

CENTRAL ILLINOIS SPORTS LEAGUE

ARTICLE 1 Playing Rules

Section A:

1. The official playing rules of the Central Illinois Sports League shall be the revised rules of:
 - (a) National Baseball Congress for Boys.
 - (b) Amateur Softball Association (ASA) for Girls using ASA Adult Fast Pitch

Rules.

2. These are the only rules to be used providing said rules do not conflict with special rules adopted by the rules committee.

Exception: All Age Divisions:

1. Designated hitter or player will not be used in any boys or girls age group.
2. COURTESY RUNNERS (GIRLS AND BOYS).
 - The team at bat may use a courtesy runner for the pitcher and/or the catcher at any time. Neither the pitcher nor the catcher will be required to leave the game under such circumstances.
 - The courtesy runner will be player how made the last out of the previous inning. If the last out was the pitcher or catcher go to the next out.
 - In the top of the first inning only, the pitcher and catcher are identified as those players listed on the lineup as the pitcher and catcher. Thereafter, the pitcher and catcher are identified as the last players who physically played that position on defense. If a substitute enters in the following half inning, and gets on base, should the pitcher or catcher re-enter, no courtesy runner can be utilized for the pitcher or catcher during that half inning
 - Once the courtesy runner is designated for that half-inning, the pitcher or catcher for whom she is running may not return to run while that courtesy runner is on base. A courtesy runner cannot run for a courtesy runner.
 - EXCEPTION: Should an injury or disqualification occur to any offensive player, and no substitutes are available, the courtesy runner must take the place of the injured player. In this case, the courtesy runner enters as a substitute and the pitcher or catcher for whom the courtesy runner is running, must run in her place.
 - A courtesy runner must be reported to the plate umpire. If a courtesy runner fails to report or violates the courtesy runner rule, she is considered to be an illegal runner and shall be disqualified.
2. A mercy rule is in effect when the home team is ahead by:
 - 15 runs after three innings
 - 12 runs after four innings
 - 10 runs after five innings
3. Shoes with metal spikes or metal cleats are strictly prohibited.
4. All players on a team shall properly wear uniforms (jerseys) that are alike in color, trim, & style. All uniforms must have a number (6 inches high) on back of shirt. Caps & visors should be alike in color and trim. No players on the same team may wear a uniform with identical numbers or without numbers.
5. Official bats of wood or metal can be used in league play. They shall be marked

as Official Baseball or Official Softball. 14-16 boys may use no more than minus 3oz drop. 12-14 boys will play by the IESA rules (see back of rule book for examples).

6. Each home team must furnish one new ball. Each visiting team must furnish a used ball that is acceptable to the umpire.
7. Girl's league will be allowed to step back when pitching as long as one foot stays in contact with the rubber. Double Header games: Town hosting game will be home team first game; Visitor will be home team second game.
8. In all age groups for boys and girls:
 - Point system will be used to determine Standings. Winning team receives 2 points; loser 0 points, tied games each team receives 1 point. Total points at end of season determine Standings.
 - There will be a two hour time limit and **no inning will start after 1hr 45min.**
 - Managers will have the option to play with the RE-ENTRY RULE or ROSTER BAT/FREE SUBSTITUTION.
 - RE-ENTRY RULE:
Any of the starting players may be substituted and re-enter game **once**, provided all player(s) occupy the same batting position whenever in lineup. Starting player(s) and the substitute may not be in lineup at the same time.
 - ROSTER BATTING:
If a team utilizes roster batting, they must have a minimum of 10 players and all must be included on the batting order submitted prior to the start of the game. They will be allowed free substitution during the game and any players arriving late can be added in the last position of the batting order. Teams batting 9 or fewer players are not considered batting the roster and must abide by the RE-ENTRY rule.
6. In all age groups lineup sheets are to be completed and submitted to the official scorer and umpire at the start of each game. A starting player shall be official when the lineup is inspected and approved by the plate umpire and team manager at the pre-game meeting. The lineup shall contain the first and last name, position and uniform number of each player. If a wrong number is on the lineup sheet, correct it and continue playing with no penalty. All available substitutes should be listed in the designated place by their last name, first name and uniform number.

BOYS DIVISIONS:

1. As the National Baseball Congress Rules do not have a re-entry rule, when playing in CISL boys divisions the following **RE-ENTRY RULE WILL BE IN EFFECT:** Any of the starting players may be substituted and re-enter game **once**, provided all player(s) occupy the same batting position whenever in lineup. Starting player(s) and the substitute may not be in lineup at the same time. VIOLATION of RE-ENTRY RULE is handled as a protest when brought to the attention of the umpire by offended team. Protest maybe made anytime during the game, it need not be made prior to the next pitch. All play occurring while the illegal entry was in the game shall stand. Both manager and player are ejected. Once starting player is removed from pitching position and substituted for, he can

re-enter the game at another position, but CAN NOT return to the pitching position. IF ILLEGAL PITCHER RETURNS TO PITCHING POSITION, AND THROWS ONE PITCH, PLAYER IS EJECTED FROM GAME. This is considered a Re-Entry rule violation so the manager is not ejected.

Limit on Pitching in All Boys Divisions:

In a 6 inning game a pitcher may only pitch 3 consecutive innings in a calendar day.

In a 7 inning game a pitcher may only pitch 4 consecutive innings in a calendar day

If one pitch is thrown it would constitute an inning.

Pitcher may not pitch an inning, be removed from pitching position and return at any time during game to pitch again. Pitcher must pitch consecutive innings.

No Contact Rule for Boys: When a defensive player has the ball, or is about to catch a thrown ball & the runner remains upright & deliberately crashes into the defensive player, the runner will be declared out. If, in the umpires judgment, feels this was flagrant the runner may also be removed from the game.

8-10 BOYS:

1. There will be a one-hour and fifty (1hour, 45 minute) time limit in effect.
2. If in the 6th inning the game is tied and time limit is not up, game is over, it ends in a tie and each team gets 1 point.
3. For the first two innings teams will bat nine (9) batters, three (3) outs or 7 runs per inning which ever happens first. If less then 9 players, each player only bats ONCE per inning.
4. The third inning on teams must make three outs.
5. A mercy rule is in effect when the home team is ahead by:
 - 15 runs after three innings
 - 12 runs after four innings
 - 10 runs after five innings
1. No lead offs: A runner may only leave the base after the ball has crossed the plate. If the runner leaves the base before the ball crosses the plate they will be declared out.
2. Third Strike: On the third strike and the catcher drops the ball the batter is out.
3. Stealing:
 - A runner may steal after the ball crosses the plate.
 - Runners starting at first or second base are entitled to advance or steal one base only per pitch with liability to be put out. Runners starting at third base may not steal or advance home but are liable to be put out if they come off the base.
 - A runner, attempting to advance beyond the one base they are entitled to advance or steal, may be put out while between bases. A runner cannot be put out while in sole contact with a base.
 - After all play ceases, and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.
 - If a batter strikes out and the ball is dropped, the batter is out and

cannot advance to first base, but the ball remains live for the purpose of throwing the advancing runner out.

- A batter, who receives a base on balls, cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to first base.
 - Runners on third base can only score on:
 - a batted ball,
 - a base on balls, illegal pitch or hit batter with the bases full.
2. This is a ROSTER BAT/FREE SUBSTITUTION. All players are to be placed in a continuous batting order at the beginning of the game and must remain that way the entire game. Re-Entry rule is replaced by the FREE SUBSTITUTION.
 3. Lineup sheets are to be completed and submitted to the official scorer and umpire at the start of each game.
 4. Point system will be used to determine Standings. Winning team receives 2 points; loser 0 points, tied games each team receives 1 point. Total points at end of season determine Standings.
 5. Limit on number of innings a boy can pitch per game. This age group is a 6 inning game. Pitcher may only pitch **3 consecutive innings in a calendar day**. If one pitch is thrown it would constitute an inning. Pitcher may **not** pitch an inning, be removed from pitching position and return to pitch at any time during game.
 6. No Infield Fly Rule.
 7. No bunting with a runner on third base.

8-10 Girls:

1. There will be a one-hour and fifty (1hour, 45 minute) time limit in effect. If in the 6th inning the game is tied and time limit is not up, game is over, it ends in a tie and each team gets 1 point.
2. For the first two innings teams will bat nine (9) batters, three (3) outs or 7 runs per inning which ever happens first. If less than 9 players, each player only bats ONCE per inning.
3. The third inning on teams must make three outs.
4. Third Strike: On the third strike and the catcher drops the ball the batter is out.
5. A mercy rule is in effect when the home team is ahead by:
 - 15 runs after three innings
 - 12 runs after four innings
 - 10 runs after five innings
6. Stealing:
 - Runners starting at first or second base are entitled to advance or steal one base only per pitch with liability to be put out. Runners starting at third base may not steal or advance home but are liable to be put out if they come off the base.
 - A runner, attempting to advance beyond the one base they are entitled to advance or steal, may be put out while between bases. A runner cannot be put out while in sole contact with a base.
 - After all play ceases, and the ball becomes dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.

- If a batter strikes out and the ball is dropped, the batter is out and cannot advance to first base, but the ball remains live for the purpose of throwing the advancing runner out.
 - A batter, who receives a base on balls, they cannot advance past first base. If the batter-runner advances further, once the ball becomes dead, return the batter-runner to first base.
 - Runners are allowed to advance one base on an over throw ball at first base:
 - With no runners on the batter/run will be allowed to advance as far as second base.
 - Runner on first base will be allowed to advance as far as third base.
 - Runners on second and third will be allowed to score if possible.
 - Runners on third base can only score on:
 - a batted ball,
 - a base on balls, illegal pitch or hit batter with the bases full.
7. This is a ROSTER BAT/FREE SUBSTITUTION. All players are to be placed in a continuous batting order at the beginning of the game and must remain that way the entire game. Re-Entry rule is replaced by the FREE SUBSTITUTION.
 8. Lineup sheets are to be completed and submitted to the official scorer and umpire at the start of each game.
 9. Point system will be used to determine Standings. Winning team receives 2 points, loser 0 points, tied games each team receives 1 point. Total points at end of season determines Standings.
 10. Pitcher may only pitch **3 innings in a game**. If one pitch is thrown it would constitute an inning. Pitcher may pitch an inning, be removed from pitching position and return to pitch at any time during game.
 11. No Infield Fly Rule.

ARTICLE 2

Changes

Section A:

1. It is intended that these rules cover all situations that may arise. The Board of Commissioners shall have the power to make any necessary ruling, in the event of failure of specific rules to govern.

ARTICLE 3

Diamonds

Section A:

1. All ball diamonds where the CISL teams play must have restroom facilities. All Cities having teams in the league must verify facilities at the April meeting. Cities not having restroom facilities will play home games at opposing team diamond. Umpires will be paid by team in violation of this rule. Grass fields will not be considered a playing diamond.

ARTICLE 4

Verification of Age

Section A:

1. **Each player must have a copy of their birth certificate on file with CISL League Secretary. Failure to comply will result in the player being illegal on roster.**
2. Managers of teams, in all classes, shall be accountable for statements of their players, in regards to age.
3. Teams fielding a player or players over age shall be liable to disciplinary action by the Board of Commissioners.

Article 5 Classification

Section A:

The CISL shall consist of regularly organized leagues composed of not less than four (4) teams classified as follows:

(a) Boys Baseball

Pitching Machine: To include boys who have not reached the age of eight (8) but have reached the age of six (6) by September 1 of the past year.

Apollo: To include boys who have not reached the age of ten (10) but have reached the age of eight (8) by September 1 of the past year.

Gemini: To include boys who have not reached the age of twelve (12) but have reached the age of ten (10) by September 1 of the past year.

Mercury: To include boys who have not reached the age of fourteen (14) but have reached the age of twelve (12) by September 1 of the past year.

Mariner: To include boys who have not reached the age of sixteen (16) but have reached the age of fourteen (14) by September 1 of the past year.

(b) Girls Softball

Pitching Machine: To include girls who have not reached the age of eight (8) but have reached the age of six (6) by September 1 of the past year.

Neptune: To include girls who have not reached the age of ten (10) but have reached the age of eight (8) by September 1 of the past year.

Venus: To include girls who have not reached the age of twelve (12) but have reached the age of ten (10) by September 1 of the past year.

Mars: To include girls who have not reached the age of fourteen (14) but have reached the age of twelve (12) by September 1 of the past year.

Jupiter: To include girls who have not reached the age of eighteen (18) but have reached the age of fourteen (14) by September 1 of the past year.

Section B:

1. A player may move up in class, if they do, they cannot return to the younger class for that year. This referring to a player that is younger than what the minimum age is for that class.
2. At no time will a player be allowed to play in a class that the maximum age is younger than they are. Exception with proof pertaining to the American for Disabilities Act.

ARTICLE 6

Insurance

Section A:

1. All Teams will be required to have medical insurance before practicing or playing.
2. Each city will be responsible to insure its team or teams. A copy of each town's insurance policy must be turned into the CISL League Secretary at the May meeting.

ARTICLE 7

Requisite Qualifications of Players

Section A:

Managers should advise their players in regards to jeopardizing their career in playing high school and college sports by playing in tournaments where awards are other than trophies, such as monetary awards. Players of this league, who take part in such tournaments, do this without consent of the CISL and will not hold this league responsible for any action taken, as players knowingly take part in these tournaments of their own free choice.

ARTICLE 8

Knowledge of Rules

Section A:

1. Each Manager shall be supplied with a copy of CISL rules.
2. He or she shall be responsible for obtaining a copy of National Baseball Congress rules of Amateur Softball Association rulebook.
3. He or she shall acquaint his coaches, players, sponsors, and fans with the contents of rulebooks.
4. **Ignorance shall not be accepted as an excuse for any violation of the rules.**

ARTICLE 9

Registration of Teams

Section A:

1. The CISL reserves the right to reject any and all team applications at anytime. In the event any entry fee was paid at the time the application was filed, same shall be returned.

Section B:

1. Initiation Fee shall be assessed by each city according to current policy of league at time of acceptance of said city into league.
 - a) Initiation fee will be \$30.00 for each new city.
 - b) Initiation fee will be \$20.00 for each renewing city.

- c) Initiation fee will be put into General Fund for purpose of paying bills & will be replenished yearly.

Section C:

1. Entry fee will be \$50.00 per team, per year, to be used to buy trophies.

Section D:

1. To enter league each team must register with the CISL at the March meeting each year.
 - (a) Application must clearly set forth:
 1. Name of team (no numbers allowed)
 2. City sponsoring team
 3. Name, address, & telephone numbers of managers & coaches.

ARTICLE 10

Registration of Players, Managers, & Coaches

Section A:

1. No team, at any time, shall have less than 10 (ten) players on its official roster.
2. A team may have a non-playing manager, scorekeeper, and no more than two (2) non-playing coaches on the playing field.

Section B:

1. Manager and players of each team must be registered. (Managers should obtain rosters from Secretary/Treasurer of CISL.)
2. Players and manager must be officially registered on official roster sheet.
3. Coaches may be appointed at discretion of manager at anytime.

Section C:

1. Team rosters, in all divisions are frozen **June 1**. (Exception: New players moving into the school district may sign up anytime during the season.)

Section D:

1. No player may be registered with more than one team at anytime during season in this league.
2. No player from one city may play for a team in another city without written permission from player's home city president. RELEASE must be turned in with the roster.

Section E:

1. Registration of a player upon official roster does not exempt him from a protest at a later date, providing sufficient proof of ineligibility is presented at time of protest.
2. Board of Commissioners, upon proper evidence, by any bona fide team member of the CISL may declare a player in question ineligible at anytime and team must forfeit all games in which player participated.

Section F:

1. Upon entering CISL for the first time, each player must complete and sign a permanent registration card authorized by the CISL and submit a copy of their birth certificate.
2. Each player under twenty-one (21), before participating in the CISL shall be required to have consent of his/her parent or legal guardian.

Section G:

1. Official roster sheets must be filled out, in ink and names printed or typed in alphabetical order by the last name.
2. Team rosters, birth certificates and registration cards must be submitted to league.
3. Fill in three (3) roster sheets, one original in ink, and 2 copies.
4. After approval by any Commissioner/Official, one copy will be returned to you, all other copies will be retained by league.
5. Approved rosters will have a signature of Commissioner/Official on lower right hand of roster.
6. **All rosters must be turned in on or before the May CISL Meeting date or team will forfeit first game and every game until roster is turned in.**

Section H:

1. After original roster is turned in **to add one or more players**, prepare **three (3)** new rosters as described in Section G. Filling requested information for **only new players**, in numerical order in upper right hand corner of roster.
2. Signature of manager is required on all roster changes.
3. This roster change, as well as any subsequent roster, must be signed by one of the Commissioners/Officials and put on file with the league to be valid.

Section I:

1. Player or players released from original roster, so that you may add players is, by writing only the full name of player or players released on bottom of new roster, below the manager's name, and adding name of new player or players to replace name of released player or players.

Section J:

1. **You must carry a copy of your approved roster to all league games.**
2. Failure to comply with this rule will result in forfeiture of game in question
3. Managers may request to check opposing team's rosters

Section K:

1. Each city in the CISL must have on record, with the CISL Secretary, their team rosters signed by a CISL Commissioner/Official.

ARTICLE 11
UMPIRING**Section A:**

1. Managers, coaches, players, etc., are prohibited from officiating in any official scheduled or rescheduled league game or games, in which his team participates, or in any official scheduled elimination game or games in which said team participated in his league.
2. Home team must furnish at least two (2) umpires (Pitching Machine 1 may be used).
3. All umpires must be a minimum age of thirteen (13) years of age and must be two (2) years older than age group playing. **EXCEPTION:** 14-18 girls' umpires can be 18.
4. Home plate umpires must wear a mask, chest protector, and shin guards in all games.
5. No tobacco products permitted on the playing field.
6. Towns are responsible for providing their umpires with necessary rulebooks.

7. Umpires are required to notify town president within 24 hours of any incident that should occur during game.

ARTICLE 12
CONDUCT

Section A:

1. All that is dishonorable, unsportsmanlike, and ungentlemanly is particularly and expressly condemned profane language use on the field shall result in being removed from game.
2. Any player throwing an item in protest of judgment of the umpire shall be ejected from game.
3. Any coach, manager, player who shows unsportsmanlike conduct by physical contact or verbal abuse to an umpire, coach, player, will be ejected from the game and given a two game suspension. If a second incident occurs, person will be suspended for the rest of season and playoff competition along with being put on probation for the next year. If one incident should occur while on probation, person will be banned from participation in the CISL. If incident happens in the last game of season, including playoffs, suspension will carry on to the first two games of next season. Umpire must notify town president within 24 hours of incident, and then town president is to notify CISL Commissioners.

ARTICLE 13
Fields & Equipment

Section A:

1. Official baseball and softball sizes for CISL:

<i>BASEBALL</i>				<i>SOFTBALL</i>			
8-10	Boys	(Apollo)	B M	8-10	Girls	(Neptune)	11"
10-12	Boys	(Gemini)	B M	10-12	Girls	(Venus)	12"
12-14	Boys	(Mercury)	JJ	12-14	Girls	(Mars)	12"
14-16	Boys	(Mariner)	JJ	14-18	Girls	(Jupiter)	12"

Section B:

1. Pitching distance and distance for bases:

<i>BASEBALL</i>				<i>SOFTBALL</i>			
		Pitch	Base			Pitch	Base
8-10	Boys	42 ft.	60 ft.	8-10	Girls	35 ft.	55 ft.
10-12	Boys	48 ft.	70 ft.	10-12	Girls	40 ft.	60 ft.

12-14 Boys 54 ft. 80 ft.
14-16 Boys 60 ft. 6 in. 90 ft.

12-14 Girls 40 ft. 60 ft.
14-18 Girls 40 ft. 60 ft.

*16 ft Circle, 8ft/radius around pitching rubber

Section C:

1. Rules governing number of innings in regulation game are:

BASEBALL
8-10 Boys 6 inning
s
10-12 Boys 7 inning
s
12-14 Boys 7 inning
s
14-16 Boys 7 inning
s

SOFTBALL
8-10 Girls 6 innings
10-12 Girls 7 innings
12-14 Girls 7 innings
14-18 Girls 7 innings

Girls League--Yellow Softball's maybe used. HOME TEAM will determine the color of ball used. **BOTH TEAMS MUST USE SAME COLOR.** Home team MUST furnish ALL balls, if their choice color is not available by opposing team. (2002)

ALL GIRLS are required to wear a batting helmet with a face guard that meets ASA standards. (2006)

ARTICLE 14

Rules For Pitching Machine Program

Section A:

1. **Playing roster:** Roster with all players placed in a continuous batting order and to remain that way the entire game. **CLARIFICATION:** Players placed in continuous batting order at the beginning of the game and must remain that way the entire game. Team will bat only 10 batters if available or 3 outs per inning whichever comes first. Games can be started and played with only 7 players, and can be played without the catcher and pitching positions.
(When less than 10 players, **each player bats only once per inning.**)
 - (a) A 10th player is to be used as an **outfielder only.**

- (b) A player is placed on one side of the machine assuming the defensive position of the pitcher (does not feed the pitching machine) and must have at least one foot positioned in an eight (8) foot semi-circle, even with the front of the machine.
 - (c) If less than 9 players, the catcher does not have to take his position. When 9 players are available, the **catcher must take his position.**
 - (d) The 2 or more remaining players who sit out the first inning are then rotated into the field defensively to begin the 2nd inning. This procedure is followed the entire game until all players have sat out one inning, then the original rotation is started over again.
2. **Game Length:** Six (6) innings. Each batter is to receive a maximum of five (5) pitches unless the normal 3 swing strikeout has occurred first. If the ball has not been hit into fair territory by the 5th pitch, the batter is out.

3. **Pitching/Base Distance and Machine Settings:**

	Base Distance	Pitching Distance	Machine Setting
6-8 year old boys	55 feet	38 feet	40
6-8 year old girls	50 feet	35 feet	35

Correct height of Pitching Machine - see attached sheet.

Machine settings are approximate and do not represent M.P.H. (miles per hour)

- If both managers agree at beginning of game or inning and umpire is notified, they can lower or raise machine speed settings.
4. **Umpires:** 1 or 2 umpires should be used. It is important the machine feeder/umpire notify the batter of how many strikes he has and at the same time let him know how many pitches of the 5 he has left. If for some reason the pitched ball is way off the strike zone (one example is a wet ball), the feeder/umpire shall declare a NO PITCH. There is never a called strike by the umpire.
5. **Playing Rules:** All normal youth baseball rules are followed except for the following:
- a. Stealing and bunting are not permitted.
 - b. A foul tip shall go the imaginary 6 feet over the batter's head to be called out if caught by the defensive player unless the foul tip is on the third strike, where no height requirement is need.
 - c. Sliding is allowed. The runner cannot run into the fielder. If he does so, he will be called out.
 - d. Helmets **MUST** be worn on the bases and on deck, as well as at bat.
 - e. If batted ball hits the machine (fence is part of machine) the umpire or the water pail (this is kept under the machine in wet weather to clean the balls), the ball is declared dead, the batter receives credit for a hit and all

- runners, if any, move up one (1) base.
- f. Pitchers are not permitted to leave their position until after the ball is hit.
6. **Balls:** Atom Ball is used by boys and 10" pet ball by girls.
 7. **No Score is kept:** Win/Loss cards will not be sent in. No playoffs are held.
 8. No Coaches or Managers are allowed on the playing field with defensive team.

ARTICLE 15

Reporting Wins and Losses

Section A:

1. The winning team is responsible to send in the Win/Loss card to Boys or Girls Commissioner. Both managers should sign the card with the correct score. Card must be postmarked no later than **ONE WEEK** after game is played, failure to do so, will result in winning team receiving a **FORFEIT**.
2. Rescheduled games must be made by the home team within 48 hours and mailed, being postmarked no later than one week. Two dates should be offered. **Failure to reschedule within 48 HOURS will result in home team receiving a FORFEIT.**
If opposing Manager cannot be reached you need to contact boys/girls commissioner.
3. Before changing the master schedule, for any reason besides rainout, you must first notify the Commissioner for approval and then the opposing manager of coach and send a Win/Loss card to the Boys or Girls Commissioner. (*Lacking key players if you have enough players to field your team will not be considered a reason to reschedule.*)
4. All rescheduled, postponed, protested or tied games **must be played within two (2) weeks of schedule date on master schedule.**
5. Home team needs to contact Commissioner before two (2) week period ends if game cannot be played or home team will receive a forfeit for game not played.
6. If game cannot be rescheduled and played within the two (2) week period, Commissioner will then set date, place and time to play game.

ARTICLE 16

Forfeiture of Season Records

Section A:

1. A team, after forfeiting three (3) regularly scheduled games, except 14-18 girls, which will be six (6), shall be eliminated from playoff competition for the current season. Their season record will not count.
2. A Forfeited game is awarded to the opponent of the offending team as 1 run per inning. (i.e. 7 inning game is 7-0, 6 inning game is 6-0)

ARTICLE 17

Violations

Section A:

1. Any manger, coach, player or team **violating or waiving any of rules of CISL** or ruling of the Rules Committee, or the Board of Commissioners, shall be liable to

forfeit game or games, suspension and disbarment from the CISL as the Board of Commissioners may see fit and proper.

ARTICLE 18

Starting Time

Section A: Start Time

1. Times for playing league games shall be determined by the Board of Commissioners.
2. All games must start promptly. Teams with eight (8) players, if full team requirement can't be met, must start at official time. NO OUT is taken for the 9th players batting position.

Section B: Forfeiture Time

1. Time and place of umpire and both managers shall be the official time governing this rule. Managers should set their timepiece with umpire before start of game
2. Team or teams not ready to start within fifteen (15) minutes of official starting time, shall
Forfeit (this will include when Umpires not ready, Home Team will receive Forfeit)
3. Should both teams violate the fifteen (15) minute time limit, both teams shall forfeit and be charged with a loss.
4. Umpire, if available, shall forfeit game at the end of fifteen (15) minute period
5. This does not apply to a game that has been:
 - a. Delayed or postponed by weather or wet grounds.
 - b. Start of game has been delayed by earlier scheduled game.
6. When the first game of a doubleheader is declared a forfeit, then after a fifteen (15) minute time period, the next game will start.

Section C:

1. Should darkness occur, calling of the game will be at the discretion of the umpire.

Section D:

1. The home team must notify visiting team one and one hour (1 ½) in advance of game time, if diamond is not in playable condition.
2. If visiting team is not contacted, game will be forfeited to visiting team. If visiting team cannot be reached, call the Commissioner and if he cannot be reached, call the Boy's or Girl's Commissioner.

Section E:

1. If game should have to be terminated by umpire a **complete** game will be:

for (6) inning game: Home team any after (3 ½) or more innings have been played

Visiting team any after (4) or more innings have been played

for (7) inning game: Home team any after (4 ½) or more innings have been played

Visiting team any after (5) or more innings have been played

ARTICLE 19

Protest

Section A:

1. All protests, on violation of playing rules, in an officially scheduled game, must be made in writing and presented to CISL Commissioner.
2. Protest must be in possession of CISL Commissioner, or postmarked within forty-eight (48) hours following date of game.
3. All protests received, on playing rules, after the time specified above, shall not be considered.

Section B:

1. Protest fee of \$20.00 must accompany each protest.
2. In event protest is upheld by the Protest Board, said fee will be refunded.
3. In event protest is over-ruled or declared not valid by Protest Board, said fee will be deposited in the General Fund of the league.

Section C:

1. Manager, coach, contemplating a protest on violation of playing rules on field of play, must notify plate umpire immediately before the **next** pitch is thrown. If not notified before the next pitch, protest is disallowed.
2. The manager or appointed coach for that particular game of the protesting team must notify umpire and umpire must notify opposing manager, that the game is being played under protest.
3. This will enable all parties to take notice of exact condition and will aid in proper determination of the issue.
4. Manager or coach can file protest only on a violation of any rule of the CISL, or of any rule compiled and adopted by the National Baseball Congress or Amateur Softball Association, on respective games for which they have been fully and officially registered to manager or coach.
5. Both managers may attend the protest meeting and are allowed ten (10) minutes to speak.
6. Protest Board will meet in closed session and their decision is **final**.

Elimination and Championship Contest

Section A:

1. All class Championship games must be played at a location approved by Board of Commissioners.

Section B:

1. Playoff dates may be changed only because of weather conditions.
2. Playoffs to begin four (4) days from the last date on schedule. The first two days will be used to play games that were rained out during the last week of the original master schedule only. All four (4) days could be used for division tie games, if needed.
3. No team will be able to forfeit to another team so that team will make the playoffs.
4. Any division tiebreaker games not played, due to rain, within the four (4) days will revert to the tiebreaker rule.
5. All teams tied for league championship after close of the regular schedule of current season shall conduct a single elimination game in their respective league before playoffs begin, if possible, or these games will be scheduled by the Commissioner after playoffs to determine winner of trophy.
6. When league tie cannot be determined prior to said scheduled playoff, then head to head competition will be considered first, then total runs in game played against each other, and last a flip of the coin will determine playoff position.
7. Team or teams failing to appear at time of day scheduled shall be charged with a forfeit, unless reviewed by the Board of Commissioners changes that decision.
8. Those who KNOW IN ADVANCE that your team will NOT participate in playoffs, should immediately notify Commissioner before schedule for playoffs are made. Once playoff schedule is complete, then if not notified more than 24 hours in advance or team does not show up. Team forfeits all rights to trophies, and must pay umpire fee for that game, payable to city hosting playoff. Failing to comply, this umpire fee will be included along with city & team fees for next season.

Section C:

1. In playoff contests, the team with the best season record will be the home team.
2. In playoff contest, both teams are to provide one (1) new game ball.
3. 8-10 Division: Time Limit (1 hour 50 minutes) will be in effect for Playoff Games.
Exception-tied game at the time limit will continue extra inning until tie is broken.

Section D:

1. Teams advanced to playoffs are: Top 8 teams overall. (revised 2004)
2. Hosting town is to make sure fields are ready for play and is responsible for set up and payment of umpires. Home plate of \$20.00 and base of \$15.00. Only one (1) base umpire is required.

Playoffs reinstated in 1998; towns were put in alphabetical order. Playoff Sites adapted 1992

New cities entering after this year are put on the bottom of list. In event more than one

new city is added in one year they will be added in alphabetical order. Rotation to be girls age group first followed by boys age group, starting with 8-10 girls and continuing through 14-16 boys. If a city passes or does not have a team in that age group, bid passes to the next city. City at the top of the list this year goes to the bottom of the list next year. Rotation is chosen every year after sign up of teams have been turned in.

REVISED RULES

LIMIT ON PITCHING FOR ALL BOYS TEAMS (rev. 2001) & 8-10 GIRLS (rev 2005)

In a **6**-inning game, a pitcher may only pitch **3 consecutive** innings in a calendar day. In a **7**-inning game, a pitcher may only pitch **4 consecutive** innings in a calendar day. If **ONE (1)** pitch is thrown it would constitute an inning. Pitcher may not pitch an inning, be removed from pitching position and return at any time during game to pitch again. **MUST** pitch consecutive innings.

PITCHING MACHINE LEAGUE, BOYS & GIRLS: revised 2001

No score will be kept; win/loss cards will not be mailed in. All participants will receive a medal or trophy at end of season. No Playoffs will be held. If less than 9 players, the catcher does not have to take his position. When 9 or more players are available, catcher must take his position. A 10th player is used as an outfielder. **NO** coaches or managers are allowed on the field with defensive team. Height of Pitching Machines to be used is on attached sheet of PM Rules.

8-10 BOYS AND GIRLS: revised 2001

Point System will be used to determine Division Standings. Winning team receives two (2) points, loser zero (0), tied games each team receives one (1) point. Total points at end of season determine Division Standings. **TIME LIMIT** in effect during Playoff competition, should game end in tie at end of time limit---game will continue by inning to break tie.

CLARIFICATION OF ROSTER BAT:

All players are placed in a continuous batting order at the beginning of the game and must remain that way the entire game.

BIRTH CERTIFICATES:

Failure to have a birth certificate on file with the CISL League Secretary will result in player being illegal on roster.

All *rescheduled, postponed, or tied games* must be **played within two (2) weeks** of the date on the master schedule. Failure to do so, home team will receive a **FORFEIT**.

WIN/LOSS CARDS

Winning team will receive forfeit if card is not postmarked or to commissioner within one week after game is played.

8-10 Boys will use a **“BM” Ball** - revised in 2003

Girls League--Yellow Softballs may be used. **HOME TEAM** will determine the color of

ball.

BOTH TEAMS MUST USE SAME COLOR. Home Team MUST furnish ALL balls if their choice of color is not available by opposing team.

NO CONTACT RULE FOR BOYS LEAGUE: (2005)

When a defensive player has the ball, or is about to catch a thrown ball & the runner remains upright & deliberately crashes into the defensive player, the runner will be declared out. If, in the umpires judgment, feels this was flagrant the runner may also be removed from the game.

ALL GIRLS are required to wear batting helmets with face guards which meet ASA Standard.

Current IESA Baseball Bat Standards

Any non-wood bat that has a barrel diameter greater than 2 5/8 inches is illegal. All non-wood bats must meet the following NFHS standards: a maximum barrel diameter of 2 5/8 inches; maximum length of 36 inches, a Ball Exit Speed Ratio (BESR) silkscreen label on the bat; and in weight, the bat shall not weigh, numerically, more than three ounces less than the length of the bat (e.g., a 31-inch-long bat cannot be less than 28 ounces).

Non-wood bats 30 inches and under in length which have a greater than three ounce weight vs. length differential may be used provided the barrel diameter does not exceed 2 1/4 inches (e.g., a 29-inch-long bat may weigh 20 ounces and is legal provided the barrel diameter does not exceed 2 1/4 inches). The BESR label is not required on this type of bat.

Wood bats that are manufactured in accordance with National Federation rules may be used.

Note: Effective January 1, 2006 no BESR label, sticker or decal will be permitted on any non-wood bat. All non-wood bats that require the BESR performance standard shall be labeled with a completely visible silkscreen or permanent certification mark. [1-3-2; 1-3-4]

The following are examples of legal and illegal non-wood bats:

Length	Weight	Barrel Diameter	Status
31	28	2 5/8"	Legal assuming BESR labeled
30	20	2 3/4"	Illegal--Max. barrel diameter for a 30" non-wood bat that has a greater than minus 3 differential is 2 1/4"
30	20	2 1/4"	Legal---BESR label not required
32	29	2 5/8"	Legal assuming BESR labeled
29	22	2 3/4"	Illegal--Max. barrel diameter for a 30" non-wood bat that has a greater than minus 3 differential is 2 1/4"
31	25	2 5/8"	Illegal--All 31" and over bats must meet NFHS standards
28	19	2 1/4"	Legal---BESR label not required
31	28	2 3/4"	Illegal--Maximum barrel diameter for a non-wood bat is 2 5/8"
30	19	2 1/4"	Legal---BESR label not required
29	26	2 5/8"	Legal assuming BESR labeled
32	22	2 1/4"	Illegal--All 31" and over bats must meet NFHS standards
30	27	2 5/8"	Legal assuming BESR labeled