

Chain of Lakes Baseball League – Rules – 2018

MISSION STATEMENT

The Chain of Lakes Baseball League (CLBL) is an affiliation of community baseball organizations who come together to provide a Positive Coaching and Learning Environment to afford the Pony level players the tools they need to succeed in the game of baseball and to better their understanding of all aspects and strategies of the game, as well as preparing them for High School Ball.

We are committed to maintaining a fair, fun and competitive organization by adopting the thought that all teams shall consist of players from each organization's in-house program who are fairly distributed among the organization's teams.

LEAGUE OVERVIEW

The Chain of Lakes Baseball League Pony League will follow IHSA/NFHS Baseball Rules with the addition of the following amendments. Chain of Lakes Baseball League or the acronym CLBL is interchangeable for all rules & amendments.

The CLBL Rules are put in place with the goal of providing a safe, competitive and fun environment for playing the game of baseball at the Pony League level. These rules should be observed and understood by all the managers/coaches, players, parents and community directors who participate. The league was formed to provide the players with positive experiences and lasting memories of teamwork, sportsmanship, and respect. Winning should never come at the cost of jeopardizing any of the areas above.

The integrity of these rules is the responsibility of all managers and umpires. Any team found in violation of these rules by the league will be penalized accordingly by the league which could include suspension, forfeit and possibly dismissal.

A copy of these rules, along with the IHSA/NFHS Rule book should be present at every CLBL game and in direct possession of each team. (Keep the IHSA book in the car. It is technically against the rules to have in the dugout.)

Each organization participating in the CLBL will have a community director who will be responsible for representing his/her organization in the CLBL. The community directors will select a League Director who will be responsible for running the league and enforcing the rules. If the League Director is a member of one of the community organizations, any ruling made in which his/her organization is directly or indirectly involved may be appealed to the group of community directors.

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1. Rosters, Players, Substitution and Playing Time

- a. Team Rosters
 - i. All teams must input their Roster of players no later than the 2nd Thursday of April. All players required information (name, jersey, DOB) must be entered into the site prior to the first pitch of the current season. The maximum number of players allowed is fifteen (15). All players must only be on a roster in the CLBL.
 - ii. High School players must finish the high school season prior to playing in the CLBL. They cannot practice with their CLBL team until High School Baseball is final. Violation of this rule will cause all games played with the offending player to be forfeited by his/her team. Additionally that player will be automatically suspended from the league for the remainder of the season.
- b. Substitution Rule – Roster batting
 - i. Each team will list all of their players attending the game on their batting roster, but play the field with (9) players only. They may play with a minimum of eight (8) players, if only (8) show up. In the event a team plays a game with only eight (8) players, the ninth spot in the batting order would be an automatic out. If a team starts the game with 10 or more players, and a player is removed for an injury, there is no automatic out in the injured players batting spot. If there are 10 or more players in the line-up and a player is ejected while another player is also removed for an injury, there will be an out for the ejected player only. If a team starts a game with only nine players, and a player is removed for an injury, there will be an out in that position.
 - ii. If a player is going to be late to a game, as long as they are on the roster of players and their name is in the line-up, they can be moved down to the end of the batting order to accommodate their late arrival. If their spot in the line-up is at bat and they are not yet present, an out will be recorded. They can take that last spot in the line-up when they arrive.
- c. Playing Time
 - i. All teams will use a continuous batting order (roster batting)
 - ii. All players must play a minimum 2 innings in the field. No player shall sit for more than two consecutive innings.
 - iii. Managers should use good ethical judgment and play all players within the first 4 innings of the game so all players see action, in case the 12 run slaughter rule eliminates the field play of a player.
- d. Player Call-up
 - i. Teams will be permitted to call up players in the event will be missing players for any game. The player called up must be from the house league directly below the Pony level (i.e.: Bronco). The player called up must be placed at the bottom of the batting order and is prohibited from pitching and catching. No regular member of the team may sit out more innings than the called up player(s).

2. Equipment

- a. Bats
 - i. The CLBL Requires a maximum drop level (difference between length and weight) of 5 for aluminum bats. Regulation wood bats are also approved for use. Failure to use an approved bat will result in an automatic out and ejection from the game.
- b. Helmets
 - i. Helmets must be worn on the at all times by any player on the field for the team that is batting. When the player ENTERS the dugout their helmet can be removed. Players not complying with this rule can be ejected from the game by the umpire.
- c. Fields
 - i. CLBL games are played on (80) foot base length, and (54) foot pitcher's mound.

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3. Playing Rules

- a. Fake tags are prohibited in CLBL. This is poor sportsmanship and will not be tolerated.
- b. Fake bunts are illegal. Regardless if a batter “slap-swings” or “swings away” they will be called out by the umpire.
- c. High School sliding rules apply: In the event of a play at the base you are moving to it is the responsibility of both players to avoid contact.
- d. Intent to injure. If a player is deemed to have "intent to injure" whether it be while on defense, base running, pitching, or any other situation, the umpire determines if the player is to be ejected from the game and that there was intent to injure. The penalty for intent to injure is ejection from that game, plus an automatic one game suspension to be enforced at the team's next game. Prevention of this is the responsibility of Managers and will be enforced by the umpires. All umpire decisions in this matter are final. Safety of our players is our # 1 concern so we will not review the judgment of any umpire when it comes to the safety of the players.
- e. Coaches are not allowed to sit outside of dug-outs during the game. Based on the umpire's discretion, an automatic ejection from the game will result if this safety rule is violated. Too many close calls have been witnessed for this rule to not be followed.

4. Pitching Rules

- a. A pitcher may pitch 4 (four) innings in a game, 7 (seven) innings in a day and 14 (fourteen) innings in a week. Any pitcher pitching 4 or more innings for the day must observe 2 full calendar days of rest.
- b. One (1) pitched ball in an inning constitutes an inning pitched. Once a pitcher is removed from pitching he/she cannot return to pitch in that game.
- c. Sunday at 5:00 AM is the beginning of the pitching week.
- d. Any pitcher that hits (3) batters in one inning or (4) in a game must be removed.
- e. While pitch counts are not kept, managers should use "Good" judgment and keep the pitchers at 85 pitches or less per game.
- f. At the beginning of the season, there will be 1 balk warning per pitcher per game. Beginning on the 2nd Sunday of May, no more warnings will be given.

5. Sportsmanship/Ejections

- a. It is the Manager's/Coach's responsibility to correct behavior that is considered poor sportsmanship immediately. Poor sportsmanship will not be tolerated in the CLBL from players, coaches or spectators. It should be common sense that both team's coaches & the umpire work to “diffuse” any situation before it escalates to an ejection/forfeiture. The penalty for ejection is a one game suspension (the next game on the schedule) for the ejected player or coach. If ejected, you are not allowed to participate in the game as a coach/player or enter the dugout (you may only sit in the spectator area for the game you are suspended). If a coach is ejected, he must leave the park for the remainder of that game. Things that may result in an automatic ejection include but are not limited to the following items.
 - i. Any player or coach who throws equipment in anger & frustration.
 - ii. Any player, coach or spectator who uses profanity.
 - iii. Any team (players, coaches spectators) taunting the opponent from the dug-out, coaching positions or spectator areas.
 - iv. Clapping hands while on base or in the coaches box.
 - v. Chatter or coaching once the pitcher enters their wind up or sets from the stretch
 - vi. Base coaches outside of the coach's box (coaches should not move towards home plate more than 10 feet from either 1B or 3B).
- b. It is the responsibility of the umpire to determine when a team's/player's behavior will result in a forfeit or ejection. The umpire's decision is final. Any parent/fan ejected from the game/stands by the Umpire for abusive behavior to any player, team, coach, fan, or umpire, shall be removed from the park and serve a one game suspension. All suspensions will be for the remainder of the

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current game in which the violation occurs plus the entirety of the next scheduled game. It is the responsibility of the team manager to report the names of any player/coach/parent/fan ejected to the league.

6. End of Game (Time Limit/Mercy Rule/Rain)

- a. Time Limit
 - i. The time the game starts should be recorded on the official (home) scorebook. No new inning may start after 2 hours. A new inning starts the moment the previous inning ends. If there is a later game scheduled on the same field within 2 ½ hours of the scheduled start time or if there is another reason that field will be unavailable (i.e. curfew for lights), there will be a 2 hour and 15 minute absolute time limit. At this time, play will stop and the score will revert back to the last completed inning.
 - The time the game starts should be recorded on the official (home) scorebook. No new inning may start after 2 hours. A new inning starts the moment the previous inning ends. If there is a later game scheduled on the same field within 2 ½ hours of the scheduled start time, there will be a 2 hour and 15 minute absolute time limit. At this time, play will stop and the score will revert back to the last completed inning.
 - In case of a tie game, extra innings should be played if it does not impact later games. Any inning started after the time limit should be played start with a runner on second with one out. The runner should be the last batter from the previous inning.
 - ii. For games that are a part of a doubleheader, the time limit will be 1:45.
 - iii. Time limits may be subject to local restrictions based on field schedules. This must be specified prior to the start of the game.
- b. 12 Run Mercy Rule
 - i. A team winning by 12 or more runs after 5 innings of play will be determined the winner. If the home team is winning by this margin the game will end after 4½ innings.
- c. Rain / Lightning / Darkness
 - i. Games called because of weather or darkness will be considered complete after 5 complete innings or 4½ with the home team winning. If the game is called prior to 5 complete innings, the both teams should write down the time started and stopped, verify their scorebooks agree exactly, have FVB sign their book, and re-schedule the balance in time or innings (whichever comes first).

7. Protests

- a. In the event a Manager wants to protest a game, the following will apply:
 - i. The Manager must protest with the umpire and opposing Manager before the next pitch.
 - ii. A written report of the event must be sent to the League Director within 24 hours including names of both teams, managers, and the presiding umpire. The League Director will review the protest with FVB and community directors and if need be, will meet both managers either in person or by teleconferences to discuss the event.
 - iii. The League Director will issue a ruling on the protest and how it will be settled.

8. Umpires

- a. Unless otherwise agreed to by the community directors, all games will be umpired by umpires from the agreed upon umpire association.
- b. Umpire no-show. In the event of a no-show by any umpire, the game will be re-scheduled as soon as possible, and the home team must notify the league of the no-show. It is still the home team/organization responsibility to reschedule the umpire for the make-up date. Because

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scheduled games are difficult to make up, it is ok to use substitute umpires if they are available & both teams agree to this prior to the game. The umpire should be paid by the home team.

9. Managers' responsibilities

- a. Day of Game
 - i. It is the responsibility of the Home team manager to monitor their local weather on game day. In the event of questionable weather, the manager should contact the opposing manager (phone then e-mail) and communicate his/her intentions for that day. Updates throughout the day should also be communicated if changes occur.
 - ii. Rainout games are impossible to accurately predict so decisions should be made within a reasonable time frame, allowing the opposing team enough time to travel & communicate to all opposing players the intention of the game. This process should also be well communicated to the parents before the season starts to avoid confusion. Managers should also understand that every intention should be made to play the game unless safety of the players is at risk or the home team does not have authority to use the field under adverse weather conditions. This process could also mean if rain arrives inside of the "90 minute required rainout call-in time", they will be charged an umpire fee.
 - iii. All Rain-Outs must be phoned in to the rain hot line by the Home team. In addition to the phone call, the home team is also responsible of e-mailing the league within 48 hrs, and copying your opponents.
 - iv. The home team is responsible for providing the game balls for the game.
- b. Game Results
 - i. After games, the manager of the winning team is responsible for reporting the results. The manager will be required to provide the following:
 - Game number
 - Game date
 - Teams involved
 - Final score
 - First & Last Names plus Jersey Numbers for all pitchers on BOTH teams
 - Innings Pitched for all pitchers on BOTH teams
 - The names of any players, coaches or spectators ejected from the game
 - ii. The information should be reported within 24 hours of the completion of the game. Failure to report within 48 hours could result in the game being recorded as a loss for both teams.
 - iii. Any game that is forfeited or a win awarded based on rules in this document shall be recorded with a score of 7-0.
- c. Umpires
 - i. Managers should verify the scheduling of the umpires for their upcoming games when this information is published by the umpire organization.
 - ii. When rescheduling games, the home team manager is responsible for communication with the umpire organization.
- d. Rescheduling games
 - i. It is the responsibility of the both the home and away managers to make sure games are rescheduled. As the home team has access to the field availability for his complex, the home team manager should take the initiative to get the game rescheduled.
 - ii. Games that must be rescheduled (rainouts, suspended games, etc.) should be rescheduled in a timely manner. Games should be played at the earliest possible date as later makeup dates may be needed for subsequent reschedules.
 - iii. If the home team manager is unable to reschedule (schedule, not play) the game within 3 days with the opposing manager, he should reach out to the team's community director and notify the League Director. If these procedures have been followed, and

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the game has not been rescheduled within 1 (one) week of the cancellation/suspension, the League Director may award a forfeit victory to the home team. If a game remains unscheduled for a week and the League Director has not been notified, the game may be recorded as a forfeit victory to the away team.

10. Playoffs

- a. After the regular season, there will be a single-elimination playoff tournament. All teams will be in the playoff tournament. The early rounds of the tournament will be played at the various community fields. The Championship and 3rd place game will be held at a pre-determined location.
- b. Depending upon the number of teams in the league, the highest seeded teams may receive a bye in the first round.
- c. The higher seeded team will be designated as the home team. Except for the Championship and 3rd place games, every effort will be made to have the higher seeded team play at their home field, however field availability may preclude this.
- d. Playoff seedings will be based on the standings after the completion of games on the final Saturday of the regular season. Seedings will be based on the following (in order).
 - i. Winning percentage (ties count as ½ and ½ loss in standings for purposes of computing winning percentage).
 - ii. Number of wins
 - iii. Fewest runs allowed (average per game – max runs allowed for any game: 12)
 - iv. Most runs scored (average per game—max runs recorded for any game: 12)
 - v. Coin flip
- e. Time limit for first games leading up to the Championship and 3rd place games is 2½ hours—no new inning can start after 2½ hours. Extra innings start with a runner on 2nd and 1 out. Championship and 3rd place games are played with no time limit and extra innings will be played with standard rules (no runner on base).

11. All Star Game

- a. Each team will have at least 2 (two) players on the All Star team. Additional players will be added as necessary based upon team seeding.
- b. Teams will be divided based upon the league standings one week prior to the All Star Game. One team will consist of the teams ranked 1st, 3rd, 5th, 7th, etc. while the other will be the teams ranked 2nd, 4th, 6th, 8th, etc. The managers will be the managers of the 1st and 2nd place teams. The assistant coaches will be the managers of the 3rd, 4th, 5th & 6th place teams.
- c. Pitchers will only be allowed to pitch one inning.
- d. Playing time is expected to be as equal as possible. No player may sit out a 3rd inning until all other players have sat 2 innings.