



***BASEBALL RULES &
POLICIES
2017***

TEAM #: _____

TEAM NAME: _____

Christian Athletic League 2017 Board of Directors

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Vice President	Dave Smith	909-380-4142	vp@cal-baseball.org
League Secretary	Sarah Varela	951-201-1182	secretary@cal-baseball.org
Treasurer	Barbara Tidwell	951-522-6955	treasurer@cal-baseball.org
Statistics Secretary	Kenny Callahan	951-788-0521	stats@cal-baseball.org
Past President	Michael Chagolla	951-233-8926	past-president@cal-baseball.org

Division Representatives (and Protest Board)

T-Ball	Scott Abts	760-987-5275	tball-rep@cal-baseball.org
Farm	Anita Gardner	951-258-8230	farm-rep@cal-baseball.org
Minor	Pete Papa	213-798-9466	minor-rep@cal-baseball.org
Major	Michael Chagolla	951-233-8926	major-rep@cal-baseball.org

Committees, Etc.

Uniform Coordinator	Monica Tinajero	626-625-4936	uniforms@cal-baseball.org
Fundraising Coordinator	Christina Abts	951-965-0272	fundraising@cal-baseball.org
Snack Bar Coordinator	Anita Gardner	760-577-3001	snackbar@cal-baseball.org
Practice Field Coordinator	Sarah Varela	951-201-1182	secretary@cal-baseball.org
Webmaster	Kenny Callahan	951-788-0521	webmaster@cal-baseball.org
Registration (chair)	Barbara Tidwell	951-522-6955	registration@cal-baseball.org
Grounds Keeping	Ed Tidwell	951-743-4814	president@cal-baseball.org
Equipment	Ed Tidwell	951-743-4814	president@cal-baseball.org
Yearbook Coordinator	Kenny Callahan	951-788-0521	yearbooks@cal-baseball.org
Recycling	OPEN	open	recycling@cal-baseball.org
Opening Ceremonies(chair)	Barbara Tidwell	951-522-6955	treasurer@cal-baseball.org
	Anita Gardner	951-258-8230	
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All-Stars Coordinator	OPEN	open	allstars@cal-baseball.org
Scheduling (chair)	Kenny Callahan	951-788-0521	schedules@cal-baseball.org
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E-mail addresses are for League-related purposes only. No forwards please.

League Website
www.cal-baseball.org

Christian Athletic League Baseball Rules & Policies

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The Christian Athletic League

The Christian Athletic League, Inc. (also referred to as CAL) is a non-profit corporation for the development of our youth. The Christian Athletic League establishes the basic rules and general infrastructure to allow young men and women to learn and play the game of baseball. The Christian Athletic League holds itself to the high standards of fair play, good sportsmanship, and sensible conduct by our children and us. These standards are the values that we, the Christian Athletic League, want our children to develop.

Purpose

The Christian Athletic League is dedicated to providing the youth of our community with a program that teaches sportsmanship, teamwork, and self-discipline along with teaching the fundamental skills of baseball.

Player's Code

Sportsmanship means being modest in victory as well as accepting defeat gracefully after trying your best.

The Christian Athletic League's Code of Sportsmanship Brotherhood is:

**KEEP THE RULES
KEEP FAITH WITH YOUR TEAMMATES
KEEP YOUR TEMPER
KEEP YOURSELF FIT
KEEP A STOUT HEART IN DEFEAT
KEEP YOUR PRIDE UNDER CONTROL IN VICTORY
KEEP A SOUND SOUL, A CLEAN MIND, AND A HEALTHY BODY
PLAY THE GAME**

Managers' and Coaches' Code

The Major League rulebook defines proper conduct and prescribes action that shall, in the judgement of the umpire, be taken if this conduct is not upheld. Since we, as managers and coaches, are dealing with a very important commodity, namely the minds and ethics of young men and women, it behooves us to go one step beyond the rulebook.

We have designed a league to demonstrate not only the skills involved in the sport, whatever it may be, but to give a chance to young men and women to perform despite their ability. It is up to us to demonstrate the true Christian aspects of fair play. This does not mean we do not teach the winning habit or the desire to win, but it does mean that in losing we can still be a success to our ideals and ourselves.

Suspended managers and coaches shall not have any contact with any participating coaches and players on the day of the game he/she is serving a suspension for.

All Managers and Coaches must be certified. To obtain certification, managers and coaches must attend a workshop presented by the Positive Coaching Alliance, and successfully complete a LiveScan background check.

Managers' and Coaches' Pledge

We, the managers and coaches of the Christian Athletic League, do hereby pledge to uphold the basic concept of true sportsmanship and to instill in the young men and women assigned to us the meaning of winning graciously and losing without anger, to accept without rancor of any kind, the results of an honest contest between teams, and to show the morality that the Christian doctrine dictates to everyday life.

Positive Coaching Alliance Culture

The Christian Athletic League aspires to be an outstanding educational-athletic organization that provides a high-quality experience to every athlete. A high-quality experience is one in which every athlete:

- Is coached using the principles of Positive Coaching
- Has fun playing the game
- Feels like an important part of the team regardless of performance
- Learns "life lessons" that have value beyond the playing field
- Learns the skills, tactics, and strategies of the game and improves as a player

We recognize that the coach is who most directly makes this all possible. It is our goal to provide every coach with tools to be successful as a Positive Coach. We are committed to creating a positive culture in which coaches, parents, fans, officials and athletes work together to achieve our mission.

League Policy Rules

THE LEAGUE

The word League as being used herein refers to the Christian Athletic League, “CAL”, a non-profit organization, incorporated under the laws of the State of California.

TEAMS

1. Teams will be fielded from registered players, which are members in good standing with the League.
2. Teams will play in divisions designated as follows:
 - Major
 - Minor
 - Farm
 - T-Ball: instructional play

For Spring 2017, the Minor and Major divisions will be combined into a single “Senior Division”. Unless specific rules are outlined herein for the Spring 2017 Senior Division, Major Division rules and procedures shall apply, with possibility of special exceptions to be determined at the Manager's Clinic.

3.
 - A. Each division will consist of at least four (4) teams with no maximum.
 - B. If eight (8) or more teams register in a division, 3rd place season trophies will be provided by the League.
 - C. The Executive Board will handle any unforeseen circumstances.

TEAM FORMATION (This section refers to Spring Season only)

1. In divisions with up to five (5) teams, the team finishing in 1st place during regular season play in the previous season must move up to the next division if they retain more than seven (7) players from the previous season's roster. In divisions with six (6) or more teams, the teams finishing in 1st and 2nd place during regular season play in the previous season must move up to the next division if they retain more than seven (7) players from the previous season's roster. This only applies to competitive divisions.
2. T-Ball and Farm team sign-ups are open and a player can request a specific team for those divisions only, as long as that team can accept additional players.
3. For player protection purposes, NEW Minor and Major Division teams may protect up to four (4) players consisting of one (1) manager's child, with up to two (2) coaches' children, and a plus one (1) player (maximum). (Additional coaches may assist on game day. Managers and coaches must be certified by the League by attending the required coaching clinics and successful completion of a LiveScan background check. Only managers and coaches certified by the League may be present in the dugout and on the ballfield on game day. League-approved managers and coaches will be issued an identification lanyard which must be worn at the field during the game.)

4. For Minor and Major Division teams with six (6) or more returning players, after one complete spring season, a returning team manager (or a returning coach if the team manager is not returning or will be in a different division) can protect all returning players from the previous spring season team plus one (1) new player*, for a total of up to 13 players. This one new player would be exempt from the draw and may be any unprotected player. No additional player(s) beyond the plus one may be added to a returning team based on "coach protection" unless the team is returning with five (5) or fewer players and no previous coach's children are returning to the team; in this case, one (1) coach protection player will be allowed.
5. A returning Minor or Major team may also be protected by a manager new to the league. In this case, the new manager's child and a plus one player may be added to the team (protected). If no coaches' children from the previous season are returning to the team, one new coach's child may be added/protected.
6. *The "plus one" allowance will be honored if the remaining teams will have 11 or more players, and may be used to protect a new coach's child or any other player as agreed to by the player's parent/guardian. New players may only be added to a team as a plus one player or as a sibling of an existing player as long as space is available on the team.
7. If space is available on a team, a player may RETURN to a team as a "returning player" after one year if he/she left the team due to aging out of the team's division or leaving the league and will not be considered the team's "plus one" player. Players off of a team for more than one year will not be considered a "returning player", but may be added back to the team as a "plus one" player at the Manager's option when the plus one option is available.
8. Managers must have the names of their protected players to CAL two-week before the draw (exact date to be agreed upon) in order to allow unprotected players to be evaluated. If, at the time of the draw, the number of eligible players in a division will leave one or more teams with fewer than 10 players, no team in that division may add new players to its protected list of players if such addition will cause that team to have more than 10 players.
9. At the time of sign-up:
 - A. Returning players must declare their status (protected/returning or free agent/exclusion) on the sign-up form.
 - B. Players may request exclusion from a single team, but cannot request a specific team.
 - C. Non-protected returning players in the Farm, Minor, and Major divisions must complete a skills evaluation for the draw/team formation.
 - D. All new players in the Farm, Minor, and Major divisions must complete a skills evaluation for the team draw/team formation.
 - E. New players signing up as a "plus one" player must declare this status on the sign-up form and complete the skills evaluation in case the number of players in a division will not allow "plus one" addition to a team.
10. Managers may bring completed sign-up forms and fees to the sign-ups, for protected players only, in place of each player coming to the sign-ups. (*Proof of age requirements still apply.*)
11. Minor/Major Division Team Draw
 - A. Prior to the start of the draw, the League will provide copies of all team's protected lists for the division to each manager or team representative, indicating each player's first and

last name, and player's protection status (i.e. returning-spring, returning-1 off, manager protect, coach protect, plus-one, or sibling).

- B.** All new or non-protected players' names, signup numbers, and skill level (A, B, or C) will be placed on draw slips in hats based on their skills evaluation for a drawing to be held with all managers (on a single agreed upon day). Players will be drawn and assigned to each team in turn; until said team is full (12-15 players per team). Order of the draw is based on the number of returning players on each team, with the team needing the most new players drawing first and the team needing the least new players drawing last. If multiple teams need the same number of players, those Manager's or team's names will be drawn from a hat to determine draw order. The draw will be for all open teams until full.
- C.** CAL will hold left over players' names pending new teams or injuries.
- D.** The only exception: Hardship cases: Examples of hardship cases are carpool and siblings. In this case, multiple names will be placed on the draw slips. Carpool cases cannot be used to automatically place an unprotected player on a team. Confirmed carpool cases will cause a protected player to be removed from its previous spring team and added to the draw.

12. Trading of players will only happen: 1) after the drawing is complete, 2) only at the draw meeting and 3) only if the majority of managers/team representatives present agree. (Teams must be established by the end of the draw so that the uniform order may be made and submitted.)

13. The CAL Board will assign late sign-ups as needed to fulfill team requirements.

PLAYER ELIGIBILITY

1. Age limits:

Spring Season*:

T-Ball	Ages 4 but not 8 on April 30, 2017.
Farm*	Ages 7 but not 10 on April 30, 2017.
Minor*	Ages 10 but not 12 on April 30, 2017.
Major*	Ages 11 on April 30 but cannot turn 14 on or before the date of All Star Game

*For 2017: Farm will allow 10 year old players who played in Farm in Spring 2016 or who are new to the league the option of staying in Farm. Minor and Major will consist of players ages 10 but cannot turn 14 on or before June 24, 2017.

Fall Season:

Junior	Age 6 but not 10 on April 30, 2017.
Senior	Age 9 on April 30, 2017 but cannot turn 14 on or before the date of last Fall Season game.

PLAYER ROSTER

1. There will be a maximum of 15 players per team, with the understanding that as many teams as possible will be formed. CAL recommends a maximum of 12 players per team, T-Ball to Majors.
2. If at any time prior to May 1st the players on the certified roster amount to less than 15 players, the Board may, at its discretion, add enough players to the team to make 15 players with majority approval of the Division Managers, and provided a uniform will be available.
3. When an ineligible player is used, the game is forfeited. If this takes place with the knowledge and understanding of the manager, the manager will be expelled from the League for the remainder of the season.
4. An Executive Board Member must verify each original roster. A CAL representative must verify birth dates at the time of sign-ups. Failure to present a copy of legal proof of age for a player at registration shall result in the player being ineligible to play until proof is provided. The Executive Board may request to see the original birth certificate.
5. Each team must have a certified roster to be eligible to play. A certified roster is a roster signed off by two CAL Board members and the team manager. No CAL Board member shall sign a roster until he/she has personally verified each rostered player's legal proof of age. Rosters shall only be certified by the Executive Board and will be distributed as soon as available, but prior to the first game day.
6. CAL shall submit to the Team Manager, a player roster. The roster shall include each player's name, date of birth, home address, phone number, and parent/guardian's name(s). Each roster must also include the names and phone numbers of all coaches and managers.
7. The League President shall provide sufficient copies of each roster to the League Secretary, to provide copies for all teams within the same division. The League Secretary shall distribute these copies at the March general meeting.
8. All additions and/or deletions must be submitted in writing to the Executive Board in order for a player to be considered eligible.
9. It is the responsibility of each manager and team parent to have in their possession ***the original certified team roster and a copy of the insurance waiver for each of his/her rostered players at any practice or game.***
10. Player eligibility questions that cannot be settled on the field before the game will be handled as a protest situation. Eligibility questions can be answered by: 1) the Manager producing a certified roster with the player in question named on the roster or 2) verification that player is certified by the CAL Board. If the player in question is not on the certified roster and is not verified by the Board the player in question will be ineligible to play.

PRACTICE FIELDS

1. The League will make the baseball fields at Divine Word available to each CAL team for one practice slot during the pre-season only (additional practice slots cannot be guaranteed).

Depending on the number of teams in the T-Ball division, T-Ball teams MAY have use of DW3 Monday through Thursday throughout the season.

2. Each team manager will be responsible for securing an offsite practice field for use during the season, such as a City park, school yard, church facility, etc. NOTE: Per City of Riverside policy, only the League Practice Field Coordinator shall secure City fields for CAL team practices, and managers may schedule use of available City fields with the Coordinator. Other non-City of Riverside practice fields must be secured directly by the manager or another team representative. The League will provide a certificate of insurance to the facility upon request. The team will be responsible for paying for the cost of their offsite practice field (either through use of excess team funds, by splitting the cost among the families on the team, or through other means); CAL shall not be responsible for the cost of any offsite practice fields or the condition/maintenance thereof.

For City of Riverside fields, CAL will submit payment to the City for practice field use, and will charge each team accordingly as agreed upon in the field use contract that needs to be submitted by each Manager and approved by the League President, prior to the first team practice. Once the City field use contract is in place, teams will be financially responsible for their agreed upon practice times, even if they choose not to use them. Credits will only be allowed by the City if the field is unplayable due to weather, lighting failure, or City field closure AND the incident is documented with the Practice Field Coordinator.

3. The Field Coordinator will be the liaison between the League and City Facilities. If there is an issue with any City practice facility, e.g., lights, field conditions or restroom issues, contact the Field Coordinator via text or phone call to report the issue.

SCHEDULE

1. Representatives of the Executive Board will arrange the appropriate season schedules. Before the League schedule is made, managers will have an opportunity to request a maximum of two (2) “no play dates” (date(s) they will not have enough players to field a team). Only one (1) Saturday “no play date” and one (1) weekday “no play date” will be allowed. Managers must communicate with their players’ parents before the league game schedule is established to determine their “no play dates”.
2. League games will be played on the dates and fields designated by the League schedule. The only games that will be rescheduled will be those postponed due to rain or unfit field conditions. Player/coach availability determined after the schedule is set will not be a legitimate reason for rescheduling a game. **The Executive Board will decide all dates, fields and times for rescheduled games.**
3. All playoff games will be played at a site and time designated by the Executive Board, and will only be rescheduled for rainouts and unfit field conditions.
4. **If a game called for rain or unfit field conditions was started and at least one (1) full inning has been completed, the rescheduled game shall continue from the point the game was called (i.e. same lineup, defense, etc.).**

PROTEST BOARD

1. The Protest Board shall consist of an appointed panel of Division Representatives or unbiased alternates, as approved by the Board of Directors, chaired by the Vice President, and will meet as necessary during the regular season, until all protest hearings are completed.
2. A quorum of five (5) Protest Board members must be in attendance at each protest hearing.
3. Major League rules will prevail as modified by this rulebook.
4. The League Secretary shall act as the recording secretary for the protest hearings, and shall file a written decision of the Protest Board with the Executive Board and the managers of the teams involved. Said written decisions are to be mailed within five (5) days of the hearings.

PROTEST PROCEDURES

1. No protest may be made on an Umpire's judgement call.
2. A verbal protest must be made to the Umpire at the time of the alleged infraction. Once the next pitch has been thrown, no protest will be allowed.
3. The Umpire will make an entry in the Official Scorebook that the game is being continued under protest. The actual point of the alleged infraction will be clearly marked as well as the time remaining in the game, the reason for the protest, the Umpire's signature and date.
4. A CAL Executive Board Member must receive the written protest, accompanied by a \$10.00 fee, within 48 hours of the date of the occurrence. The protest will immediately be reviewed by the Executive Board to determine if the protest is valid. Once the protest is deemed valid, the League Secretary will make copies and provide them to the Protest Board and opposing manager 48 hours prior to the protest hearing. The \$10.00 check or money order made out to CAL, NO CASH, must accompany the protest, and will be refunded if the protest is upheld or surrendered to the League if the protest is denied.
5. The manager protested against will also be allowed to submit a letter stating his/her view of the alleged infraction, if he/she wishes within 24 hours from time of notification.
6. All managers and umpires involved in protest must appear before the Protest Board.
7. All protests will be heard in the spirit of fair play.

SCOREKEEPERS

1. The home team shall supply the Official Scorebook and Scorekeeper, who becomes a volunteer for the Executive Board and shall receive instructions only from the umpire. The
2. Official Scorekeeper is not allowed in either dugout during the game and **must sit near home plate**. Scorekeeper for the visiting team should also be near home plate and near the Official Scorekeeper.

3. The opposing managers, prior to the start of the game, will exchange lineup cards. Both managers will provide a copy of their lineup to the Umpire and Official Scorekeeper prior to game time. The player's number and name (last name first) are to be used on lineup cards. No player number will be used for a player who signed up for the league late and has not yet received his or her official team uniform.
4. All rostered players shall be accounted for on the lineup card (i.e.: illness, absence, etc.). The lineup shall consist of all rostered players present at the game. No batting order changes shall be made unless a player arrives late or leaves early. **All changes related to pitching and all defensive substitutions to or from the bench must be made to the Umpire and the Official Scorekeeper.** All changes must be made using the players' jersey numbers. Changes must be made between innings or during an official time out approved by the Umpire.
5. The Official Scorekeeper must record the game start time as reported by the Umpire.
6. Because of the nature of our League and in the interest of fair play, the Official Scorekeeper is requested to notify the Umpire if he/she notices a player is batting out of order **BEFORE** the player has an opportunity to reach base on a walk or a hit. **The Official Scorekeeper can only mention batting out of order if it is caught before the player reaches base.**
7. The Official Scorekeeper shall log the official score in the logbook in the snack bar immediately following all games played at Divine Word. The Official Scorekeeper shall obtain the signatures of the winning manager and Umpire in the scorebook following each game.

FIELD, EQUIPMENT AND UNIFORMS

1. Prior to the game, the **VISITOR TEAM** shall be responsible for the preparation and maintenance of the playing field and equipment. The field will be dragged, watered, and chalked, with bases securely fastened to the ground.
2. Upon completion of the game, the **HOME TEAM** shall be responsible for seeing that the field is left clean. Upon completion of the final game of the day on their field, the **home team** is responsible for putting away all bases and equipment, and for raking and watering the in-field clay. **Teams will be responsible for reimbursing the League for equipment left out and stolen.**
3. **Both teams** shall be responsible for seeing that their dugout and spectator area are left clean. **Both teams** are responsible for picking up all trash in and around their dugout and spectator area and emptying trashcans into dumpster.
4. Teams that fail to fulfill their responsibility of field preparation and cleaning up may be subject to fines up to \$35.00.
5. **Field conditions must be protested against prior to the start of the game.**
6. Conventional baseball uniforms required in the League include the jersey and cap provided by the League, with pants and socks, as used by teams in Major League Baseball, and shall

be worn by all players. T-Ball teams are encouraged to wear coordinating uniforms, and must wear long pants. All players should wear protective cups; hard cups MUST be worn by all male catchers, during games and practices.

7. Only managers, coaches, team parents, and photographers certified by the League may be present in the dugout and on the ballfield on game day and must wear their league issued identification lanyard. For competitive divisions, there can only be a maximum of three (3) coaches, including the manager, on the field of play during the offensive half of an inning (two base coaches and one batting coach) and only one (1) manager or coach at the mouth of the dugout during the defensive half of an inning. All other coaches must be in the dugout during live play.

TROPHIES

1. The League shall furnish trophies to each player on the teams' certified rosters.
2. The League shall furnish trophies to each player on the first and second place teams for the regular season and post season tournament in each division, except T-Ball. Third place trophies will be provided to those divisions with eight or more teams. T-Ball and all others will receive season participation trophies. Regular season trophies shall be inscribed with the players' name and division, team name, the League's name, and the year played.

REGULAR SEASON PLAY

1. The Season shall begin on the 2nd or 3rd Saturday in March and end on or about the 2nd week in June. This includes tournament games.
2. The number of teams in the League shall determine the exact number of games that season. Generally, T-Ball will play 10 games (up to 12 maximum to try to allow every team to play each other twice), and Farm through Major Divisions will play 13 to 15 regular season games.
3. No team shall play a double header unless an unavoidable circumstance dictates otherwise.
4. Each manager or their scorekeeper shall report the final score of each game online through the league's website. A log-in ID and instructions will be emailed to each manager. Scores should be reported within 24 hours of each game. The Official Scorekeeper must log the official score in the logbook in the snack bar immediately following his/her game.
5. If the regular season ends with two teams tied (identical records) for first place, a tiebreaker game will be held. The tiebreaker game cannot end in a tie, so the no new inning time limit will not apply. A coin toss will determine home and visitor.
6. If the season ends with two teams tied (identical records) for second or subsequent place, the following tie breaker formula shall apply:
 - A. Record head to head. Team with the best record wins.
 - B. Total score against, head to head. Team with the lowest runs against, wins.
 - C. Record against the 3rd place team. Team with the best record wins.
 - D. And so on until the tie is broken.

POST SEASON TOURNAMENT PLAY

1. The post-season tournament shall be the final two weeks of the season.
2. Post-season tournament play will consist of a Double Elimination format. All divisions except T-Ball will take part.
3. Regular season rules will be followed unless noted otherwise.
4. Tournament information will be provided to all managers prior to their first tournament game.
5. Trophies will be provided by the League, to the first and second place teams only.
6. Players and coaches ejected from a tournament game are automatically suspended for the following game. Suspended personnel are not allowed to participate in game activities, in any manner, during their suspension. They may attend as a spectator ONLY.
7. There is no time limit during tournament play except in Farm.
8. No post tournament game shall end in a tie. If a game is called and the last completed inning is a tie, the game shall then be suspended at the time play was stopped and the game shall be played to conclusion at the next possible play day, picking up from the point the game was called (i.e. same lineup, defense, etc.).
9. Tournament seedings shall be by the Executive Board.
10. There shall be 2 umpires for each tournament game played in the Minor and Major divisions, and 1 umpire for each Farm tournament game.

ALL STARS

1. All divisions except T-Ball will have the opportunity to participate in All Stars at the end of post season play. All participants will be asked for a \$30 donation to defray the cost of uniforms and umpires. Participation is not mandatory.
2. Teams are formed by a popular vote of the players. Players from each team will vote for the top 3 to 6 players on their team, depending on the number of teams in the division, to represent their team in All Stars. A Blue and Red team from each division will be chosen.
3. The **manager** of the team that wins 1st place in their division will coach the Blue team, and the **manager** of the team that places 2nd in their division will coach the Red team. If the 1st or 2nd place manager declines or will not be available or eligible for any reason, the honor will be extended to the **manager** of the 3rd place team, then 4th place team, etc. Only managers and coaches in good standing will be eligible to manage and/or coach on an All Star team (i.e. he/she was not subject to any disciplinary action during the year, regular season or post season).

- 4.** Teams will be chosen by a blind draw. Teams will consist of no more than 15 players. Each All Star manager can protect up to two players from their certified regular season roster. All other players from the manager's team will be placed in the draw.
- 5.** To ensure that players from each regular season team are evenly distributed between the Blue and Red Teams, players from only one regular season team will be placed in the draw hat at one time. The managers will alternate drawing names until the hat is empty, at which time names of players from the next team will be put into the hat.
- 6.** When drawing names of players from his/her own regular season team, the manager will skip the number of draw turns equal to the number of players he/she has protected on his/her All Star team before he resumes his/her normal draw.
- 7.** The draw will continue from the teams in order of the final regular season standings.
- 8.** Post-season tournament rules will apply, except that the All Star teams in each division will play a single game to be held in mid to late June. Exact dates TBA.
- 9.** An All-Star medallion will be presented to each player that participates in the All-Star Game.

GENERAL RULES – ALL CLASSIFICATIONS

- 1.** These rules are governed by current Major League Rules, except where modified by CAL, within this Rulebook.
- 2.** Any Coach may coach the bases. Team players in the Minor and Major divisions are also allowed to coach the bases; players in the T-Ball and Farm divisions may not coach the bases. Team members and junior coaches under age 18 must wear batting helmets and a vest or shirt that distinguishes them from a baserunner.
- 3.** Players must stay in the dugout or on the bench, except the on-deck hitter. Play will be stopped until this is done.
- 4.** In the event of a major injury to a player, if a parent is not in attendance, the Manager will call the paramedics or Fire Department to handle the emergency. This is a safety measure to protect the League and the coaching staff from possible lawsuits. Major League rules apply. Please see CAL Emergency Action Plan, page 30, for more details.
- 5.** Playability of the Field:
 - A.** Any Executive Board member or assigned Umpire shall be the sole judge as to whether a game shall be started because of unfit field conditions.
 - B.** The Umpire shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field, and as to whether and when play shall be resumed after such a suspension, and as to whether and when a game shall be terminated after such suspension. Said Umpire shall not call the game until at least thirty (30) minutes after play has been suspended. The Umpire may continue the suspension as long as there is any chance to resume play.
 - C.** Field safety conditions and maintenance on all playing fields will be checked weekly by delegated representatives of the Executive Board.
- 6.** There is no protest on a judgement call by the Umpire. In the event there is a protest by a manager because of alleged misapplication of the rules, the Umpire must be notified prior to the next pitch and the Umpire must sign the score book at that point in the game.
- 7.** Each team will provide one (1) new ball and one (1) suitable backup ball for each game, in all divisions except T-Ball.
- 8.** No person shall be allowed on the playing field or in the dugout during the game except players, team parents, coaches and managers certified by the League, photographers authorized by the League, umpires, officers of the Law, and League officials. The number of coaches, including the manager, allowed on the field shall be as described in "Field, Equipment, and Uniforms" Rule #7 on Page 11.
- 9.** Upon intentional interference by others, the ball is dead at the moment of interference and the Umpire shall impose such penalties, as is his opinion, will nullify the act of interference. **EXAMPLE:** If spectator interference clearly prevents a fielder from catching a fly ball, the Umpire shall declare the batter out.
- 10.** A manager or coach or player must request "TIME" to be called by the Umpire, for it to be granted. Ball is dead. "PLAY" will be called by the Umpire to resume the game.

11. All games shall start at the scheduled time. A game will be considered Official if a team plays with eight (8) players. A team may start without eight (8) players if that team is scheduled as the “visiting” team. The game will proceed until three (3) outs or the eighth player is required to bat. If the eighth (8th) player does not show up by his/her turn at bat or three outs, his/her team forfeits the game. If the team starting the game without eight (8) players is the “home” team, the teams will switch roles as home and visiting teams and start play under the “FLIP-FLOP Rule”. This rule is designed to avoid a forfeit by any team without the opportunity for a player to arrive late.

12. Batting Line-up: The batting order shall consist of the entire roster of players that are present for any one game. All players present for any one game will remain in the batting order for the entire game unless they are physically unable to play. Players arriving late must be placed at the end of the line-up and in order of late arrival if more than one player is late. Managers are required to notify the Official Scorekeeper and the Umpire of any players who have arrived late and are being entered into the line-up. Any player arriving after the lead-off batter has batted twice or after the first pitch has been thrown in the top of the third inning, whichever comes first, will be deemed ineligible to play for that game.

13. If during an at-bat, after a pitch has been thrown, a player cannot continue the at-bat for any reason other than being hit by a pitch or player injury, an out shall be declared on that player for that at-bat only and he/she shall be removed from the game. Thereafter, the lineup will skip that player for the remainder of the game without penalty. If a player must leave a game for any reason at any other time during a game (i.e. not during an at bat) and will be **unable to return** during the game, the lineup will skip that player for the remainder of the game without penalty.

14. Substitution:

A. The manager, at his/her discretion, can remove any player from his/her starting defensive position and reenter him in the game, providing the following prerequisites have been met:

A player must play one (1) defensive inning during the game prior to being removed, and the same will apply to any defensive player substituted, unless physically impossible to do so. Once a defensive player has been removed from the game, he/she must stay out of the game for one (1) complete defensive inning. All participants must play two (2) complete defensive innings each game in which they are present for and able to play, including at least one (1) at-bat each game.

All participants must be inserted into the line-up for defense before the first pitch is thrown at the top of the third (3rd) inning.

B. If a player does not play his/her two (2) complete defensive innings and bat at least once during the game because the game does not go the full amount of innings, he/she will start **the next scheduled game and must be one of the first nine batters in the line-up and start in the field** to complete defensive innings lost or time at bat, **plus** play his/her additional two (2) complete defensive innings and one (1) at bat before being removed from the game.

The penalty for not following any part of the substitution rule is forfeiture of the game. Illegal player substitution protests must be filed before the start of the protesting teams' next game.

15. Line-Up Changes: All lineup changes related to the batting order, defensive substitutions, or pitching must be made to the Official Scorekeeper. All lineup changes must be made using the players' jersey numbers. Changes must be made between innings, or during an official time out.

16. Batting Out of Order: If it is discovered that a batter in the batter's box is not the correct batter after the first pitch has been thrown to him, he will immediately be replaced by the correct batter, who will assume the incorrect batter's count.

If an opposing manager finds a player has batted out of order and the player reaches base, he/she must notify the Umpire before the first pitch has been thrown to the next batter.

PENALTY: Batter is automatically out, no runners advance, no runs score.

17. A player may appear officially as a pitcher only once during a game. Pitchers are allowed a maximum of nine (9) outs per game or three complete innings, whichever comes first. **PENALTY:** The game is forfeited. The Manager is suspended for two (2) games. Further violations will require a four (4) game suspension.

18. Each team shall be allowed one (1) free pitcher conference (trip to the mound) by the manager or coach per new pitcher per inning after the first pitch is thrown (excludes change over or warm-ups). A second trip to the mound in any inning for a single pitcher shall cause that pitcher to be removed, and he/she will not be allowed to appear as a pitcher during the remainder of the game. Pitchers shall be allowed five (5) warm-up pitches. A new pitcher brought in during an inning shall be allowed up to nine (9) warm-up pitches. A mound trip will not be charged for a manager or coach speaking to the pitcher or other fielder during a change over or warm-up; however, a manager or coach may not delay the game or extend the warm-up time.

19. The following are considered "no play" and the ball is dead:
Hidden ball trick and, a batted ball hits any runner standing on a base.

20. In the event of a tie, one (1) extra inning will be played, time permitting. If a tie remains after the extra inning, the game ends in a tie. Tie games will be scored as 1/2 game win and 1/2 game loss for each team.

21. Games shall be called for darkness or time at the sole discretion of the Umpire. The score shall revert back to the last complete inning played. Refer to individual division rules for definition of a "complete" and "official" game.

22. Forfeiture scores shall be reported as 9-0.

23. Equipment:

A. A First baseman's glove may be used by the first baseman only.

B. All batters and runners must wear authorized and League-approved protective helmets that cover the ears, and must keep them on while on the field of play. The Umpire may eject a player for throwing his/her helmet on the field of play.

C. Catchers in all divisions must wear chest and shin protectors, a facemask and a League-approved protective helmet. A protective hard cup must be worn by all male catchers, except T-Ball, during practice and games.

- D. Any League player warming up a pitcher without a facemask will be ejected.
- E. Steel cleats and “big barrel”(2 5/8” or bigger) bats are not allowed in any division.
- F. Player number must appear on the back of a batter’s jersey to enable the scorekeeper to keep track of the batting order. Each player must have a separate number, except in T-Ball. Once a batter reaches base, any jacket may be worn over the player’s jersey (regardless of whether it has a number or a number matching the player’s jersey). Pitchers may not wear a jacket while pitching. Uniforms must be identical except for numbers. A new player who signs up late and has not yet received his/her team jersey will be allowed to wear a plain, unnumbered shirt.
- G. A hat is mandatory for all players on the field, and must be identical team hats. Exception: a new (late) player who has not yet received his/her team hat may wear another type of hat for that game.
- H. All players should wear protective cups during games and practices.
- I. Official Little League approved metal bats are allowed except in T-Ball, where only Official Little League “T-Ball” bats will be allowed.

24. The runner shall be called out when:

- A. Running more than three (3) feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder fielding a batted ball; or
- B. After touching first base, the runner abandons all effort to touch the next base; or
- C. The runner does not slide or avoid a fielder who has the ball and is waiting to make the tag.

25. **Home Plate Mandatory Slide Rule:** Mandatory slide rule is primarily a safety issue. A runner coming to home plate, when the catcher is set on the base line or at home plate and in possession of the ball, the runner shall slide into home plate to avoid a standing or running collision with the catcher. It is imperative to note that the catcher must be in proper position and in possession of the ball prior to the runner’s advancement for this rule to apply. It is also important to note that a runner who can reach home plate without a collision may do so without a mandatory slide. A catcher who sets up on the baseline to receive a throw does so illegally. Until the catcher has the ball, a catcher cannot set up in the baseline and block the runners advance to the plate. Technically speaking, if the runner cannot see the plate because the catcher has it fully blocked and is not in possession of the ball, this is obstruction. Should a collision occur under these circumstances, the runner should be ruled safe. The proper position for catchers to set up for a throw is in front of home plate, the catcher’s job is to catch the ball first, and then make the proper move toward the runner and into the baseline to close off the plate. If the throw is off line, the catcher does have the right to pursue the ball, even if this draws him into the baseline. However, the impetus here is to catch the ball, not to block the plate. Anytime a catcher makes an early set up on the baseline to receive a throw and a runner is advancing, the catcher has created an obstruction attempt and the catcher should be warned by the umpire. Additional obstruction attempts after a warning is given should be ruled in the runners favor and the runner should advance to home plate. A runner coming to home plate when the catcher is properly set and in possession of the ball and who makes no attempt to slide should be ruled out for failing to slide if a collision occurs.

26. Players shall not throw a bat, helmet or other equipment. If, in the Umpire’s judgement, a player does willfully throw equipment, the Umpire may eject that player.

27. A **REGULATION** game shall consist of six (6) complete innings for Farm, Minor, and Major divisions. An **OFFICIAL** game shall consist of the number of innings completed based on the "no new inning" time limit, or a game that is called due to unsafe conditions that consists of four (4) complete innings for Farm, Minor, and Major divisions, or three-and-a half (3 ½) innings if the home team is ahead. Standings will be based on the final score for all games considered **REGULATION** or **OFFICIAL**.
28. Time limits shall be as follows: T-Ball division total game time is one and one-half hours (1:30). For Farm, Minor and Major divisions, no new innings will be started after one hour and forty-five minutes (1:45).
 - A. If the game is not a complete **REGULATION** game **and** the time limit has not been met or exceeded, a new inning **MUST** begin.
 - B. Any inning started within the time limit must be completed, unless called for darkness or unsafe conditions.
 - C. Games not considered **OFFICIAL** will only be completed on another date if the game will affect standings of the 1st and 2nd place team in a division.
29. **The visitor team's manager is responsible for seeing that the field is prepared prior to play. If you are the last scheduled game of the day, the home team's manager is responsible for seeing that all equipment is locked up, and will be held responsible for reimbursement of all lost or stolen items.** Refer to Field, Equipment, and Uniforms on page 11 for specific field preparation and cleanup responsibilities.
30. Any team that will not be able to show up for a scheduled game must provide prior day notice to their Division Representative or a CAL Executive Board member and to the opposing manager. Failure to do so will result in a fine of \$30.00 per assigned umpire.
31. A pinch runner will be allowed for the catcher only, with two (2) outs, and must be the player who is the official second out. A pinch runner will be used at the Manager's sole discretion. A pinch runner will also be allowed one time for a batter/runner injured during an at bat who reaches base but cannot continue; if the player is not the catcher and appears for his/her next at bat, a pinch runner will not be allowed.
32. Both the Umpire and the winning Manager are to sign the Official Scorebook after the game.
33. If no Umpire shows up for the scheduled start of a game, the following shall apply: Team managers can each designate a substitute umpire or agree on one (1) designated umpire. If using two (2) substitute umpires, they will rotate between calling home plate and the bases (change each new inning). The umpire calling home plate may call from behind the pitcher's mound. The game will be considered an **OFFICIAL** game. Unwillingness, by either team, to play under this provision will result in a forfeit for that team.

34. Mercy shall be declared if the leading team has a lead of 13 or more runs after 4 complete innings have been played (3 ½ innings if the home team is ahead). ***Farm and Minor Divisions have a 6 run per inning limit for the first 5 innings. There shall be unlimited runs allowed in the 6th inning only. This will allow the losing team an opportunity to score more than 6 runs in the 6th inning to allow for a possible victory. Major Division only has an overall game mercy limit if a team is leading by 13 or more runs after 4 innings (3 ½ innings if the home team is ahead). There is no run per inning limit for the Major division.***
35. **NO JEWELRY OF ANY KIND WILL BE WORN BY ANY PLAYER DURING A GAME UNLESS THEY ARE EMERGENCY BRACELETS OR TAGS.**
36. For clarification purposes only, the definition of an Infield Fly is quoted from Major League Baseball rules as follows:

"An **INFIELD FLY** is a fair fly ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who stations himself in the infield on the play shall be considered infielders for the purpose of this rule. When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "Infield Fly" for the benefit of the runners. If the ball is near the baselines, the umpire shall declare "Infield Fly, if Fair." The ball is alive and runners may advance at the risk of the ball being caught, or retouch and advance after the ball is touched, the same as on any fly ball. If the hit becomes a foul ball, it is treated the same as any foul. If a declared Infield Fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared Infield Fly falls untouched to the ground outside the baseline, and bounces fair before passing first or third base, it is an Infield Fly. On the infield fly rule the umpire is to rule whether the ball could ordinarily have been handled by an infielder not by some arbitrary limitation such as the grass, or the base lines. The umpire must rule also that a ball is an infield fly, even if handled by an outfielder, if, in the umpire's judgment, the ball could have been as easily handled by an infielder. The infield fly is in no sense to be considered an appeal play. The umpire's judgment must govern, and the decision should be made immediately. When an infield fly rule is called, runners may advance at their own risk. If on an infield fly rule, the infielder intentionally drops a fair ball, the ball remains in play despite the provisions of [MLB] Rule 6.05 (L). The infield fly rule takes precedence."

Player/Coach Conduct

1. Any disruptive behavior from the spectators, players or coaches can result in game forfeiture, to be called by the Umpire.
2. No manager, coach or player shall incite demonstration by spectators, use language which will in any manner refer to or reflect upon opposing players, the Umpire or any spectators, nor make intentional contact with the Umpire, in any manner or with any un-sportsmanlike intent. The offender shall be removed from the game, leave the playing field, and if a balk is made, it shall be nullified. Any backlash from the penalty can result in forfeiture of the game, to be called by the Umpire.
3. The use of alcoholic beverages in any form is prohibited on the playing fields, bleachers, dugouts, etc. before, during or after the game. No smoking or use of other tobacco products is allowed in the dugout, on the field during the game, or anywhere near the field. **PENALTY:** Offending player, coach, manager or parent will be suspended for two (2) games on the first offense, for the season on the second offense.
4. Players, coaches and managers of the participating teams shall not address or mingle with spectators, or sit in the stands during a game in which they are engaged.
5. **If an Umpire removes a manager or coach from a game, he/she is automatically suspended for the next two (2) regular season games or one (1) tournament game. If a manager or coach is removed from the second to last regular season game, he/she will be suspended from the last regular season game and first tournament game.**
6. A player, coach, manager or parent may be disciplined for any infraction, and can be suspended, by the CAL Executive Board. Particular attention will be given to complaints of misconduct and unsafe play.
7. **Cheering for your teammates is allowed from the dugout, however, negative chanting or chanting which directly disrupts play on the field (i.e. pitching) is not allowed. Reasonable chanting from the field will be limited to normal baseball chants (i.e.: hey batter, hey batter, etc.). The word "swing" is not allowed. This League is dedicated to fair play, and the children playing in this League will be given that opportunity without unreasonable distractions.**

Individual Division Rules

T-BALL Ages 4 but not 8 on April 30

- 1.** Playing Field:
 - A.** Distance between bases is 45 feet.
 - B.** Coaches will pitch from a safe distance.
- 2.** A complete game consists of four (4) innings or one hour thirty (1:30) minutes of instructional only play. No standings will be kept.
- 3.** The batter shall receive five (5) pitches from a coach. If a ball is not put into play after 5 pitches, the batter shall hit the ball off a batting “T”. The ball must be hit to run.
- 4.** The batting order consists of all rostered players. The inning is over after the last batter has batted and play is dead.
- 5.** No advancement on overthrows except at first base, and only if second base is unoccupied.
- 6.** All coaches shall make every attempt to not interfere with the play. If a coach is hit with the ball, it shall remain in play. The coach pitching will be allowed to wear a glove for self-defense only, and must immediately drop a caught ball.
- 7.** No stealing allowed. Runners must keep one foot on the base until the ball is hit.
- 8.** All players should play at least two (2) defensive innings in each game they are present and able to play. Substitutions are allowed at any time.
- 9.** A coach may field the entire roster.
- 10.** There shall be no more than four (4) coaches on the field at any one time, and they may give instructions or help to either team’s players. 1-Pitcher, 1-Infield, 2-Outfield.
- 11.** Each team will furnish a suitable safety baseball.
- 12.** The catcher may use a fielder’s glove.
- 13.** Coordinated uniforms are encouraged and will consist of matching shirts and hats, long pants, and shoes.

FARM Ages 7 but not 10 by April 30*

***Special waiver Spring 2017
only to allow 10 year old
players who have not played at
the Minor or higher level to
play Farm at his/her option**

1. Playing field:
 - A. Distance between bases is 60 feet.
 - B. Distance from home plate to pitching rubber is 40 feet.
2. Game:
 - A. A **REGULATION** game consists of six (6) innings, unless extended because of a tie score (time permitting).
 - B. Any game called by the Umpire because of weather or darkness, will be considered **OFFICIAL** if four (4) innings have been completed or the home team has scored more runs in three and one-half (3 1/2) innings. The score will revert back to the last complete inning played if more than four (4) innings have been played.
 - C. No new innings may be started after one hour forty five minutes (1:45).
3. If all teams in the division have 12 or more rostered players by the first game of the season, there will be ten (10) fielders in the Farm Division. The additional fielder will be an outfielder (making four (4) outfielders). If any team has fewer than 12 rostered players on the first game of the season, the Farm Division will play with nine (9) fielders.
4. **General pitching rules apply. Coach Pitch applies only for the first half of the season (based on every team in division having coach pitch for 50% of their games). In the event that rainouts cause games to be cancelled, Coach Pitch will apply until each team has played five (5) games. After this time, players pitch the entire game and all walks apply.** Pitchers pitch for normal count. If the batter is given four (4) balls, his/her coach shall come in to pitch the remaining strikes. All coach pitches will count as strikes no matter the location. A coach can strike out his/her own batter.
Coaches must pitch from the pitching rubber
 - 4 balls, 0 strikes = 3 coach pitches.
 - 4 balls, 1 strike = 2 coach pitches.
 - 4 balls, 2 strikes = 1 coach pitch.
5. A runner may steal 2nd or 3rd base only per steal attempt. A runner may not steal home. A runner must stop at third base on all steal attempts. To score from third base, runners must be batted in, or forced in on a walk, or continuation of play on a batted ball. Runners may not leave the base until the pitched ball has crossed home plate, and may only steal one base per steal attempt (per pitch). Batter/base runners may not steal any base on a walk. Batter/base runners may not steal on a coach pitch. **PENALTY:** Runner is out and the pitch shall be considered a dead ball.
6. Balk rules do not apply.
7. Batter may not run on a dropped third strike.
8. Infield fly rules do not apply.
9. **3-6-9 Rule is in effect for Farm for the first five (5) innings, which means change-up will occur after three (3) outs, six (6) runs score, or nine (9) batters have completed their at bat. There is no limit for the 6th inning until the overall game Mercy Rules apply (see page 19 #33).**

MINOR Age 10 but not 12 by April 30

**Not Available for 2017 –
See Major Division rules
applicable to Spring 2017
Senior Division**

1. Playing field:
 - A. Distance between bases is 60 feet.
 - B. Distance from home plate to pitching rubber is 46 feet.
2. Game:
 - A. A **REGULATION** game consists of six (6) innings, unless extended because of a tie score (time permitting).
 - B. Any game called by the Umpire because of weather or darkness, will be considered **OFFICIAL** if four (4) innings have been completed or the home team has scored more runs in three and one-half (3 ½) innings. The score will revert back to the last complete inning played if more than four (4) innings have been played.
 - C. No new innings may be started after one hour forty five minutes (1:45).
3. Balk rules do not apply.
4. Batter may not run on a dropped third strike.
5. Infield fly rules apply. Infield fly is defined by Major League Rules (see General Rules #36 on page 20).
6. A runner may steal any base. Runners may not leave the base on a steal attempt until the pitched ball has crossed home plate. **PENALTY:** Runner is out and the pitch shall be considered a dead ball.
7. **Six (6) run limit for the first five (5) innings only. There is no limit for the 6th inning until mercy rules apply.**

SPRING 2017 SENIOR DIVISION

MAJOR Ages 11 by April 30 but not 14 by June 24th (date of All Star Game)

1. Playing field:
 - A. Distance between bases is 60 feet.
 - B. Distance from home plate to pitching rubber is 46 feet.
2. Game:
 - A. A **REGULATION** game consists of six (6) innings, unless extended because of a tie score (time permitting).
 - B. Any game called by the umpire because of weather or darkness, will be considered **OFFICIAL** if four (4) innings have been completed or the home team has scored more runs in three and one-half (3 ½) innings. The score will revert back to the last complete inning played if more than four (4) innings have been played. Any game called by the Umpire because of darkness will be considered complete. The score will revert back to the last complete inning played.
 - C. No new innings may be started after one hour forty five minutes (1:45).
3. Balk rules do not apply.
4. Batter may run on a dropped third strike per Major League rules.
5. Infield fly rules apply. Infield fly is defined by Major League Rules (see General Rules #36 on page 20).
6. A runner may steal any base. Runners may not leave the base on a steal attempt until the ball has left the pitcher's hand. **PENALTY:** Runner is out and the pitch shall be considered a dead ball.

Spring 2017 Senior Division Pitching Rule:

A TOTAL of nine (9) outs per game or three (3) innings per game, whichever comes first, may be pitched by players who are currently 13 years old or 12 years old and turning 13 years old prior to April 30, 2017. If a team has more than one player in this age group, the rule applies to ALL of those players COMBINED. The remaining number of outs or innings must be pitched by a player or players younger than 13 years old (or not turning 13 before April 30, 2017). A list of those players affected by this limitation will be distributed before games start.

Umpire Section

(ALL MANAGERS PLEASE READ)

1. The League shall be responsible for furnishing umpires for all scheduled games except T-Ball divisions, which is instructional only.
2. The Umpire assigned to each game shall make certain that each team's manager understands the rules concerning that particular field on which the game is being played, prior to commencing with play.
3. The Umpire shall check equipment prior to the start of the game for safety and legality. General provisions are:
 - A. A first baseman's glove may only be used at first base.
 - B. All batters, runners, on-deck batters and players acting as base coaches must wear protective helmets.
 - C. Catchers must wear chest and shin protectors and face mask. Male catchers must wear a protective hard cup.
 - D. No steel cleats allowed.
 - E. Only approved hardball bats will be allowed. Should an illegal bat be used, it must be appealed prior to the next pitch. If the player reached base safely, he/she will be called "out" and all base runners returned to the base they occupied prior to the beginning of the appealed play. No big barrel bats are allowed.
 - F. All players shall wear identical team hats and uniforms. Uniforms shall have individual numbers on the back to keep track of the batting order and scoring. Jackets may be worn by players if his/her jersey number is displayed on the back.
4. All rostered players are to be accounted for on the lineup given to the Umpire and Official Scorekeeper.
5. The Official Scorekeeper will be considered a volunteer for the Executive Board and will be furnished by the Home team, along with the Official Scorebook. They shall receive direction from the Umpire only, and are not allowed in either dugout. Umpires shall have their Official Scorekeeper sit in a convenient location behind home plate. **All lineup changes which affect the batting order, player substitutions, and which are related to pitching must be made to the Official Scorekeeper.** All lineup changes must be made using the players' jersey numbers. Defensive changes, other than pitching changes, need not be reported unless the defensive position change involves a player being substituted to or from the bench. Changes must be made between innings, or during an official time out approved by the Umpire for a pitching change.
6. A pinch runner will be allowed for the catcher only, with two (2) outs, and must be the player who is the official second out. A pinch runner will be used at the Manager's sole discretion.
7. The Umpire shall be responsible for enforcing the current Major League Rules as modified by CAL general rules and individual rules for specific age divisions, herein. "Little League" rules do not apply.

8. The Umpire shall be responsible for enforcing the following field provisions:
 - A. Players must stay in the dugout or on the bench during the game, except the on-deck batter. All extra equipment must be in the dugout and in a position to not be a safety hazard. Play shall be stopped until all players and equipment are in the dugout.
 - B. Any Executive Board Member or assigned Umpire shall be the sole judge as to whether a game will be started because of unfit conditions of the playing field.
 - C. The Umpire shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether or when a game shall be terminated after such suspension. Said Umpire shall not call a game until at least thirty (30) minutes after play has been suspended. The Umpire may continue the suspension as long as there is a chance to resume play.
 - D. Field conditions and maintenance will be checked weekly by a delegated representative of the Executive Board, and shall cover all fields used.
9. There is no protest on a judgement call by the Umpire. In the event there is a protest by a Manager because of alleged misapplication of the rules, the actual point of the alleged infraction will be clearly marked in the Official Scorebook, as well as the time remaining in the game, the reason for the protest, the Umpire's signature and date.
10. The Umpire shall sign the Official Scorebook upon completion of the game. The winning Manager must also sign the Official Scorebook.
11. The Umpire shall receive from each team, prior to play, one (1) new baseball and one (1) suitable backup ball.
12. The use of alcoholic beverages, in any form, is strictly prohibited on the playing field, benches and dugouts, before or during a game. No smoking or other use of tobacco products is allowed in the dugout or on the field during the game. The Umpire shall ask the offender to leave the playing field area. If the offender is a manager or coach, and refuses to leave after two (2) requests by the Umpire, the game shall be halted and a forfeit win awarded to the opposing team. The Umpire shall note the offense in the Official Scorebook and report the offense to the League President, for appropriate action.
13. No manager, coach or player shall incite demonstration by spectators, use language which will in any way refer to or reflect upon opposing players, the Umpire or any spectators, nor make any intentional contact with the Umpire, in any manner, or with any un-sportsmanlike intent. The offender shall be removed from the game and will be asked to leave the playing field. If a balk is made, it shall be nullified. Any backlash from this penalty can result in forfeiture to be called by the Umpire.
14. No person shall be allowed on the playing field or in the dugout during the game except players, coaches and managers certified by the League, photographers authorized by the League, umpires, officers of the Law, and League officials. Intentional interference by others shall be remedied by the Umpire, in his/her opinion, in a way as to nullify the act of interference. Coaches and managers certified by the League shall wear an identification lanyard issued by the League.
15. The umpire shall record the start of the game and report it to the Official Scorekeeper (Scorebook). A **REGULATION** game shall consist of six (6) complete innings for Farm

through Major divisions. An **OFFICIAL** game shall consist of four (4) complete innings, or three and one-half (3 ½) innings if the home team is ahead, for Farm through Major divisions.

- 16.** Time limits shall be as follows: T-Ball division total game time is one and one-half hours (1:30). For Farm, Minor, and Major divisions, no new innings will be started after one hour and forty-five minutes (1:45).
 - A.** If the game is not a complete **REGULATION** game **and** the time limit has not been met or exceeded, a new inning **MUST** begin.
 - B.** Any inning started within the time limit must be completed, unless called for darkness or unsafe conditions.

- 17.** If a game is called because of darkness, the score will revert back to the last complete inning played. If a game is called because of unfit weather conditions, please refer to the individual divisions rules in this book.

FALL SEASON RULES

- 1.** The Junior Division plays by Farm Division rules and policies with changes noted below.
- 2.** The Senior Division plays by Minor Division rules and policies with changes noted below.
- 3.** The Junior (Farm) Division coach pitching Rule #5 applies through the entire Fall Season.
- 4.** For the Senior Division, a TOTAL of six (6) outs per game or two (2) innings per game, whichever comes first, may be pitched by a player or players who are currently 13 years old or 12 years old and turning 13 years old prior to January 1, 2018. If a team has more than one player in this age group, the rule applies to ALL of those players COMBINED. The remaining number of outs or innings must be pitched by someone younger than 13 years old (or not turning 13 before January 1, 2018). A list of those affected players will be distributed before games start.
- 5.** All Junior and Senior Division games are limited to a maximum of 6 innings. No new innings will be started after 1 hour 45 minutes.
- 6.** The season will consist of 9 regular season games. There are no playoff games.

CAL Emergency Action Plan (EAP)

- 1. Dial 9-1-1**
- Identify yourself and your position with CAL Baseball
- Give a brief description of the situation
 - What happened
 - Condition of injured person
 - What, if any, first aid is being administered
- Give the telephone number from where you are calling.
- Give specific directions to the location of the injured player/participant
- Wait for medical dispatcher to tell you to hang up. **Never hang up first!**
- Notify the CAL Board Member on Duty (BMOD) immediately to assist.
- BMOD Schedule and contact phone #'s are in the Snack Bar.

Have the BMOD or other volunteer meet the Emergency Medical Services (EMS) crew at the Snack Bar or the top of the hill, whichever is closer, and lead to the location of the injured player/participant.

Emergency Protocols

Please follow the procedures outlined below during an emergency situation. Remember to remain calm and work cooperatively with any Emergency Medical Service crew or any other First Responder to ensure the safety of everyone.

- Keep all other players and spectators away from the injured player/participant.
DO NOT MOVE the injured player/participant at this time
- Keep the injured player/participant calm
- Only properly trained & certified individuals should treat an injured player/participant with basic First Aid. **ONLY if appropriate & ONLY if necessary.**
- If the injured player/participant is not breathing and/or does not have a pulse, begin CPR, CALL 9-1-1**
- Contact the BMOD and allow them to assist you. If needed, the BMOD will meet the ambulance and/or EMS crew and assist them accordingly. The BMOD should open all necessary gates and doors and lead the ambulance personnel to the injured player/participant.
- Provide your name and phone # to the BMOD so they can contact you if further assistance or information is needed.
- The Team Parent should notify the individual's emergency contact, if parent or guardian is not available, and inform them immediately if an ambulance has been called.
- Additional important information: Last time person took anything by mouth, any known allergies, list of recent medications, any known medical history.
- Assist the BMOD and EMS crew as needed.

Directions to Divine Word (baseball field):

- 11316 Cypress Ave., Riverside, CA 92505, Major cross streets- Cypress & La Sierra Ave.
- Enter the Baseball Field by driving straight up Cypress Ave. immediately past Golden Ave.