

GOVERNING RULES

OF THE

CHARLOTTE ADULT BASEBALL LEAGUE

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Author: M.Brines
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All playing rules governing major league baseball shall apply unless they conflict with the following league rules. These rules are applicable to all games sanctioned by the CABL.

Article I. Teams

CABL baseball teams consist of roster maximum of 18 players. All players must be at least 18 years of age or older to participated in CABL. Depending on the division in which a player is participating, players must meet the age requirement of the respective division (see [Section 5.01](#)).

Article II. ILLEGAL PLAYERS – PENALTIES

An opposing manager, at any time, has the right to question a player's age. Players who do not meet age requirements shall be considered illegal players. All games an illegal player participated in shall be declared a forfeit.

All games played with an illegal player will result in a forfeit of those games during which the illegal player participated. No cash deposit is required to protest an illegal player. If a player's age is challenged during a game, the team's manager must notify the umpire and the manager of the suspected illegal player. The suspected player must present identification. If the suspected player is illegal that player shall be ejected and the game played to completion, at which time the game shall be declared a forfeit.

If the illegal player cannot provide immediate proof of age during the game, the game shall continue under protest of illegal player. The division director and the commissioner must be notified of the possible violation. The illegal player must present proof of age to the challenging manager or above league official within 24 hours of the game. If proof of age cannot be proven within 24 hours that game shall be declared a forfeit.

(a) EJECTION

When a player is ejected, that player becomes ineligible for the current game only. The ejected player must leave the field of play which includes dugout, bleachers, or premises of the field. Subsequent review by the League Commissioner and Board members may decide on additional penalties. An official letter of reprimand will be sent to the ejected players. Any effected player, manager, or fan may be forever barred from any future CABL events or may be barred or suspended for such lesser periods as may be appropriate. Three ejections during a season shall result in the suspension of that player indefinitely with a right to appeal to the League Commissioner and Board Members.

Section 2.01 ADDITIONAL PENALTIES

In addition, the manager may be suspended for up to four (4) games.

Section 2.02 ALCOHOL/INTOXICANTS

There will be **no** alcoholic beverages or intoxicants permitted during any CABL event. CABL shall abide by the rules and regulations of the organization providing the playing fields and the League Commissioner and Board members shall enforce those rules.

Section 2.03 ALCOHOL/INTOXICANTS VIOLATION

Players will be ejected from the game and made to leave the grounds. Fans shall be asked to discard the alcohol or intoxicants and may stay if they comply promptly. Failure to discard the alcohol or intoxicants will result in the fan being asked to leave the grounds. These are team manager's responsibilities.

Article III. EQUIPMENT

Section 3.01 BASEBALLS

Only those baseballs provided by the league are permitted during regulation play. The Home Team shall provide all game balls. All balls must be of the same make and quality as approved by the league for that division and season.

Section 3.02 BATS

Only Wood or Composite bats are allowed.

Section 3.03 UNIFORMS

All teams must have full baseball uniforms. Players and coaches without uniforms will not be allowed to play without the opposing manager's consent. Full uniforms (see [uniform defined – 3.03 \(a\)](#)) are required after the rosters freeze date.

(a) UNIFORM – DEFINED

A uniform shall consist of a baseball hat, jersey, pants, and athletic shoes. Each jersey shall be numbered on the back, and the name or logo of the team shall be displayed on front of the jersey. The jersey shall be tucked in and *there shall be no bare legs*. *Sleeveless jerseys must have a sleeved shirt under the jersey. Billed hats must be worn.*

Section 3.04 FIELDS

All players, coaches and fans must respect the sanctity of the playing fields and refrain from litter, alcohol, drugs, profanity or other undignified behavior. The team managers are responsible for enforcement. At the conclusion of each game both teams are also responsible to assist in clean up of the dugouts and the field. If required, the field manager has the right to request pre/post game field maintenance. This includes but not limited to: raking, lining, filling and tamping (plate/mound), covering the infield, securing the facility (locking gates, doors, and fences), turning off lights, etc.

Section 3.05 DUGOUTS

Dugouts are selected on a first-to-the-field basis. For insurance reasons, visitors are discouraged from the dugout. Visitors under the age of 15 shall wear a batting helmet.

Article IV. GAMES

Section 4.01 RAIN OUTS

See Official League Schedule for rain out dates. **If a game is rained out before becoming an official game (see [Rule 4.05](#)), an attempt to reschedule the game will be made to replay the game in its entirety. Providing there is enough time left in the season and a field is available.**

Section 4.02 NUMBER OF PLAYERS FOR GAMES

Teams must have at least eight (8) defensive players at all times for an official game. If a team has only eight (8) players, that team may borrow a player from the opposing team. It is the lending team manager's discretion on how that player may be used. If during the course of a game players are injured or had to go home and this results in that team having eight (8) players, then that team may borrow a player as per above. If a player is ejected from the game thereby causing that team to have eight (8) players, then that team may not borrow a player. If a player is ejected thereby causing the team to have less than eight (8) players, the game shall be declared a forfeit. No team can borrow players in post-season games.

If a team has less than eight (8) players the game can be played if the opposing team is willing to lend enough players as stated above to bring the opposing team to eight (8) or more players. However, the game will be considered a forfeit immediately upon completion of the game regardless of outcome.

Section 4.03 STARTING TIMES OF GAMES

Manager, players, and umpires are responsible for checking the league's website for official schedules and information regarding start times. The league's Hotline should be checked on game day prior to traveling to the field to confirm any schedule changes..

The plate umpire or head umpire will officially start games. When at the field, an umpire or manager may request to delay a game for 15 minutes to accommodate abnormal situations involving players or umpires. In the event of adverse field or weather conditions, a game may be delayed no more than 1 hour at the umpire's discretion. At least one fifteen (15) minute grace period will be allowed between double-header games.

Section 4.04 FORFEITS

If less than eight (8) players are present, a forfeit will be recorded. One fifteen (15) minute grace period will be allowed after the official start time of the game to allow additional time prior to the forfeit being recorded. Forfeits on three (3) scheduled dates by any team will result in expulsion from the league playoffs.

Section 4.05 OFFICIAL GAME

MLB rules regarding a regulation game shall apply except games will not be suspended. The game will be deemed official if 4.5 innings have been completed with the home team ahead, or 5 innings with the visiting team ahead or tied. CABL time limit has been established within the guidelines of field use agreements and umpire contracts. Therefore, a game may not exceed the following limits established below:

- 3 hours for a 9-inning game
- 2 ½ hours for a 7-inning game
- 2 hours for a 5 inning game
- Doubleheaders shall combine the corresponding time limits above.

A game will be allowed to continue if regulation time exists at the time of the 3rd out of the home team's at bat. A single game is nine (9) innings and a doubleheader shall consist of two 7-inning games. In the event of a tie, the plate umpire and both manager must agree to allow two additional innings for the game to be played for a winner to be determined. If the game is still tied, the plate umpire shall allow reasonable time to complete the game. If the umpire declares additional and reasonable time does not exist, then each team is awarded a tie.

At any time, regardless of innings played or time elapsed, a manager may concede the win. He/she must appeal to the plate umpire and the umpire shall terminate the game. The umpire must declare the opponent of the conceding manager the winner. NOTE: If the game has not been played to its official capacity at the time of concession, the umpire will declare the win by forfeit. (See [Rule 4.04](#))

Section 4.06 GAME PROTESTS

All game protests must be declared on the field. The score book must be signed by both managers and the umpire. All game protests must be submitted by the manager to the League Commissioner, in writing, within 48 hours of the game and accompanied by a filing fee of \$75. The Board members, at the next scheduled meeting, shall decide all protests. If it is decided that the team providing the filing fee wins the protest, their money is returned.

The League Commissioner or CABL Board is obligated to respond regarding all protest within 5 – 7 days. In the event, the league doesn't respond within the 5 -7 days, the filing fee will be fully refunded with an additional \$75 bonus. The League Commissioner shall notify all parties of the final decision within 48 hours of the ruling. The filing fee will be returned to the team that submitted the protest granted the protest was upheld by the League Commissioner and CABL Board.

Section 4.07 RUN DIFFERENTIAL RULE

If there is a 12-run discrepancy and **either** (1) 5 full innings have been played (4 1/2 if home team leads) in a 7-inning game, or 5 full innings have been played (4 1/2 if home team leads) in a 9-inning game **or** (2) the game has lasted at least 2 1/2 hours in a 7-inning game or 3 hours for a 9-inning game, **then** the game will be ruled complete. There is no time limit on final playoff or championship games.

Section 4.08 OFFENSIVE SUBSTITUTIONS

Each manager will have the option of batting as many players as he desires in the lineup, subject to a minimum of nine (9) batters. The number of batters may not be reduced during the game. If the number of batters becomes reduced during the game, the reduced position in the lineup will become an automatic out from the vacated position in the lineup. A manager may add players to the bottom of the lineup during the game. The maximum amount of batters is limited by the team roster.

(a) PINCH HITTERS

Pinch hitters are considered offensive substitutions and thus the original player is removed from the batting lineup.

(b) PINCH RUNNERS

Pinch runners are considered offensive substitutions and thus the original player is removed from the batting lineup.

(c) COURTESY RUNNERS

With two outs, courtesy runners are mandatory for pitchers and catchers who played defensively in the previous inning. The last batted out in sequential order shall be used as the courtesy runner. Otherwise, courtesy runners can be used at anytime for catchers who played defensively in the previous inning. Pitchers or catchers who are relieved or substituted for may not receive courtesy runners nor shall pitchers or catchers receive courtesy runners who have not played defensively in the previous inning.

In the event of obvious injury during the game of play which prohibits a player from running, a courtesy runner may be used for the injured player.

(d) DH RULE

A player may DH for anyone in the field including the pitcher. Otherwise, the major league DH rule applies.

(e) SHARED POSITION*

A team is allowed a maximum of two (2) shared positions during a game for any age group division above 25 (see [Section 5.01](#)). Only two (2) players can share the same position, meaning any one of the shared names may hit and/or run independent of the other. Both players are locked into that position only and may not contribute in any different batting position, serve as a pinch hitter or pinch runner, unless the need arises to add a ninth (9th) player to avoid forfeiture. The shared position (s) must be declared prior to the start of the game and indicated as such in the scorebook lineup.

* Veterans & Masters Amendment.

Section 4.09 DEFENSIVE SUBSTITUTIONS

All players may be substituted for defensively at any time during the game **except for the pitcher** (refer MLB Rules). The original player must remain in the batting order or it is considered an offensive substitution. The defensive substitute need not be added to the offensive lineup.

Section 4.10 INTENTIONAL COLLISION

All players should make an attempt to avoid harmful contact. In the event of an intentional collision caused by the runner, that runner will be automatically out. In the event of an intentional collision caused by the fielder, the runner will automatically be awarded an additional base. Either player may be ejected if, in the discretion of the umpire, the action was flagrant.

(a) SLIDE RULE

If any contact is evident a slide must be attempted and shall always occur at home plate, if there is any possibility of a collision with the opposing team's catcher, providing that a play is possible.

Section 4.11 INTENTIONAL WALKS

Each team is allowed any number of intentional walks per game. A Pitcher must deliver 4 pitched balls to intentionally walk a batter and cannot waive a batter to first.

Section 4.12 DECOYS

If a fielder decoys a throw, all runners will be entitled to advance one base, in addition to the base they are advancing towards. If the same fielder decoys twice in a game, he will be ejected from that game only.

(a) DECOYS DEFINED

A throw is decoyed when any fielder pretends to be receiving a throw and (a) an actual throw may have resulted in the runner being out and (b) the runner slides unnecessarily as a result of the decoy.

Article V. LEAGUE STRUCTURE AND FORMAT

Section 5.01 AGE REQUIREMENTS

(a) Open Division - 18 and over division

Eligible players must have reached the age of eighteen (18) at the time of participation in any league function.

(b) Veterans Division - 28 and over division

Eligible players must turn twenty-eight (28) years old in the calendar year they are participating.

(c) Masters Division - 38 and over division

Eligible players must turn thirty-eight (38) years old in the calendar year they are participating.

Section 5.02 PLAYER TRADES

Players may switch teams during the **off-season** *without the consent of managers* **OR during the season** *with both managers' and the corresponding league director's consent*. The League Commissioner has the last right of refusal on player switches in order to maintain the best interests of the league.

Section 5.03 FEES

Unless otherwise specified by the CABL Board league fees for all divisions will be paid in three payments. A \$500 "Good Faith" deposit will be due at a date to be determined by the board each year, usually 60 days prior to the start of the regular season. A balance of the first half will be due at the last board meeting prior to the first regular season game. The second half of the league fee will be due no later than 30 days after the first payment. Late payments will be assessed a 10% late charge on the balance of their amount due. New teams are required to pay a non-refundable deposit equal to 20% of the total fee. The new team deposit is due no later than 45 days prior to the first game of the season. If any team drops from the league their deposit will remain with the league. Any requests to deviate from the above payment schedule will be reviewed by the Commissioner and the Board for a decision.

Section 5.04 ROSTER FORMS

All team managers must submit participating players to their team's online roster forms prior to players competing in any games. Teams may list up to 18 players on their roster and players may be added or deleted by the manager at any time prior to the playoff eligibility deadline. The playoff eligibility deadline will be the day following the completion of 70% of the leagues schedule games for that season, at this time the Webmaster will lock the rosters and all future roster changes must be submitted to the board for approval. The board will not keep any player from being added to the roster if that player is needed for the team to field nine players. Players who play prior to being added to the roster will be considered illegal players, unless the opposing manager agrees to allow the player to participate without being on the roster. Any non-roster player must play with the stipulation(s) established by the opposing team manger prior to the game.

Section 5.05 STATISTICS

The league shall compile the official win/loss records and league standings each week.

Section 5.06 SCORES

Each manager shall be responsible for providing scores to the designated contact as soon as possible so they can be reported to the website and newspaper.

Section 5.07 TIEBREAKERS

If two or more teams are tied, the following tiebreakers will be used to determine the final regular season standings for all divisions:

- Best winning percentage 'head to head' in games concerning teams tied.
- Best division winning percentage.
- Fewest runs allowed of teams remaining tied (all games and all teams).
- Coin flip.

Note: *Tiebreaker rules are sequential and cumulative; i.e. once a team has been eliminated by a tiebreaker rule, it cannot be considered in the next tiebreaker sequence.*

Section 5.08 CABL ALL STAR or WORLD SERIES

The CABL World Series will consist of a best of three (2 of 3) game series between the two Division Championship winners. Games will be sequenced with a doubleheader on Saturday and a **third game, if necessary, on the following Sunday. Game three will be a nine (9) inning game.** The team with the better regular season record will be home 1st and 3rd games. If similar schedules were not played, the commissioner or board members shall decide home/away distribution.

Section 5.09 POST SEASON AWARDS

Post-season awards may be given **in each league** to those players in the following categories:

- Most Valuable Player
- CY Young Award
- Batting Champion
- Homerun Champion
- Innings Pitched Leader
- RBI Champion
- Earned Run Average
- Leader Strikeout Leader
- Rookie of the Year
- Manager of the Year
- Stolen Base Champion
- Most strike outs Champion

All Star or World Series Champions (1st and 2nd place) will receive the manager's name and team's name added to the first and second place trophy with individual awards to be determined.

Article VI. UMPIRE ASSOCIATION

Section 6.01 UMPIRE CONTRACTING

CABL will contract with an umpire association through written contract. Umpires will have equal responsibility with the League Commissioner and Board members to enforce the CABL by-laws. The head umpire is invited to attend all board member meetings and is encouraged to provide any suggestions or recommendations for consideration on league and umpire improvement, subject to Board member approval. All team managers have the opportunity to fill out an umpire evaluation form for submission to the head umpire for umpire improvement.

Umpire invoicing, umpire payment, and specific game payment policies are found in the CABL Umpire Contract. Partial, complete, or incomplete game rules are found within the CABL RULES.