he considers appropriate including vacating team and/or individual records and performances of games in which the ineligible player competed. The umpire-in-chief will include the name of the player in question and when the challenge occurred in the Rule 14.08.04 Game Report.

- (d) If a challenge is not made while a game is in progress, a challenge may be submitted in writing directly to the Premier League Commissioner within 72 hours after the game. The Premier League Commissioner shall rule on the challenge. If he decides the challenge is valid, the game's results will be official if the challenging team won the game. The Premier League Commissioner/Coordinator may impose such penalty or penalties or take such action or actions he considers appropriate including vacating team and/or individual records and performances of games in which the ineligible player competed.
- (e) The ineligible player becomes a legal player and the results of his play become legal for that game if a written challenge is not made to the Premier League Commissioner within 72 hours after the game.

14.07 -- ENDING THE GAME

14.07.01 Regulation Game and Official Score

(a) Seven Inning Regulation Game

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

- (1) A regulation game consists of 7 innings, unless extended because of a tie score, or shortened
 - (i) because the home team needs none of its half of the 7th inning or only a fraction of it, (ii) because the umpire-in-chief calls the game.
- (2) Until the umpire calls the game because of light failure, weather, time limit, or any other reason, if the score is tied after 7 completed innings, play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.
- (3) If a game is called, it is a regulation game:
 - A. If 4 innings have been completed,
 - B. If the home team has scored more runs in 3 or 3 and a fraction half-innings than the visiting team has scored in 4 completed half-innings,
 - C. If the home team scores one or more runs in its half of the 4th inning to tie the score.
- (4) If a regulation game is called with the score tied, it shall not become a suspended game.
- (5) If a game is called before it has become a regulation game, the umpire-in-chief shall declare it "No Game."

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

NOTICE: The forfeit score for a Premier League game of 7 innings is 7-0 instead of the forfeit score specified in the definition of "Forfeited Games."

(b) Nine Inning Regulation Game

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

NOTICE: The Premier League Committee decided to play seven inning games. Consequently, Rule 14.07.01 (a) will apply to all Premier League games. However, if there is a decision by any other competition to use these Premier League Playing Rules, but play a nine inning game or games, such decision shall be announced. In which case, this Rule 14.07.01 (b) will apply.

- (1) A regulation game consists of 9 innings, unless extended because of a tie score, or shortened
 - (i) because the home team needs none of its half of the 9th inning or only a fraction of it, (ii) because the umpire-in-chief calls the game.
- (2) Until the umpire calls the game because of light failure, weather, time limit, or any other reason, if the score is tied after 9 completed innings play shall continue until (1) the visiting team has scored more total runs than the home team at the end of a completed inning, or (2) the home team scores the winning run in an uncompleted inning.
- (3) If a game is called, it is a regulation game:
 - A. If 5 innings have been completed;
 - B. If the home team has scored more runs in 4 or 4 and a fraction half-innings than the visiting team has scored in 5 completed half-innings;
 - C. If the home team scores one or more runs in its half of the 5th inning to tie the score.
- (4) If a regulation game is called with the score tied, it shall not become a suspended game.
- (5) If a game is called before it has become a regulation game, the umpire-in-chief shall declare it "No Game."

(g) Official Score

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

EXCEPTION: The score reverts to the score at the end of the last completed inning when the visiting team in their half inning scores a run or runs to tie the game, take the lead, or increase their lead; and the game is called before the home team has completed its half inning; and --

- (1) The home team has not retaken the lead,
- (2) The home team has not re-tied the game *provided* the game was tied at the end of the last completed inning or the visiting team was ahead, or
- (3) The home team has not scored more runs in their uncompleted half inning than the visiting team did in their half inning.

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

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

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

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

14.07.02 Suspended and Tie Playoff Series Games

- (a) The Premier League Commissioner/Coordinator will announce an NIWS time for a Playoff Series game (see Rule 14.07.07). If the game is tied at the end of the inning, the game will continue under Rule 14.07.11, Playoff Series Game Tie Breaker Rule.
- (b) The Score Reversion Rule at Rule 14.07.01 (g) will apply to a Playoff Series game if (A) a regulation game is called because of light failure, weather, time limit, or any other reason while an inning is in progress and before the inning is completed, and the visiting team has scored one or more runs to tie the game or take the lead, and (B) the home team has not retaken the lead. After the Score Reversion Rule is applied, if the score is tied, the game shall be declared a suspended game. In such case, the game is to be resumed under Rule 14.07.11. A player ejected from the called game shall not play in the resumed game. The Premier League Commissioner or his designee will schedule the playing of these games and may issue instructions and any special rules for these games. The official score of a game when the Score Reversion Rule is applied and the score is not tied will be the score when the game is called.

EXCEPTION 1: All individual and team actions when compiled are to be compiled according to the Rules of Scoring specified in Official Rule 9, but see Rule 14.07.01 (g) Comment.

EXCEPTION 2: If a bronze medal game is scheduled during a Playoff Series, Rule 14.07.01 (g) will apply. The score is final and the game will not be continued at a later date.

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

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

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

- (c) If called for any reason, a Playoff Series game continued under Rule 14.07.01 (a) (2) or Rule 14.07.01 (b) (2) will be subject to Rule 14.07.02 (a) or Rule 14.07.02 (b).
- (d) A Playoff Series game shall be declared "No Game" if it is called for any reason before it becomes a regulation game. In such case, the game is to be replayed in its entirety. A player ejected from the called game shall not play in the replayed game. The Premier League Commissioner/Coordinator will schedule the playing of these games and may issue instructions and any special rules for these games.

EXCEPTION: If a bronze medal game is scheduled, the Premier League Commissioner may elect to not have a bronze medal game that was called before it became a regulation game continued at a later date.

14.07.03 Forfeited Games

(b) Forfeit for Less than Eight Players

- (1) A team with less than eight players will forfeit the game with a score of 9-0 for 9 inning games and 7-0 for 7 inning games.**
- (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 14.07.03 (b) (3) Comment: This Rule 14.07.03 (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-in-chief 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-in-chief may extend the waiting period by an additional 15 minutes due to extenuating circumstances.**

- (5) The lending or borrowing of players among teams is prohibited in the Premier League.**

(c) Umpire Order to Groundskeepers

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

(f) Winning Team Choice of Forfeit Score

If a forfeit is declared after a game has started, the forfeit score will be 9-0 for 9 inning games and 7-0 for 7 inning games or the score at the time the forfeit is declared. The winning team's head coach may choose between the two

14.07.04 Protests

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

Rule 14.07.04 (b) (2) Comment: The umpires "leave the playing field" is the act of physically walking off the playing field by the umpire-in-chief. If there is a fence enclosing the playing field, this means walking through the fence into a dead ball area. If there is not a fence, when the umpire-in-chief has entered a dead ball area is considered as "leave the playing field."

- (c) The written protest must include the following:**

- (1) Game particulars (home team, visiting team, venue, date and posted time),
 - (2) Game situation at time of infraction (inning, team at bat, number of outs, runners on base),
 - (3) Names of umpires and positions (Plate, Base), (4) Description of infraction, and
 - (5) Rule violated.
- (d) The Premier League Commissioner will appoint a Protest Committee. The Protest Committee, upon receiving a protest, will make one of the following decisions:
- (1) The protest is not upheld, or
 - (2) The protest is upheld in which case:
 - A. The game will not be resumed if the violation did not adversely affect the game's outcome (i.e., which team won).
 - B. The game will not be resumed if the results of the game will not have any bearing on the Premier League championship or a team's berth in any post-regular season play.
 - C. The game will be continued from the exact point of the protest if the protest is proven to be legitimate and could have had a bearing upon the outcome of the game. Official Rule 7.02 (c), Rule 14.05.10 (d), and Rule 14.05.04 (e) apply to these resumed games. The only players who may play in the resumed game are those players who were on the team's roster during the original game. However, the only Senior National Team players who may play in the resumed game are those players who (1) were on the team's roster during the original game, and (2) were also in Israel during that original game. A player ejected from the protested game shall not play in the resumed game. The Premier League Commissioner/Coordinator will schedule the resumption of these games and may issue instructions and any special rules for these resumed games.
- EXCEPTION:** If the game is protested in the middle of a time at bat, the batter will begin the resumed game with no count. The pitcher will be allowed 8 preparatory pitches if the pitcher at the exact point of the protest is the same pitcher at the beginning of the resumed game.

14.07.07 (Additional Rule) Game Ending Times

(a) Definition

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

The "drop dead time" (DDT) is that time when all play shall immediately cease.

EXCEPTION: If a batter has begun his time at bat when the "drop dead time" elapses, he will be allowed to complete his time at bat. For the purpose of this exception, the time at bat will be considered to have begun upon delivery of the 1st pitch to the batter.

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

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

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

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

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

14.07.08 (Additional Rule) No Contest

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

14.07.10 (Additional Rule) Regular Season Game Tie Breaker Rule

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

- (a) Each team will begin the 8th inning (and any subsequent necessary extra innings) with a player on 1st base and 2nd base and no outs.
- (b) The order of any extra innings will be determined by how the previous inning ended (i.e., if the 7th inning ends with the #6 hitter having the last plate appearance, the 8th inning begins with the #7 hitter at bat, and the #5 hitter at 2nd base and the #6 hitter at 1st base.)

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

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

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

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

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

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

(a) Applicability

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

(b) The Rule

- (1) Each team will begin the extra inning (and any subsequent necessary extra innings) with a player on 1st base and 2nd base and no outs.
- (2) The order of any extra innings will be determined by how the previous inning ended (i.e., if the 7th inning ends with the #6 hitter having the last plate appearance, the 8th inning begins with the #7 hitter at bat, and the #5 hitter at 2nd base and the #6 hitter at 1st base.)

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

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

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

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

14.08 -- THE UMPIRE

14.08.04 Reporting

- (a) The reporting specified in Official Rule 8.04 (a) and Official Rule 7.03 is to be submitted by the game’s umpire-in-chief the day after the game. The umpires will receive instructions notifying them of where to send the report and its format. That part of Official Rule 8.04 (a) which specifies when and where to send the report does not apply.
- (b) Official Rules 8.04 (b) and (c) do not apply to the Premier League.

14.09 -- THE OFFICIAL SCORER

14.09.01 Official Scorer

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

14.09.02 Official Scorer Report

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

14.09.20 Official Statistician

The Premier League Commissioner 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 Premier 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 and off the field, and to represent the team in communications with the umpire and the opposing team. A player may be head coach. See Rule 14.04.02.

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.