

# RULES OF THE CENTRAL FLORIDA LEAGUE (CFL)

(Effective January 1, 2021)

(Approved 10/13/20)

## GAME RULES

Unless specified otherwise by the rules below, the rules of the SSUSA apply to all game situations.

## EQUIPMENT

Only rubber spikes or sneakers are permitted (plastic soled spikes are not allowed). Only bats approved by the SSUSA that do not exceed a 1.21 BPF are allowed. Teams must have team hats and shirts with unique numbers. Roster players are encouraged to wear all of the official uniform and are not allowed to change it in any way (i.e. cut sleeves etc.). Sub players are not required to wear the team uniform. Bat warmers are permitted. Softballs are provided by the league.

Face gear (masks as well as body protection) are allowed. It is strongly recommended that pitchers use protective face gear. Any player wearing a protective face mask is not required to wear a hat underneath it. Complete uniforms, provided by our sponsors, should be worn whenever attending a CFL associated function. Pitching Screen is allowed. See rules of use under section 'Pitching Screen'.

## ELIGIBLE PLAYERS

The CFL, as covered in their By-Laws, is a league composed of D2 and D3 players.

**New Players :** A 'new' CFL applicant is defined as one who has never played in the CFL as a roster or substitute player. New players may apply to the CFL as a roster or substitute player provided they are currently playing or signed up to play in either level two (D2) or level three (D3) of the Villages Recreation Leagues **or if not playing recreational softball, have been evaluated as a D2 or D3 player.** The CFL will not accept applications from any 'new' players playing in or signed up to play in D1 or D4. To be eligible to play in the CFL a player must be 50 years old (or turn 50 within the current season). Players must be a Villages resident or have a valid Villages ID issued as a renter (A Villages Guest ID is not considered as valid for CFL eligibility). New players must have completed the official Villages evaluation process. Players must submit a valid application (and be approved) prior to each season. Prior to the season draft, a new player (having been evaluated and having submitted an approved application prior to the draft deadline) may be added to the draft pool as a potential roster player or added to the sub pool. Draft applications which are not filled out accurately or contain false data or missing data may cause the applicant to be disqualified.

**Returning Players :** All returning CFL eligible players are required to have a valid application submitted and be either registered to play or sub in D2/D3 or be CFL eligible under the player mobility rules or grandfathered rule.

**Player Mobility Rules:** Player mobility pertains to those CFL players who have changed their level of play. The CFL allows players to change their recreational level of play without affecting their CFL status under the following conditions:

Current eligible CFL players moving between levels two and three retain their CFL eligibility.

D4 players moving from D4 to a higher level (D3, D2) would regain CFL eligibility.

## **Division One Players (non-Grandfathered)**

Players in division (D1) who would be considered as 'new' to the CFL (never played in the CFL) and have moved D2 must play one season in D2 as a roster player plus be signed up to play a second consecutive season as a roster player to become eligible to sign up for the CFL. Coincident with their application to play in D2 for a second consecutive season, they will become eligible to submit an application to the CFL.

Effective with the winter season draft for the 2021 season, any currently eligible CFL player moving to level one (D1) or level four (D4) from any recreational level of play shall lose their CFL eligibility status for those seasons playing in D1/D4. Thereafter, if they return to D2 or D3 as a roster player, they shall be granted CFL eligibility commencing with their return to D2 or D3.

### **Division One Grandfathered Players**

Grandfathered players are defined as those players who, in the past, have played in the CFL and have been granted a CFL eligibility status following their move to D1. **Grandfathered status is no longer granted however, to those granted this status in the past, they are entitled to play in the CFL as a sub or roster player provided they have played in one or more of the previous three consecutive seasons. When a grandfathered player does not play in the CFL in one of the three previous consecutive seasons, said player will lose their grandfathered status and will be considered as non-grandfathered D1 player who may regain CFL eligibility by returning to D/2 or D3.** A list of grandfathered players shall be maintained by the board is subject to be reviewed each season.

Any eligible CFL player (roster player or player on the sub list) may sub in D1 without loss of CFL eligibility.

## **IN-ELIGIBLE PLAYERS**

All players currently playing in D1 or D4 who have not been granted CFL grandfathered status are considered as ineligible.

## **TEAM ROSTERS**

A team roster is limited to a minimum of 12 or a maximum of 13 players. A team may only have 4 'A' rated players. The rest of the roster will be made up of 5 'B' rated players and 3 'C' rated players. Teams are allowed a fourth 'C' player if selected in the optional 13<sup>th</sup> round.

All roster players attending a game and able to play, must be included in the teams batting line up, however, all players need not play a defensive position during the game. It is the leagues intent to provide all roster players a chance to play in the field for a minimum of three innings, however, it is the manager's decision as how the defensive positions are filled. Any roster (or sub) may sit out an inning and reenter the game in a later inning.

If a manager is also a player/manager, he will count as one of the 12/13 roster players and depending on his rating (A, B or C) will be one of the player categories. Once assigned, roster players are

attached to that team for the remainder of the season unless replaced. Roster players injured (or in emergency situations) and not able to play, may be temporarily subbed for, however, once able to play must return to their team. The only exception to this would be if the board has determined a roster player has violated league rules in some way or the player is unable to play for the rest of the current season (including playoffs). A player who 'quits' a team during a season is subject to a review by the board and if the reason for quitting is deemed by the board to be 'inappropriate' that player will not be allowed to participate in the league in any capacity for the rest of the current season and may be subject to further discipline.

## **FORFEITS**

A team with fewer than 8 roster players present (seven in the summer season) will not be allowed to get any substitutes and must forfeit the game. Teams are limited to acquiring three subs (four in the summer) either via recruiting players or at the field (thru the pill system) on game day. A team will be allowed to get an injury sub without being subject to forfeit even if that team already has the maximum allowed number of subs.

## **A/B List**

The Board shall provide a list of all players denoting the name, position choice, right or left handed batter, age and contact number. The number of A rated players shall equal the number of teams times 4. The number of B players (5) per team and C players 3 per team. New players, unknown to the A/B committee, may receive an initial rating and thereafter may have their rating adjusted based on play. Once the season begins, roster players will keep their rating throughout the season. Sub-only players may have their rating changed during the season at the discretion of the board. The ratings on the A/B list (and on the the sub list) shall come into play when substitutes are required and is the official reference guide when determining substitutions (A for an A, B for B or C for C).

## **PLAYER RATINGS**

All players on the draft list will be rated as an 'A', 'B' or 'C' player. Each team shall be allowed 4 'A' players, 5 'B' players and 3 'C' players. The only exception is that a 13<sup>th</sup> player is allowed at the draft however that 13<sup>th</sup> player choice is limited to a 'C' player.

## **THE DRAFT**

All managers will control their roster numbers and the only restraint is that their roster cannot exceed 13 players and may not be less than 12. A and B players must be drafted by the end of the 12<sup>th</sup> round. Depending on the number of players signed up (a number short of adding another full team), managers will be given the option of picking an additional player in the 13<sup>th</sup> round (C player only). Players picked in the 13<sup>th</sup> round, if injured and unable to play the rest of the season, may not be replaced.

**Throughout the entire draft process, managers (and those assisting in the draft process) are not allowed to discuss or comment on player draft personnel either before or after they are chosen. During the draft, managers are allowed to privately discuss players with their assistant.**

Each team is responsible to provide at least one representative to make player selections for that team. Each team may have a total of 2 representatives at the draft. If a manager cannot be at the draft, he must designate a representative to replace him at the draft (along with a maximum of one other representative). Phone use (i. e. contact with manager or team representative via phone) is not allowed.

## **DRAFT SELECTION SEQUENCE**

The board will determine the selection sequence two weeks prior to the draft and provide to the managers where they will pick for each drafting round. The draft order will be based on a pill draw and each team will draft in numerical sequence (i.e. pill number one drafts first, pill number two drafts second etc.).

Managers are considered as on their respective team and if a playing manager, will be slotted (required to pick themselves in a specified round) based on the board approved recommendations made by the A/B committee.

Managers are unrestricted as to when they may pick a pitcher but having picked a pitcher, they are restricted from picking another pitcher until such time as every other team in the draft has selected a pitcher. Pitchers are designated as an applicant having signed up with a P in their 1<sup>st</sup> or 2<sup>nd</sup> position choice.

New teams: New teams shall participate in the pill draw and thereafter draft players according to their designated pill draw order.

## **DRAFT ORDER**

The draft order in of the 1<sup>st</sup> round shall be governed by the pill draw. The second round shall be in the reverse order of the first round. Thereafter, teams will pick in the order provided by a matrix system (to include the thirteenth round) designed to balance the picking process. The matrix system used shall remain constant through each season draft with only the team pill draw sequence and possibly the number of draft rounds being a variable.

The final 13<sup>th</sup> round will begin following the established draft order with each team having the option to draft a 13<sup>th</sup> player. Only C rated players will be available in the 13<sup>th</sup> round.

Immediately following the last draft round, teams must inform the league as to their designated pitcher. No trades are allowed between teams during or after the conclusion of the draft. A draft selection by a team is 'official' when the next team in line is announced. Team draft representatives are not allowed to leave their tables to have discussions with other teams during the draft.

## **NEW TEAM POLICIES**

The manager of a new team, if eligible to play, will be rated by the draft committee and therefore considered one of the A, B or C players. New teams are not allowed to bring in their own players and players must be selected out of the open draft pool.

## **LINEUPS**

Eleven players constitute a defensive team, however, each team is required to field a minimum of 10 players. There is no penalty for fielding only 10 players. A team with more than 11 players may choose to have one (or possibly 2) designated hitters and are not required to rotate the DH through defensive positions. If an injury occurs forcing a DH to leave the game, no substitute is allowed (and no out is recorded when the DH would have come to bat). If an injury occurs forcing a fielding player to leave the game, the team has the choice to take an injury sub or have the DH assume a fielding position. Fielding players are allowed to sit out an inning(s) and re-enter the game however the batting order must be maintained.

## **DESIGNATED PITCHERS**

Each team must declare their 'designated pitcher' at the seasonal draft meeting. Thereafter, if a team requires a substitute pitcher, the sub pitcher must start the game as their pitcher and if removed from pitching, the sub pitcher must leave the game (without penalty when said sub pitcher comes to bat). A team may request a substitute pitcher even if their designated pitcher is available. The designated pitcher may play another position or DH however once he does, he cannot pitch for any reason in that game.

## **PITCHER SUBSTITUTES AND DH PITCHER**

All pitchers applying to play in the CFL must be approved by the board as a pitcher. All Pitchers must be rated (A, B or C) whether they are on the sub list or a roster. Pitchers drafted are designated as a team's Designated Pitcher and must be declared by the end of the season draft. Thereafter, if a team requires a substitute pitcher as the DH Pitcher cannot or does not want to pitch, the sub pitcher must start the game as their pitcher and if removed from pitching, the sub pitcher must leave the game (without penalty when said sub pitcher comes to bat). A team may request a substitute pitcher even if their designated pitcher is available. The designated pitcher may play another position or DH however once he does, he cannot pitch for any reason in that game. Normally, the DH Pitcher will pitch for their team however, in the event the DH Pitcher is requested, the sub pitcher must be of like rating (or lower). When a team has acquired a sub pitcher for their DH Pitcher, the original DH pitcher, if available to play, must be in the teams batting lineup and may play (or not) in the field. The requested sub pitcher must also be in the batting order which in some cases will allow the team to have an extra player during the game. This would be the only time a team may get a sub and exceed the 11 player limit.

All requested sub pitchers must be drawn first from the sub list (by rating) and if not available, the team may request a roster sub pitcher.

## **PRE GAME REQUIREMENTS**

Players must report to their manager 30 minutes prior to the scheduled game. Managers need to indicate to the duty board member the number of subs (and their rating) needed 20 minutes prior to game time. The team manager is responsible to ensure the lineup is presented to the board member in charge of the desk. The line up sheet is now official. Any team member that is missing from the sign up sheet and arrives after the sheet has been turned in is ineligible to play for his team, However, if a team member is posted on the line-up sheet and fails to show by the start of the game, he may be scratched without penalty provided the manager advises the head umpire that said player has not arrived. Notification to the umpire must occur prior to the start of the game. The head umpire will

advise the scorers to scratch the player from the line up sheet. However, should a manager scratch a late arriving player at the start of the game, no substitute will be allowed regardless of the player rating.

Players at the field who wish to sign up to sub may do so up until 20 minutes before the scheduled start time of the game.

## **REPLACEMENT PLAYERS**

Replacement players are allowed under the following circumstances:

A player injured or otherwise unable to play for the remainder of a season including playoffs, must notify his manager of his inability to play and the manager must forward the players announcement to the board and may include a request that he be offered an equivalent replacement player. The manager must include in the request the players name, rating and position played. The player to be replaced may not return to his team for the rest of the season (including playoffs) and may not sub during the season. A manager may not get a sub for the injured player unless he has less than 11 players (unless missing a 4<sup>th</sup> A player).

The board will use the sub list that existed at the start of the season to provide up to 3 players of comparable skills to the manager. Players added to the sub list list after the season has started will not be considered as replacement players. Managers may request a replacement player regardless of the players rating.

The board (A/B Committee) will review the managers' request and determine suitable replacements candidates. Once offered candidates, the manager is responsible to contact the the players and get their approval to be a replacement player for the rest of the season and playoffs. The manager has the right of refusal and should he refuse offered players, he must either recruit a sub from the sub list on a game by game basis or acquire a sub at the field via the pill draw. If a manager chooses to contact any of the offered players and receive a commitment to play from that player (in the form of an e-mail), the manager must then forward the player response and his acknowledgement to the board that he will accept that player as a replacement player. Once designated as a replacement player, the manager may bat the player in any spot and for all intent, that player is now considered as a roster player.

Should any player contacted by a manager and asked to be a replacement player, refuse to join a team for any reason, that player will not be considered as a replacement candidate for the rest of the season.

Immediately following the draft, if it is found that a drafted player has incorrectly filled out an application or in some way is not available to play, the board will intervene and rule on the matter and may assign a 'comparable' player(s) from the sub list. In such a case, the player assigned would be considered as a roster player.

## **SUBSTITUTES: THE 4 'A' PLAYER LIMIT RULE:**

**Teams with 4 'A' rated players may not, under any circumstances, field a 5<sup>th</sup> 'A' rated player.**

## **THE 11 PLAYER RULE:**

Teams are required to play with 11 players when just one roster player is missing however when missing a pitcher may be allowed to obtain a like rated pitcher . A team may not get a substitute

(recruited or at the field) when they have 11 players unless one of the following conditions exists.

1. When a team has multiple missing A players they may get one an 'A' rated sub up to a team total of 11 players . If three A's missing they may get two A players and if 4 are missing, may get three A players. When more than one of either B or C players are missing, They can get a like rated B or C player to bring their team total to 11.
2. When a team has no pitcher available, they are allowed to get a sub pitcher. If the team has 4 'A' rated players, they may not get a 5<sup>th</sup> 'A' rated player (pitcher) and must get a 'B' or 'C' rated pitcher.
3. When a team losses a defensive player during a game and has a DH and the manager does not wish to play a DH in the field, a sub may be obtained (observing the 4<sup>th</sup> 'A' player limit). If the team has 4 'A' players, they may only acquire a 'B' or 'C' sub.

The league allows each team to draft 4 'A' rated players and requires no more than 4 A players for each game. Teams may be required to play games with less than 4 A players when required to play with only 11 players. In the event that a team is missing 2 or more players they may recruit or get subs up to 11 players. Where teams have their 4 A players they may get B or C rated subs to reach 11 players. Ergo, if missing 2 B/C players, he may get one B (or C) rated sub. In the situation where he is missing 2 players and one of the missing players is rated as an A, it is his option and decision as to the one player selected to meet the minimum of 11 players and the player chosen made be an A, B or C player. Should the manager select a B or C player then he must play with just 3 A players as it was his option to choose a B/C player over an A player. He cannot select a B or C player first and then claim he is entitled to a fourth A player. By choosing a lesser rated player, the manager has forfeited his chance to select a 4<sup>th</sup> A player.

## **VALID SUBSTITUTES**

Teams are limited to recruiting a maximum of two subs through the recruitment process.

Teams are allowed a total of three subs which can be obtained either by recruiting (max of 2) or obtained at the field via the pill draw. During the summer season only, teams are allowed four subs which can be obtained by recruiting (max of 2) or obtaining them at the field via the pill draw.

Substitutes must be valid CFL members and appear on the league sub list (or be approved by the board and in the process of being placed on the sub list) by game time. If a substitute player is on the roster of another team, he cannot sub in a game that will conflict with his regular scheduled game. Subs, if acquired at the field, must bat after the roster players in the order they were assigned.

Where practical, subs are added to the league sub list in an attempt to allow all teams equal access via recruitment. In the event a player is not on the league posted sub list and shows up at the field prior to game time and wishes to sub, the board member running the sub desk may accept that sub and add him to the available subs for the days' games. Acceptance of the sub is based on two provisions: a.) the sub has filled out a valid application and b.) the sub is a known player to the board member(s) and his rating is discernable (A or B or C). If the sub applicant is not known (as is likely the case for a new player to the CFL and thereby his rating may not be known), he would not be able to participate as a sub on that day, however he may be placed on the posted sub list and be able to play in future games

either as a recruited sub or by showing up on game days and signing up as a sub. His rating would be designated either by the affiliated recreation level he is associated with or by knowledge of his playing abilities by board members.

The A/B list (player ratings) will be used for subs drawn at the fields in most circumstances. A pill draw will determine as to which fields subs will be assigned. If there are enough subs to meet the needs, subs will be assigned in order of field numbers determined by a pill draw (visitors than home team). Once the sequence of fields are determined, subs will be assigned by rating and priority (A then B then C subs). Within each rated group (A, B, C) priority subs will be assigned first (by pill draw number drawn if needed). A separate pill draw will occur for each rated and priority group (as needed).

When there is a shortage of subs, an effort will be made at the field by the duty board member to acquire the needed subs. If there are less subs than required at this point, subs will be assigned one per team until the subs run out. Should there be a need for an injury sub, the designated injury sub will be used (A for A, B for B, C for a C if possible). Should there be no injury sub available, an effort will be made to secure a roster player on site.

A team may request a pitcher even if their designated pitcher is available (whether that DH pitcher is able to pitch or not) however may only get a like rated pitcher to their normal DH pitcher.

Should a team require substitutes at the playing field, they may not field a team with more than 4 A rated players either through the recruitment process or via acquiring subs at the field. Should a team have 4 A players at game time, they will only be allowed to get B or C rated players to bring their team total to 11 players. Should no B or C rated players be signed up, the league shall make an announcement calling for players to sign up. Should no players sign up, said team shall play the game with less than 11 players. Managers are reminded that B and C players are available to be recruited and failure to recruit a B or C player may result in playing with less than 11 players.

As subs sign up at the field, a common sub sign up sheet will be used (subs will not be able to sign up for a specific game/field). As they sign up, they will be given a priority number. Priority 1 subs will be non drafted players, sub only or newly evaluated players. Priority 2 subs will be roster players or those P1 players who may already have played during the day or have been recruited to play in a game. Subs signed up for the 1<sup>st</sup> game and not selected will have priority per their rating group if signed up for the second game. This would apply to both A, B and C rated players. The A for A, B for B and C for C rules will apply, if possible.

'B' or 'C' player P1 subs signed up but not selected to play in the 1<sup>st</sup> game and signed up for the second game will have priority over any other B/C rated player however will not have priority to replace an 'A' player. In essence, for the second game only, the B or C sub will be treated as an B or C player and have first rights to play as a 'B' or 'C' sub without a pill draw and regardless of the pill draw for any other sub.

Subs playing in the first game may sign up for the second game regardless of the field they are playing on in the first game and will be considered a P2 sub for the second game.

A player who signs up as a 'pitcher only' will not have priority over a player signed up as a pitcher and/or any other position(s).

The on duty board member will handle the sign up sheets for all substitutes. Managers may quietly

observe the sub selection process. Any objections must be made prior to the start of the game.

**Injured Player Sub:** Should a player be injured or unable to play during a game, a like rated sub may be requested by the manager provided the team has less than 11 players. If the team has 12 players, the injured player shall not be replaced and when the injured player comes to bat, he shall be skipped over without penalty.

Exception: When a team has an injured defensive player and has a DH and the manager does not wish to have the DH play in the field, they may obtain a sub (observing the 4<sup>th</sup> A player limit rule).

## **SUBSTITUTE BATTING ORDER REQUIREMENTS**

Substitutes assigned at the field (not recruited) will bat at the bottom of the batting order and where multiple subs are assigned will bat in the sequence in which they are picked (assigned).

Recruited subs properly obtained through board notification, may bat anywhere in the batting order at the managers discretion.

## **RECRUITING SUBS - Regular Season Games**

Pregame day recruitment of substitutes is allowed during the regular season if the recruited player is on the sub list (or approved by the board where all managers have equal access). Managers may recruit players (A for A, B for B, C for C) up to 2 weeks from their next game. Roster players cannot be recruited and are eligible only as a 'at the field' sub obtained by the pill process. Once a player is recruited, should the 'subbed for' player become available, the recruited sub must play. A manager cannot 'un-recruit a sub'. The recruited sub becomes official when the manager notifies the player, acquires consent and notifies the league by e-mail, phone or in person of the names of the sub and of the replaced player. Managers who contact a player on the sub list are obligated to inform the designated board member as to players who agree to sub for them as well as those who do not wish to sub on the date/game time requested. Players who do not consent to a request to play for at team for a date and gametime, are not allowed to play for any other team having requested them to sub for that date and gametime.

An A rated player on the sub list can only be recruited for 2 games in the regular season by the same team. During the playoffs, all subs must be selected via the pill draw system. A player having been 'subbed for' through the recruitment process, and becomes available to play may not be recruited by another team, however, may sub at the field during the regular season but is restricted from playing for or against his team. Once a recruited sub fulfills his contract he must return to the sub list.

If a teams' designated pitcher is not playing in any capacity in a game, the manager may recruit a 'roster' pitcher from another team but only if there are no available A/B pitchers on the sub list.

If a team has a late scratch, a manager may call a sub the morning of the game day and obtaining a player, he must then notify the on duty board member at the field with the relevant information. The same recruited sub may not be recruited for more than one time slot. That player must sign up at the fields to sub in another game via the pill draw. He may not be recruited to play for two different teams on the same day.

Subs playing in an early game and picked as a sub for the second game will stay in their game until it is complete, even if it runs late.

## **POST SEASON GAMES/ SUBS**

During post season play, no players may be recruited off of the sub list. Teams may only obtain subs through the 'pill draw' process at the field desk.

**Teams are required to have 12 players in tournament games.**

**Eligible Post Season Subs:** Players eligible to sign up to sub for playoff games shall include roster players or players from the sub list provided that the sub list player was on the sub list at the time of the draft and secondly, that the player from the sub list has subbed or attempted to sub in at least one game during the regular season. All subs from the sub list and roster players who are not scheduled to play that day will be considered as P1. Players scheduled to play on that day will be given a P2 status. Managers may encourage a roster player to come to the fields to sign up; but, may not recruit them for their team. The pill draw will determine which subs are assigned to teams needing subs.

## **TIE BREAKER RULE (REGULAR SEASON)**

Head to head play will be the only tie breaker used to determine a league champion(s). If no clear head to head winner, co-champions will be declared. Runs scored will not be a determination factor.

## **EMERGENCY, ILLNESS OR INJURY**

Once play has begun, if a player is forced to leave a game due to illness, injury or emergency and the team qualifies for a sub, the next available player through the pill draw will substitute on a like for like rating basis. No sub will be allowed for a player who leaves a game for any unauthorized reason. If a player just leaves the game for an unauthorized reason, that player shall be recorded as an out each time he comes up in the batting order.

## **EJECTIONS**

When a player leaves the game due to an ejection, that player will be charged as an out in his next at bat. In any subsequent at bats, he will not be called out.

Ejected players must leave the facility (completely leave the field areas to the parking lots). When an umpire ejects a player from the game, the umpire is required to fill out a written incident report witnessed by the associate umpire describing the time place and cause for the ejection. This report will be used by the board to administer penalties to include suspension of one or more games.

## **RUNNING THE BASES**

Sliding into 2<sup>nd</sup> and 3<sup>rd</sup> base shall be permitted and in addition, sliding into 1<sup>st</sup> base or home base when the runner is trying to avoid contact with a defensive player. However, the rules of avoiding contact must be observed and if, in the opinion of the umpire, a runner slides in an attempt to make contact

with a fielder, the runner will be called out. If, in the opinion of the umpire(s) a runner misses a base to avoid contact (collision), the runner will not be called out. A base runner in a non-force situation, other than at home base, must be tagged out. There is no restriction on rundowns.

Courtesy runners are permitted at any time and the same player may be used twice in one inning however, a player is allowed to be a courtesy runner twice per game (within the 1<sup>st</sup> 7 innings). An additional 1 time granted for all players when a game goes into extra innings.

A runner replaced with a courtesy runner may not be used as a courtesy runner for the remainder of that inning. A courtesy runner may not be replaced by another courtesy runner except for injury causing the removal from the game of the original courtesy runner.

The score keeper will keep record of the number of times a player is used a courtesy runner. When the umpire announces the substitution and the substitute runner touches the base, the substitute runner becomes official. If the opposing managers challenges (appeals to the home base umpire) that the substitute runner has been used more than twice per inning (or game), the umpire will verify with the official scorer and if in violation of the running rules, he will be called out. Such an appeal must be made before the first pitch has been thrown to the next batter. Once a pitch has been thrown to the next batter, no appeal can be made and the substitute runner may remain as a runner. It is the opposing manager's responsibility to keep track how many times a player has been used as a runner as it is his responsibility to appeal a violation to the umpire. Neither the umpire nor the score keeper should announce a runner violation until such time as the runner has been challenged by the opposing manager. Once appealed, the umpire can have the score keeper confirm the number of times a courtesy runner has run.

When extra innings are required, the last batter of the previous inning is placed on second base and may not receive a courtesy runner until he reaches 3<sup>rd</sup> base.

If a base runner attempting to score from 3<sup>rd</sup> base touches any part of the green mat, the batters box or the strike mat, he will be called out and the run will not count.

Plays at the plate require the runner to touch his home base and an out may only be recorded when the fielder has possession of the ball and touches the strike mat prior to the runner touching his plate. Fielders cannot tag out runners at home base once the runner has past the 'no return' line.

## **RED/ORANGE BAG**

Batter runners must use the 'red/orange bag' when running to 1<sup>st</sup> when there is a play being made on them. A base runner (batter/runner) must touch some portion of the orange bag when a play is being made at 1<sup>st</sup> base to be ruled safe. The runner's foot may partially be on both bags when running through 1<sup>st</sup> base provided there is no contact with the defensive player. The batter runner shall be called out if they touch only the white bag when a play is being made on them. When no play is being made on the batter runner, he may use the white bag without penalty. Umpire judgment must prevail as to what constitutes a play being made on a batter runner. Remember, the rule is designed for safety reasons specifically to keep separate the fielder and batter runner.

A runner on 1<sup>st</sup> may stand on either bag (red/orange or white) during an at bat.

The defensive player must touch some portion of the white bag to record an out on a play when the ball

is thrown to him or fielded by him. However, when there is a runner on 1<sup>st</sup>, and a play is made on him (such as a line drive to a defensive player with a throw being made to the defensive player covering 1<sup>st</sup>) the defensive player is allowed to touch either bag to record an out.

When there is a batter/runner situation where the defensive player initially steps on the orange bag, the defensive player may step on the white bag (any portion there of) and the runner will be out provided he touches the white bag prior to the batter/runner reaching the orange bag. In essence, the defensive player may initially step on the wrong base and still record an out as long as he steps on the white bag in time.

### **FIVE RUN RULE/CATCH UP RULE**

Teams are limited to scoring a maximum of 5 runs in an inning with the following exceptions:

In the final inning (7<sup>th</sup>) or in extra innings (considered as open innings), a team may score an unlimited number of runs. During innings 1 thru 6, if a batter hits an over the fence home run and the fifth run crosses the plate ahead of the batter, then six runs are scored for that inning.

Any team who falls more than 10 runs behind may catch up half way. That is, if they are down 11 or 12 runs they may score 6; if down 13 or 14 they may score seven and so on. An over the fence home run occurring after the catch up limit has scored would also be added.

### **MERCY RULE**

If a team is leading by a minimum of 15 runs after 5 complete innings (4 ½ innings if the home team is ahead), then the game shall be declared complete with the leading team declared the winner.

### **FLIP FLOP RULE**

If at the end of the top of the 6<sup>th</sup> inning when the home team leads by 10 or more runs, the visitors will bat again and become the home team. If, they tie the score or go ahead, the former home team will come to bat with the opportunity to tie or win the game. Similarly, if the home team is behind by 10 or more runs at the bottom of the 6<sup>th</sup> inning they will bat again to start the 7<sup>th</sup> inning. They will become the visitors. If they tie or go ahead, the former visiting team will bat with a chance to tie or win the game. This is a mandatory flip/flop and will be called by the plate umpire (run differential and runs scored by a team are no longer used as tie breakers).

### **EXCESSIVE WEATHER (Heat or Heat Index)**

In the event of excessive heat and for the benefit of the players and umpires, a short 5 minute break may be taken between the 4<sup>th</sup> and 5<sup>th</sup> innings. The home plate umpire may call for a break if needed and managers cannot over rule his decision.

### **RAIN OUTS**

Once a game has started (first pitch thrown) the game is in the hands of the home base umpire in so far as determining a stoppage of play due to weather conditions (rain or lightning). The umpire may stop play for safety reasons and restart the game after a short delay should he feel conditions are safe. The umpire may seek advice from a board member(s) should he have a need to do so.

Should the game be called for weather conditions based on the home base umpire assessment, the game will be considered as a complete game (final) should the game go 3 ½ innings and the home team is ahead (or 4 full innings if the home team is behind).

Once a game is started and play is suspended prior to the completion of the required 3 ½ (or 4 ) innings, the game will be deemed a suspended game and the board shall rule on whether the game is to be completed based on scheduling factors and the impact on league standings. If the game is not made up, all hitting statistics will allowed (hits, at bats, rbi's etc.).

If the game is made up, play will resume from the point of suspension. The teams are required to use the same batting line up sequence as was used in the original game with the following exceptions:

If a roster player was not available for the original game and is now available, he may be inserted in the lineup and bat where his sub had batted (sub is not allowed to play in the suspended game).

If, on the contrary, a roster player who played in the original game is not available for the resumption of the suspended game, a like sub (A for A, B for B) will be allowed and must bat in the same spot as the missing roster player. All further rulings on the suspended game will be decided by the board.

## **UMPIRES**

There shall be a 'head umpire' or UIC, appointed by the board, who reports to the umpire committee chairman and whose duties include:

Selecting umpires to be used by the league during the regular season and playoffs.

Educating the umpires in rules and specific rulings where emphasis is requested by the board.

Scheduling two umpires per game.

Processing all complaints concerning umpires and notify the board as required.

Reviewing umpire incident reports where a player has been ejected. Field umpires are required to fill out an incident report whenever a player has been ejected from a game regardless of the reason. The board will review umpire performance and confer with the head umpire as to poor performance by a umpire and suggest actions to be taken. Umpires are directed to avoid confrontations however may 'warn' and/or eject any player/manager who is disrespectful or abusive in any way. Only the manager or his appointed player on the field may 'appeal' plays on the field.

When a team manager or such player designated to the umpire by the team manager requests that a umpire (either field or home base) review his call with the other umpire, all such requests must be honered and the umpired questioned must consult with the other umpire(s) in an attempt the verify the call.

## **STEPPING OUT OF THE BATTER'S BOX**

All batters boxes used by the CFL are installed surfaces and may or may not have a stripe indicating the enclosure of the batter box. A batter may be called out when he makes contact with the ball and steps completely out of the box in the following circumstances:

When his lead foot goes **completely** out of the surfaced box towards the pitcher (in front of the batters box)

If he steps completely across the white line while stepping towards the plate or,

When his foot goes completely off the mat on the batters pull side. He will not be called out

for stepping outside of the striped line of the batters box to his pull side provided some portion of his lead foot remains touching some portion of the batting mat (including the metal rim).

## **SCORE KEEPING**

Score keeping will be done by one or more players designated by the manager of each team when it is their team turn to score keep. Volunteer umpires will not be required to score keep when they are assigned field duties on the score keeping day. Teams are required to submit a list of players assigned by the manager to keep score on the team's score keeping day. The manager is responsible for meeting his teams score keeping assignments. Penalties for score keeping violations (no shows) are: if a player(s) assigned to score keep does not show up in time (ten minutes before game) the player will be suspended for one game (the next scheduled game).

If a team does not submit a list of assigned players, the manager of the team will be suspended from the next game. In seasons where there are a odd number of teams, the team not playing that week (bye week) will assume total scoring responsibilities for all games played that day.

Team members when not keeping score are allowed to sub. When there is shortage of subs, the duty board member has the authority to relieve scoring responsibilities and assign players as subs.

## **SPONSORS**

Team sponsors will be charged \$ 100 per season however, at the discretion of the board, it may be altered for a season as deemed appropriate. Team managers (not the board) are responsible for getting payment to the CFL Treasurer. The second game of the season will be the deadline for total sponsor/player payment. If the sponsor fee is not paid by the third week of the season, that team will not be allowed to wear jerseys or hats of the sponsor starting the next game and thereafter until the fee is paid.

## **EXTRA INNINGS**

There is no restriction on the number of innings required to end a game. In each extra inning, the last batter in the previous inning is required to be placed on second base and may not have a substitute runner until that player reaches 3<sup>rd</sup> base. Substitute runners are granted one additional time as a substitute runner (beyond their limit of 2 per game) during the extra innings.

## **SUMMER SEASON PROTOCOL**

The number of teams will be governed by applicant turnout and the number of teams required to play dictated by the board under the summer protocol. The summer protocol refers to the teams (sponsors) required by the board to field a team. Those teams not required to field a team will be determined by the board based on a rotating list of teams having played (or not played) in the previous summer seasons. The list of teams not required to play will be monitored by the board and the rotating list will be kept by the board.

## **MISCELLANEOUS**

The league championship game shall be designated as the 'Joel Beason Memorial Championship Game'. The CFL has a primary purpose which is to provide players with an enjoyable competitive

senior softball experience. Except for rules involving safety issues, once the season has begun, no rules or policies will be changed without 75% of the board approving.

## **INELIGIBLE PLAYERS**

When it is discovered or disclosed to the board that a player is an 'ineligible' CFL player (application violation) or for some other reason has not met the guidelines of eligibility as governed by CFL rules, the board shall rule on all matters relevant (games played, replacement player, penalties) and determine any such action deemed necessary including, but not limited to, the determination of games affected, standings, forfeitures and any disciplinary action as may be required. When appropriate, the CFL board may consult with the Villages Recreation Department.

## **MANAGERS**

Managers are approved by the board and may either be playing or non playing manager. Should a team have an opening for a manager, nominees will be reviewed and approved by the board as required. During the summer season, the manager of teams not required to play will remain as the spokesperson for that team. Non playing assistant managers are allowed (one per team, if desired). League designated managers are assigned to their team **however, will be assigned to their team in a draft round based on their where they are slotted by the A/B Committee.**

Managers are allowed to have one assistant at the draft. Board members in attendance at the draft may be used as an assistant provided they have no assigned board duties throughout the duration of the draft. Any board member volunteering during the draft (if in the players draft pool) to assist a manager may be drafted by any team other than manager he is assisting and if drafted by another team may still stay at the table as an assistant during the draft.

## **PITCHERS BOX**

The pitcher's box shall be immediately behind the pitching rubber and be 24 inches wide and no more than 10 feet behind the rubber as measured from the front of the pitching rubber. Pitchers must have one foot in the pitcher's box when delivering a pitch. Umpires may call a pitched ball as 'illegal' if there is a violation of foot placement in the pitchers box.

**RUN BY RULE:** There is no run by rule in the CFL. Players are allowed to slide (including 1<sup>st</sup> and home base to avoid contact). Runners are required to avoid contact with defensive players however, when going into a base (especially 2nd base), base runners are in jeopardy of being called out if they interfere with the defensive player either by contact or in the judgement of the umpire(s) they impede the defensive player from making a play and/or throwing to a base. This is a judgement call on the part of the umpires.

Players who come off the base or overrun the base are subject to be called out if tagged off the base.

**LATE OR MISSING LEAGUE APPLICATION:** Failure to provide the league with a valid application by the league cutoff date will require the player to not be considered as a roster player for the season in question. In the event that the player is a new player or a returning player with past seasons played, the player, having completed the necessary application form, will be placed on the sub list (considered only as a substitute or replacement player to be drawn from the sub list for the upcoming season).

In the event that the league does not receive enough applications to form the desired number of teams up to the maximum number of teams which may play in a season, the Board may seek additional players (to include late applicants) in order to reach a minimum number of teams for that season. In such a case, the Board shall have the authority to add applicants including those applicants who submitted a late application and applications from individuals recruited after the application deadline, and or to recruit players. This will occur without prejudice to the league rule concerning missing or late applications.

## **DUE PROCESS**

In all cases involving player ejection or disciplinary action for violation of league or Recreation Department code of conduct, the player(s) involved shall be afforded due process. In addition, any player may file a grievance in writing which will require the sitting board to review.

**PLAYER EJECTION** In addition to the review of the incident report involving player ejection by the Umpire in Chief (or game umpire), the league will conduct a separate investigation. The designated Board Chairman will conduct the investigation (unless the Chairman is involved). He will interview all players, umpires and other eye witnesses to get a clear picture of the infraction. All interviews should be summarized in writing. He will report his findings to the Board. .

**CODE OF CONDUCT VIOLATION** In cases of a violation of league or Recreation Department code of conduct, the Chairman (president) will conduct the investigation. All parties to the alleged violation shall be interviewed separately to include players, managers umpires and spectators. The investigation should be conducted as quickly as possible so as to get details while they are still fresh in the minds of the witnesses. The alleged rule violator shall be afforded the opportunity to present to the board, in person or writing, his version of the incident. The investigating Board member/Chairman may be asked for a recommendation by the rest of the Board when they consider their response to the incident. Once the Board has reached a determination as to the penalty, the Chairman will communicate the Board's ruling to the player(s) involved.

Should the Board Chairman be involved with either a player ejection or code of conduct issue, the Board shall appoint a Board member to be responsible to conduct the investigation.

**PITCHING SCREEN:** The following rules apply:

- a. Pitchers may use a protective screen as conditions warrant. The team using the screen is responsible for the placement and removal of the screen.
- b. The screen must directly face home plate within one to three feet in front of the pitching box. The screen must be positioned anywhere from the outer left side of the pitching rubber for a right-handed pitcher to the outer right side of the pitching rubber for a left-handed pitcher.
- c. The screen must be placed to the left of a right-handed pitcher, and to the right of a left-handed pitcher to maximize the pitcher's safety.
- e. Any batted ball striking any portion of the screen as observed by the umpire will be declared a dead ball, no pitch.
- f. Any thrown balls hitting the screen are alive and play continues.
- g. The pitcher is free to make any and all infield plays just like any other defensive

player.