

CENTRAL BROOKHAVEN SPORTS ASSOCIATION
2004 BASEBALL PROGRAM GUIDELINES

1. ALL games will have a two-hour curfew, with no inning starting after exactly two hours from the actual time the contest began. A new inning should not be started unless the umpires feel there is a reasonable chance that both halves of the inning will be completed. When a double-header has been scheduled, the teams who are to play in the second game will have a brief infield practice with the visitors taking the field first. Should a game be halted due to curfew or darkness, the team ahead after the last completed inning (provided the required number of innings has been played) will be the winner (2/21/94). Four innings must be played (3 1/2 if the home team is ahead) to make the game official (4/10/98). If a game is tied and cannot be continued due to curfew or darkness, it will count for one point in the standings.

ALL games are to be governed by the two-hour curfew limitation, except play-off games. Play-off games will begin at a time (to be determined later) which will allow seven innings to be played. The only time a play-off game will be shortened will be when a team has a ten run or more lead after four innings (3 1/2 innings if the home team is ahead) 4/10/98).

2. Fifteen minutes after the scheduled starting time is the forfeit time for all games; the ONLY exception is if there is a school team using the field immediately before the scheduled game time. If both teams fail to produce eight (8) eligible players by forfeit time, then both teams will receive losses for that contest. Coaches and umpires are encouraged to hustle players on and off the field.

3. Postponed games will be played at the earliest available date as determined by the Coordinator (see Coordinator's Responsibilities section, page 6) (2/21/94).

4. There will be a championship play-off immediately upon the ending of the regular season. Play-offs are determined by the number of teams participating, usually the top 40%.

5. Any language or action which is considered to be abusive towards members of participating teams or umpires will be grounds for immediate disqualification and ejection from the game. Anyone, so disqualified must leave the bench and playing area immediately (2/21/94). If this person refuses to do so, or continues to be abusive from further distance, his team will forfeit the game. Anyone ejected from two games will also be suspended from participating for the remainder of the season. Cursing and/or fighting will result in immediate ejection from the game. Fighting will result in immediate ejection from the league for the remainder of the season, and further action will be subject to Board review (2/5/95). The team manager is responsible for the conduct of the players before, during and after the scheduled games at the ball field. Before each game, each manager should instruct players that they must display good sportsmanship during the course of the contest. Umpires are being instructed to call games should an altercation or other type of disturbance break out between representatives of the teams involved. We do, however, feel that such action will not be necessary if all team managers cooperate and place the control of player conduct as their primary aim. Any coach, player, representative, manager or team attendant that makes physical contact with an umpire, league official, player or spectator (2/5/95) in a threatening manner will be suspended from further participation from CBSA for the remainder of the season and criminal charges of assault may be initiated (2/21/94). Further disciplinary measures will also be considered if warranted.

First ejection will result in a one-game suspension. Any combination of two ejections of a player or coach will result in expulsion from the program for the remainder of the season.

Two team forfeits for not starting a game with at least 8 eligible players may result in the team being dropped from league play for the remainder of the season (2/21/94).

6. Coaches must be over 21 years of age to be eligible to participate, unless approved by CBSA (2/21/94). All managers must be approved by the league. All adult assistants must be registered with the league. One adult (over 21 years old) must supervise the bench at all times (2/21/94). Players may coach on the baseline provided they wear a helmet.

7. In the event of rain or wet grounds, a team representative is required to call the league for a recorded message. Do not call the message phone number before 4:00 PM. If no message applies to your team, you must report to the scheduled field prepared to play. A game may be called if, in the opinion of the Umpire-in-Chief, field conditions and/or weather are unfavorable. It would be appreciated if players, coaches and umpires would help in preparing wet grounds for play. Make every attempt to play games.

In the event of light failure or rain, the minimum waiting time will be 30 minutes. If the situation does not improve within this time,

the game will be called and replayed unless it is an official game. However, if the game can be continued within the 30 minutes time limit, the curfew will be extended the amount of time the game was delayed. In other words, if it rained for 15 minutes, and the curfew was 11:00, the curfew now becomes 11:15 and no inning can start after that time. Four innings must be played to make the game official (3 1/2 if the home team is ahead) (4/10/98).

8. In the event a game is terminated due to rain or lightning, provided the losing team has not had five at bats, the game will be resumed at the point of suspension with unused time applied.

EXAMPLE: Team "A" has a 2-0 lead after four innings, after an hour and fifteen minutes of play.

RULING: Game will be resumed at the top of the fifth; Team "A" has a 2-0 lead with forty-five minutes left to play.

EXAMPLE: Team "A" has a 2-0 lead after five innings, after an hour and fifteen minutes of play.

RULING: Official Game. Team "A" is credited with a 2-0 victory.

9. Protests must be made during the game to the Umpire-In-Chief behind the plate and in writing no later than one (1) business day after the incident to the Coordinator of the league (2/21/94). Such protests must be in accordance with the official 1994 Federation Rule Book which states that a judgment call may in no case be protested.

10 A. For the 15, 16 and 17 year old division, a pitcher may pitch in a maximum of eight (8) innings in one (1) day but no more than fourteen (14) innings in any six (6) consecutive day period. Delivery of one pitch constitutes having pitched in an inning. If he pitches in five (5) or more innings in a day, he must have two days rest before he can pitch again. If four (4) innings are pitched he must have one day rest (2/21/94). Any violation of the rule will be considered in the same light as a school using an ineligible player. The game will be forfeited. Officials will handle this as a protest. No school ball pitchers may pitch until school ball season is complete (2/21/94). In the event of double/headers a pitcher may pitch in both games as long as innings are consecutive and player does not exceed max. of 8 innings in one day (2/5/95).

10 B. For the 13 and 14 year old division, a pitcher may pitch in a maximum of seven (7) innings in one baseball week (Saturday to Friday) when the team plays two games. In the event a third game is scheduled, the maximum is extended to nine (9) innings. However, to protect the health of the child, a child who pitches three or less innings must have one day's rest before he can pitch again. When a pitcher has pitched four innings or more, he/she must have two day's rest (2/28/94). Delivery of one pitch constitutes having pitched in an inning. Any violation of the rule will be considered in the same light as a school using an ineligible player. The game will be forfeited. Officials will handle this as a protest. No school ball pitchers may pitch until school ball season is complete (2/21/94). In the event of double/headers a pitcher may pitch in both games as long as innings are consecutive and do not exceed max. of 7 innings in one day (2/5/95).

11. Baseballs will be supplied by each team at the beginning of the game (2/21/94). It is the manager's responsibility to make sure that the umpires are supplied with two (2) new Dola Diamond game balls (2/21/94). The umpire has the right to disallow any baseballs determined to be unusable. In order for the game to continue uninterrupted, umpires must be readily supplied with baseballs.

12. The league champion will be determined on a point system; 2 points for a win, 0 points for a loss, and 1 point for a tie. In the event of a tie for first, second, third or fourth, the team with the most wins will be declared as having won that place in the standings. Games to determine play-off spots will be played only if two teams end up tied for a place in the standings with identical records.

For two teams tying with identical records: If Team "A" and Team "B" tie for a place but Team "A" has won the regular season game, Team "A" will be declared the winner of that place in the standings. Head-to-head competition will determine the winner.

In the event that two regular games were split or a single regular season game finished tied: the team with the most wins vs play-offs teams during the season will be declared the winner of that place in the standings. The same procedure will take place in the event of a three way tie. If this procedure does not produce a winner, the seeding spot will be determined by the CBSA Board (2/21/94).

13. FIFTEEN RUN RULE: If one team is ahead by fifteen runs or more after five innings are played, the curfew is waived, the game will be declared official and count in the standings. By five innings, it is meant that the losing team has completed five full turns at bat (2/4/96).

14. ALL AVAILABLE PLAYERS MUST PLAY: Every player on the roster who is available at the start of the game must play two (2) of the first four (4) innings (2/21/94). Unless otherwise determined by the Coordinator, players arriving late to a game are placed at the discretion of the manager (2/21/94).

15. CONTINUOUS BATTING ORDER: All players will bat in a continuing rotation, Any player who shows up late will be placed at the end of the batting order. EXAMPLE: If you have 10 players at game time and "Johnny Jones" shows up in the third

inning, he bats in the 11 slot. He does not get his at bat until batter number 10 has gotten up.

Shared Batting Position Line-Up Option

The CBSA is incorporating the Shared Batting Position Line-Up Option for the Team that has more players at game time in the Jr. and Sr. Babe Ruth Divisions. This rule allows the Manager of the team with more players the option of having the same number of positions in the batting order as the opposing team. Remember, all players are still in the batting order and will get a chance to bat. The intention is that Managers can allow more kids to play and stay competitive. The option provides both teams an equal chance to get back to the top of the batting order.

Example: Under the current “Continuous Batting Order” rule, if Team A has 10 players show up for the game, and Team B has 16, then Team B must bat 6 players (Possibly two innings worth) more than Team A. The “Top of the Order” for Team A has more chances to bat than Team B. Team B is penalized competitively for allowing more kids to play.

The rules are as follows:

1. “Shared Batting Position” Line-Up is totally optional. The manager with more players may choose the traditional “Continuous Batting Order” as stated in the CBSA rulebook.
2. When a manager chooses to use the “Shared Batting Position” option, the manager must advise the opposing manager and supply the Line-Up PRIOR to the start of the game. The OPPOSING manager must initial the scorebook and copy the line-up.
3. The additional players will “Share” a position in the batting order.
4. Shared Batting Position: Two players will be placed in the same batting position.
 - a. The first listed batter bats the first time through the line-up.
 - b. The second listed batter bats the second time through the order.
 - c. The first listed batter then bats again the third time through the line-up.
 - d. The second listed batter bats again the fourth time through the order.
 - e. The batters continue to “Share” that position in the batting order for the entire game.
5. Any position in the order can be “Shared”.
6. Once the line-up is initialed, it cannot be changed, and no additional “Shared” positions can be added. In the case of players showing up late for the game, they will be added to the end of the batting order per CBSA rules.
7. There should be no confusion in the scorebook as there are no substitutions.
8. If a player in a “Shared” position leaves the game, that position in the order is no longer “Shared”. The player remaining at the game now holds that position in the order alone.
9. Example: Manager Chooses Shared Batting Position Line-Up Option
 - a. Team A has 10 Players
 - b. Team B has 14 Players
 - c. Both Teams have 10 batting positions
 - d. Team B “Shares” Batting Positions 7, 8, 9, 10 (Any position may be shared with the additional players)
 - e. Batting Sequence Scorebook:

	TEAM A	Time Through the Batting Order					
		1st	2nd	3rd	4th	5th	6th
1	Player 1	1	11	21	31	41	51
2	Player 2	2	12	22	32	42	52
3	Player 3	3	13	23	33	43	53
4	Player 4	4	14	24	34	44	54
5	Player 5	5	15	25	35	45	55
6	Player 6	6	16	26	36	46	56
7	Player 7	7	17	27	37	47	57
8	Player 8	8	18	28	38	48	58
9	Player 9	9	19	29	39	49	59
10	Player 10	10	20	30	40	50	60
11							

	TEAM B	Time Through the Batting Order					
		1st	2nd	3rd	4th	5th	6th
1	Player 1	1	11	21	31	41	51
2	Player 2	2	12	22	32	42	52
3	Player 3	3	13	23	33	43	53
4	Player 4	4	14	24	34	44	54
5	Player 5	5	15	25	35	45	55
6	Player 6	6	16	26	36	46	56
7	Player 7	7		27		47	
	Player 11		17		37		57
8	Player 8	8		28		48	
	Player 12		18		38		58
9	Player 9	9		29		49	
	Player 13		19		39		59
10	Player 10	10		30		50	
	Player 14		20		40		60
11							

16. INJURED PLAYERS AND EJECTION: A team may continue to play with eight (8) players if a player is injured and no substitute is available. No player, once removed from a game for injury, will be allowed later participation in the game from which he/she has been removed (2/21/94). This is for the player's own protection. We must rely on the integrity of the coach in judging the seriousness of any injury to determine if a player should continue or not.

A team may play with eight players if there is no available substitute with exception to ejected players only (2/21/94).

17. Coaches are not permitted to reschedule game dates or times.

18. PRE-GAME WARM-UPS: Starting times for games are 6:00 PM and 8:30 PM on weekdays. Weekend game times are 9:30 AM, 10:30 AM and 11:30 AM. There may also be evening games on Saturday and Sunday. No batting practice is permitted during designated pre-game warm-up. Bases should be secured before the start of warm-up (2/21/94). Home team warm-up will begin thirty-five minutes before game time and continue for fifteen minutes. Visiting team infield will immediately follow for fifteen minutes. This allows five minutes for pre-game conference for the purpose of ground rules and securing baseballs. Umpires are scheduled to arrive fifteen minutes before game time. Bases must be positioned and visiting team taking infield warm-up when umpires arrive. Noncompliance with any of these guidelines should be reported to the Coordinator of the league by the umpires or coaches. It is imperative that games start on time. Violators may be subjected to an ejection by the league.

19. If there is an objection to the distances being too long or too short, bring it to the attention of the umpire before game time. The umpire will not honor this request at any other time. The home team is responsible for positioning the bases. Make sure that installation of bases does not interrupt infield warm-ups (2/21/94). This should be done prior to warm-ups.

20. UNIFORMS TO BE WORN DURING WARM-UPS: All roster players must be uniformed during pre-game warm-ups. "Uniformed" is defined as sneakers or non-metallic spikes, game uniform, caps, pants and jersey (2/21/94). All catchers must wear a protective cup, all fielders should wear an athletic supporter (2/21/94).

21. BENCH RESTRICTIONS: There is to be no smoking by players or coaches within the bench or playing area. Violators will be warned and subject to ejection. Bench areas are restricted to coaches and team personnel. No alcoholic beverages are permitted by anyone on or near the playing area (2/21/94).

22. All suspended games start at the exact point of suspension, and time limits will be adjusted according to expired time. All line-ups remain the same. Any adjustments on line-ups will be handled as substitutions. Regular pitching rules still apply.

23. PLAYERS MUST BE IN MATCHING UNIFORMS: Jerseys, pants and caps must be matching to be eligible to warm-up, play, or sit in/on the bench area (2/21/94). Any player not in full matching uniform is ineligible and must stay out of the bench area. Objections and exceptions must be brought to the umpire's and the opposing manager's attention prior to the start of the game (2/21/94).

24. BENCH AREA CLEANING: The manager is responsible for bench cleaning. At the end of each game the bench area must be cleared of all litter. It is suggested that team personnel be assigned to this task.

25. Rosters are due one (1) week prior to opening day. Final rosters must be submitted no later than two (2) weeks into the season. Exceptions must be Board approved (2/21/94).

26. Both teams' score books are official records. It is the coach's responsibility to maintain the score book for the game. The opposing manager and umpire must sign each score book at the completion of the game. Score books are subject to review by the Coordinator/Board upon request (2/21/94).

SAFETY GUIDELINES

STANDING UP INSTEAD OF SLIDING ON A DOUBLE PLAY: Teaching base runners how to slide and when to slide are two important duties in a coach's job. It is wrong to teach players to stand up going into second base in order to try and cause the pivot man on the double play to not throw to first base or to throw wildly there. It is a very dangerous maneuver for the runner because he is subject to a severe collision or to being struck in the face by the thrown ball. The proper technique is for the base runner to slide toward the base to try to break up the double play. If the runner stands up and runs into the pivot man, he can be declared out for interference. If, in the opinion of the umpire, the runner's interference also prevented an out on the batter-runner as well, the umpire shall also declare the batter-runner out.

CRASHING INTO A FIELDER WHO IS HOLDING THE BALL WAITING TO MAKE A TAG: There have been cases reported in which the base runner, upon seeing the catcher or another infielder who has the ball waiting for the runner, remains on his feet and deliberately with great force crashes into the defensive player hoping to jar the infielder so hard he will drop the ball, rather than slide in an attempt to avoid being tagged out. Severe injury can result from such unnecessary and unsportsmanlike action. When the action of a runner is interpreted by the umpire as being a flagrant act the violator can, and should, be disqualified from the game.

FAKING A TAG WITHOUT THE BALL OR WHEN NO PLAY IS IMMINENT: A growing practice of a fielder faking a tag on a runner when the defensive player does not have the ball, or when no play is imminent, must be curtailed. The Rules Committee is in the opinion that umpires should warn both teams the first time this action occurs in a game. The one warning shall apply to both teams. If a defensive player on either team subsequently fakes a tag when he does not have the ball or when a play is not imminent later in the game, the player who executes the fake shall be banished from the game.

Any player, coach or bench personnel who "charges" an umpire to question a judgment call by an umpire, shall be warned to stop this action at once. If the warning is not heeded immediately, the offender is banished from the game. If after one warning to a member of a team (coach, player, student, substitute, manager, scorekeeper, etc.) a member of the team "charges" an umpire to question a judgment call, the offender shall be banished for the remainder of the game.

DELIBERATE THROWING OF BAT OR HELMET: Automatic ejection from the game and banishment from the playing area will result if any objects (bat, helmet, etc.) are thrown, subject to umpire interpretation (2/21/94). This action can result in danger to another player, coach or spectator and will not be tolerated.

COORDINATOR'S RESPONSIBILITIES: (3/9/94)

1. Coordinate rain-outs, rescheduling of games;
2. Constantly aware of the standings of each team in his/her division.
3. Aware of equipment and uniform status and disciplinary problems.
4. Ensures that pitching data from all teams is reported and maintained (the managers are expected to call the division Coordinator each night with pitching stats).
5. Refers/reports disciplinary problems, rules violations, protests, etc. and any requests to the CBSA Board of Directors.