

CISL PLAYING RULES

(Updated 4/20/2021)

CENTRAL ILLINOIS SPORTS LEAGUE ORGANIZED 1971

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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 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.

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 who 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.
3. A mercy rule is in effect when either team is ahead:
 - 15 runs after three innings
 - 12 runs after four innings
 - 10 runs after five innings
4. Shoes with metal spikes or metal cleats are strictly prohibited.
5. All players on a team shall properly wear uniforms (jerseys and pants/shorts) 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.
6. Teams may play with a minimum of eight (8) players if full team requirement cannot be met. NO OUT is taken for the 9th batting position when playing with 8 players. Any team with less than 8 players must forfeit.

7. Official bats of wood or metal can be used in league play. They shall be marked as Official Baseball or Official Softball. In all boys' age groups, there is NO drop limit. Bat with 2 ¾ inch barrel cannot be used in any age group. All bats size and weight must be legible or it will be deemed illegal!
8. **INJURED PLAYER DURING PLAY:** If a player has one turn at bat and then leaves the game due to a legitimate injury incurred while in the playing field or at bat, there will be no penalty as long as there is a minimum of 9 players in the batting order remaining. Injured player may not return to the game if the player misses one turn at bat. Team will not be required to take an out for injured player's next at bat or any further at bats.
9. Each home team must furnish one new ball. Each visiting team must furnish a used ball that is acceptable to the umpire.
10. Girl's league pitching - Both feet must start out in contact with the pitching rubber. Pitcher is allowed to step back when pitching as long as one foot stays in contact with the rubber.
11. Girl's league stealing - A runner may attempt to steal a base after the pitcher releases the ball.
12. In all age groups for boys and girls:
 - Point system will be used to determine Standings. Winning team receives 2 points; losing team receives 0 points; tied games - each team receives 1 point. Total points at end of season determine standings.
 - NO INNING IS TO START AFTER 1 hour 45 minutes. Inning being played prior to the 1 hr 45 min is to be completed and game will end.
 - Managers will play with the ROSTER BAT/FREE SUBSTITUTION rule.
 - ROSTER BATTING:
Every age group for boys and girls must roster bat. They will be allowed free substitution during the game and any players arriving late must be added in the last position of the batting order.
13. In all age groups, approved rosters and completed lineup sheets are to be submitted to the opposing manager, official scorer and umpire before 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 and UNIFORM NUMBER of each player. If a wrong number is on the lineup sheet, correct it and continue playing with no penalty.

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:** 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.** Violation of re-entry rule is handled as a protest when brought to the attention of the umpire by offended team. Protest may be made any time 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.

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 constitutes 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 and deliberately crashes into the defensive player, the runner will be declared out. If, in the umpire's judgment, he feels this was flagrant, the runner may also be removed from the game. In any close play, the runner must make an attempt to slide.

8-10 BOYS:

1. NO inning is to start after 1 hour, 45 minutes. Inning being played prior to the 1 hr 45 min is to be completed and game will end.
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 FOUR innings, teams will bat nine (9) batters, three (3) outs OR 5 runs per inning which ever happens first. If less than 9 players, each player only bats ONCE per inning. No out will be taken if less than 9 batters.
4. During the 5th & 6th innings, teams must make three (3) outs.
5. A mercy rule is in effect when either team is ahead:
 - 15 runs after three innings
 - 12 runs after four innings
 - 10 runs after five innings
6. 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.
7. Third Strike: If the catcher drops the ball on the third strike, the batter is out.
8. Teams may play with a minimum of eight (8) players if full team requirement cannot be met. NO OUT is taken for the 9th batting position when playing with 8 players. Any team with less than 8 players must forfeit.
9. 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 are allowed to advance one base on an over thrown ball at any base.
 - Runners on third base can only score on:
 - a batted ball or
 - a base on balls or hit batter with the bases full.
10. This is 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.

11. Lineup sheets are to be completed and submitted to the official scorer and umpire at the start of each game. These must include first and last names and jersey number.
12. Point system will be used to determine standings. Winning team receives 2 points; losing team receives 0 points; tied games result in each team receiving 1 point. Total points at end of season determine standings.
13. 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 constitutes an inning. Pitcher may **not** pitch an inning, be removed from pitching position and return to pitch at any time during game.
14. No Infield Fly Rule.
15. No bunting with a runner on third base.

GIRLS DIVISIONS:

NO CONTACT RULE FOR GIRLS LEAGUE (2013): When a defensive player has the ball, or is about to catch a thrown ball and the runner remains upright and deliberately crashes into the defensive player, the runner will be declared out. If, in the umpire's judgment, s/he feels this was flagrant, the runner may also be removed from the game. In any close play, the runner must make an attempt to slide.

8-10 GIRLS:

1. No inning is to start after 1 hour, 45 minutes. Inning being played prior to the 1 hr 45 min is to be completed and game will end.
2. If the game is tied in the 6th inning, and time limit is not up, the game is over. It ends in a tie and each team gets 1 point.
3. For the first **FOUR** innings, teams will bat nine (9) batters, three (3) outs OR 5 runs per inning, whichever happens first. If less than 9 players, each player only bats ONCE per inning. If less than 9 players, NO out will be taken for the 9th batting position.
4. During the 5th & 6th innings, teams must make three outs.
5. Third Strike: If the catcher drops the ball on the third strike, the batter is out.
6. Teams may play with a minimum of eight (8) players if full team requirement cannot be met. NO OUT is taken for the 9th batting position when playing with 8 players. Any team with less than 8 players must forfeit.
7. A mercy rule is in effect when either team is ahead:
 - 15 runs after three innings
 - 12 runs after four innings
 - 10 runs after five innings
8. Stealing:
 - A runner may attempt to steal a base after the pitcher releases the ball.
 - Runners starting at first or second base are entitled to advance or steal only one base 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, the batter-runner is returned to first base.
 - Runners are allowed to advance one base on an over throw ball at first base:
 - With no runners on, the batter/runner 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 only on a batted ball (if possible).
 - Runners on third base can only score on:
 - a batted ball or
 - a base on balls, illegal pitch or hit batter with the bases full.
9. This is 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.
 10. Lineup sheets are to be completed and submitted to the official scorer and umpire at the start of each game. These must include first and last names and jersey numbers.
 11. Point system will be used to determine standings. Winning team receives 2 points; losing team receives 0 points; tied games result in each team receiving 1 point. Total points at end of season determine standings.
 12. Pitcher may only pitch 3 innings in a game. If one pitch is thrown, it constitutes an inning. Pitcher may pitch an inning, be removed from pitching position and return to pitch at any time during game.
 13. When pitching, both feet must start out in contact with the pitching rubber. Pitcher is allowed to step back when pitching as long as one foot stays in contact with the rubber.
 14. CLARIFICATION OF ILLEGAL GIRLS PITCHES:
 - CROW HOPPING—the illegal act of a pitcher who steps or hops off the front of the pitcher’s plate, replants the pivot foot (establishing a second starting point), pushes off from the newly established starting point, and completes the delivery.
 - LEAPING: both feet are in the air at the same time while in the process of a pitch; at least one foot has to remain in contact with the ground until the other foot lands.
 15. RESULT OF ILLEGAL PITCH:
 - If the batter hits the ball and reaches first base safely, and if all other runners advance at least one base on the batted ball, the illegal pitch is nullified. All action from the play stands.
 - When the batter does not reach first base safely and all other runners do not advance at least one base, the manager will be given the option of taking the result of the play or enforcement of the illegal pitch by awarding a ball on the batter and advancing all runners one base.
 16. 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.
2. No rulebook can answer every question or anticipate every situation that may arise, so the CISL Board of Commissioners may reinterpret, change, supplement or rescind any part of this rulebook from time to time as it deems appropriate, with or without prior notice.

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.

(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.

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 or 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 any time. 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 in the dugout.

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 any time.

Section C:

1. Team rosters are to be turned into the league by May 1st. These original rosters are to stay as turned in. The only way a player may be changed from a roster is if they are in the wrong age group according to their birth certificate. Rosters are frozen as of May 15th, so no new players may be added after this date. (Exception: New players moving into the school district may sign up any time during the season.)

Section D:

1. No player may be registered with more than one team at any time during the season in this league.
2. Only children residing within the school district of the town they are living in during the ball season are allowed to be placed on that town's roster.
3. 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 any time 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, 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 with 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 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 May 1st 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. 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. Approved roster must be carried to all league games, including all playoff and year-end tournament games.
2. Failure to comply with this rule will result in forfeiture of game in question.
3. Managers must check opposing team's rosters prior to start of game.

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 may use one).
3. All umpires must be a minimum age at the time of the game must be at least thirteen (13) years of age and must be two (2) years older than age group playing.
4. Home plate umpires must wear a mask, chest protector, and shin guards
5. No tobacco products permitted on the playing field.
6. Towns are responsible for providing necessary rulebooks to their umpires.
7. Umpires are required to notify town president of any incident that should occur during game. Notification required within 24 hours of incident.

ARTICLE 12 CONDUCT

Section A:

1. All that is dishonorable, unsportsmanlike, and ungentlemanly is particularly and expressly condemned; use of profane language 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.

4. If a team is found to play an illegal player, that team gives up all rights to attend playoffs, and the manager is suspended from coaching for the remainder of the season and is placed on probation for the next year. If it happens a second time, that manager is banned from participation in the CISL.

ARTICLE 13 Fields & Equipment

1. Official baseball and softball sizes for CISL:

<i>BASEBALL</i>				<i>SOFTBALL</i>			
8-10	Boys	(Apollo)	9"	8-10	Girls	(Neptune)	11"
10-12	Boys	(Gemini)	9"	10-12	Girls	(Venus)	12"
12-14	Boys	(Mercury)	9"	12-14	Girls	(Mars)	12"

Section B:

1. Pitching distance and distance for bases:

<i>BASEBALL</i>				<i>SOFTBALL</i>			
		Pitch	Base			Pitch	Base
8-10	Boys	44 ft.	65 ft	8-10	Girls	35 ft.	55 ft
10-12	Boys	50 ft.	70 ft	10-12	Girls	40 ft.	60 ft
12-14	Boys	54 ft.	80 ft	12-14	Girls	40 ft.	60 ft

*16 ft circle, 8 ft radius around pitching rubber

Section C:

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

<i>BASEBALL</i>			<i>SOFTBALL</i>		
8-10	Boys	6 innings	8-10	Girls	6 innings
10-12	Boys	7 innings	10-12	Girls	7 innings
12-14	Boys	7 innings	12-14	Girls	7 innings

Girls League--Yellow softballs must be used for all games. Home team must furnish a new ball and the Opposing team must furnish a good used ball. NO Girls team may have Uniforms (Top or Bottoms) the Yellow color of the softballs. (2021)

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

ARTICLE 14 Reporting Wins and Losses

Section A:

1. The Winning Team only is responsible to text either the Boys or Girls Commissioner of their league. Text must be sent within 24 hours after the game is played. Failure to do so will result in winning team receiving a **FORFEIT**.

2. The Winning Team text should read like:

DATE OF GAME	6/3/21
AGE GROUP	G12-14
WINNING TOWN, MANAGER, SCORE	LITCHFIELD, SMITH, 5
LOOSING TOWN, MANAGER, SCORE	GILLESPIE, ADAMS, 4

3. True rainouts are the only way a game can be rescheduled. Commissioners should be texted with a rescheduled game date. *(Lacking key players if you have enough players to field your team will not be considered a reason to reschedule.)*

ARTICLE 15

Forfeiture of Season Records

Section A:

1. A team, after forfeiting three (3) regularly scheduled games, 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 16

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.
2. No rulebook can answer every question or anticipate every situation that may arise, so the CISL Board of Commissioners may reinterpret, change, supplement or rescind any part of this rulebook from time to time as it deems appropriate, with or without prior notice.

ARTICLE 17

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 cannot be met, must start at official time. NO OUT is taken for the 9th batting position.
3. Approved roster must be checked prior to start of game.

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 half hours (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 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 inning after 3 ½ or more innings have been played; Visiting team any inning after 4 or more innings have been played.
for 7 inning game: Home team any inning after 4 ½ or more innings have been played; Visiting team any inning after 5 or more innings have been played.

ARTICLE 18

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 (Girls/Boys) PROTEST Commissioner.
2. Protest for girls must be in possession of CISL Girls Commissioner or boy's protest to Boys Commissioner and postmarked within forty-eight (48) hours following date of game.
3. All protests received 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. A manager or 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**.

2021 PLAYOFF CHANGE

Due to the lack of teams, NO playoffs in the Boys or Girls 10-12 or 12-14 age groups will be played. There will be a 1st place in each of those 4 divisions for the season and an award given.

Playoffs will be held for Boys and Girls 6-8 and 8-10 age groups as there are enough teams.

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. 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.
6. 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.
7. Those who KNOW IN ADVANCE that your team will NOT participate in playoffs, should immediately notify Commissioner before schedule for playoffs is made. Once playoff schedule is complete, then if not notified more than 24 hours in advance or team does not show up, that 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 with city and team fees for next season.
8. Approved roster must be carried to all playoff games. Managers must check opposing team's roster prior to start of any playoff game.

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. Time Limit: No inning to start after 1 hour 45 minutes will be in effect for Playoff Games. Exception: Tied game at the time limit will continue with extra innings 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 \$30.00 and base of \$20.00. Only one (1) base umpire is required. (2015)
3. All playoff games from age 8 and up **MUST have a patched umpire behind the plate** for every game.

New cities entering 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 PM girls and continuing through 12-14 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.

REVISED RULES SUMMARY

LIMIT ON PITCHING FOR ALL BOYS TEAMS (2001)

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.

8-10 BOYS AND GIRLS: revised 2001 & 2010

Point System will be used to determine Division Standings. Winning team receives two (2) points, losing team receives zero (0), tied games result in each team receiving one (1) point. Total points at end of season determine division standings. No inning will start after 1 hour 45 minute is in effect during playoff competition, should game end in tie at end of time limit---game will continue by inning to break tie. (2010) **Boys & Girls**; For the first (4) four innings it will be 9 batters, 3 outs, or 5 runs, whichever occurs first and in the 5th & 6th innings, teams must make 3 outs. **Boys Pitching Distance** changed to 44ft and bases to 65ft. (2003—Boys use BM ball)

10-12 Boys: Pitching Distance changed to 50 ft. (2010)

BOYS' BATS (2019): in ALL age groups, NO 2 ¾ inch barrel is allowed and there is NO drop limit.

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 GIRLS are required to wear a batting helmet with face guard, which meets ASA Standards.

NO CONTACT RULE FOR BOYS LEAGUE: (2005)

When a defensive player has the ball, or is about to catch a thrown ball and the runner remains upright and deliberately crashes into the defensive player, the runner will be declared out. If the umpire feels this was flagrant, the runner may also be removed from the game. In any close play, the runner must make an attempt to slide.

NO CONTACT RULE FOR GIRLS LEAGUE (2013): When a defensive player has the ball or is about to catch a thrown ball and the runner remains upright and deliberately crashes into the defensive player, the runner will be declared out. If, in the umpire's judgment, she feels this was flagrant, the runner may also be removed from the game. In any close play, the runner must make an attempt to slide.

CLARIFICATION OF ILLEGAL GIRLS PITCHES:

- **CROW HOPPING**—the illegal act of a pitcher who steps or hops off the front of the pitcher's plate, replants the pivot foot (establishing a second starting point), pushes off from the newly established starting point, and completes the delivery.
- **LEAPING:** both feet are in the air at the same time while in the process of a pitch; at least one foot has to remain in contact with the ground until the other foot lands.

RESULT OF ILLEGAL PITCH:

- If the batter hits the ball and reaches first base safely, and if all other runners advance at least one base on the batted ball, the illegal pitch is nullified. All action from the play stands.
- When the batter does not reach first base safely and all other runners do not advance at least one base, the manager will be given the option of taking the result of the play or enforcement of the illegal pitch by awarding a ball on the batter and advancing all runners one base.

INJURED PLAYER DURING PLAY: If a player has one turn at bat and then leaves the game due to a legitimate injury incurred while in the playing field or at bat, there will be no penalty as long as there is a minimum of 9 players in the batting order remaining. Injured player may not return to the game if the player misses on turn at bat. Team will not be required to take an out for injured player's next at bat or any further at bats.

This is **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.

CONDUCT (2014): If a team is found to play an illegal player, that team gives up all rights to attend playoffs, and the manager is suspended from coaching for the remainder of the season and is placed on probation for the next year. If it happens a second time, that manager is banned from participation in the CISL.

True rainouts are the only way a game can be rescheduled. Commissioners should be contacted pertaining to every rescheduled game. (2014)

All playoff games from age 8 and up **MUST have a patched umpire behind the plate** for every game. (2014)